Usenet Newsgroup Archive: comp.sys.atari.st

1990-06 - 1990-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1990-06-01 through 1990-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,387

Message records with no readable body available in the source text: 2

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: v_opnwk() and v_opnvwk()

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 01:15:35 UTC
From: zessel@incas.informatik.uni-kl.de
Message-ID: <zessel.644202935@incas>
Source record: 240567

johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

...
> Specifically, I'm trying to write metafiles. The problems I'm

> This is what happens. When I compile and run the program with
>v_opnvwk(), the handle comes back zero and it crashes when I try to call
>v_clsvwk(). When I instead use v_opnwk(), it writes a 68 byte file to disk
>called GEMFILE.GEM and then crashes. I get 2 bombs and it does not come
>back from that command.

I had similar problems too. I noticed that every program writing metafiles
i know of uses the screen too. This lead me to opnvwk the screen and
additionally opnwk the meta device. And this worked for me.
I believe it is not even necessary to keep the virtual device open.
May be that some components of gdos are initialized in that step, but who
knows ?
I posted this 2 months ago but there was no reaction.
Hope this helps...

>John Schmitt
Holger

Holger Zessel, uucp: ...!uunet!unido!uklirb!incas!zessel
or zessel@informatik.uni-kl.de
or zessel%informatik.uni-kl.de@relay.cs.net (from usa)
Fachbereich Informatik, SFB124-D1
Universitaet Kaiserslautern, West-Germany

2. Re: In need of ST modeming programmes

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 01:24:27 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.644203457.larserio@kvart.uio.no>
Source record: 240584

```
Just send the disk... I have PD commprograms (including vt100 IBM char set
emulator, Xmodem, Ymodem. Zmodem, BBS software, off-line mail reader).

Public Domain Communication Disk from ABK-BBS, The Atari BBS in Norway
========================================================================
All programs on this disk are free, but if you want to support me and
further developement of MiniTerm & MiniBBS you can become a registred
user. You will then receive update- and new programs information.
------------------------------------------------------------------------
Send 100 NKr, $15, DM25, 10 pounds or 30 guilders by cheque or to
norwegian postgiro account 0537 6846174 (see your local post office for
a transfer card, "Service des cheques postaux, Avis de versement VP1").
Payable to: Lars-Erik 0sterud, 0kriveien 39, N-1349 Rykkinn, Norway.
========================================================================
MINITERM.ACC The very best communication-program for the Atari ST !!
Supports full VT100-emulation and full IBM characterset
with all graphics. Has Xmodem, Ymodem and Zmodem file-
transfer possibilities and fast screen-dump to printer.
If you don't like ACCs just rename it to MINITERM.PRG.
--------------------------------------------------------
MINITERM.INF All settings (dialing dir, f-keys, external programs)
is in the file MINITERM.INF. Use a normal text-editor
SETUP932.PRG or the Public Domain program SETUP932 to edit them.
To use reversed colors add an R after Color1 setting.
--------------------------------------------------------
PRNTFKEY.TOS Prints out the dialing-dir and the f-key macros so
that you can paste them above your function keys.
------------------------------------------------------------------------
MINIBBS\ Public Domain BBS-system - see READ.ME file in folder.
------------------------------------------------------------------------
READMAIL\ Off-Line Mail-reader for MBBS & MiniBBS. You can read
and answer mail Off-Line - see READ.ME file in folder.
------------------------------------------------------------------------
EMULATOR\ Programs to emulate colors,mono,520 - see own READ.ME.
------------------------------------------------------------------------
AUTO\
TIMEDRV3.PRG Small program that will display the time and active
drive/direction in the screen's upper right corner
QUICKSTM.PRG Mono demo version of Quick-ST 1.6 (>1100% faster text)
QUICKSTC.PRG Colr demo version of Quick-ST 1.6 (>1100% faster text)
PROTECT4.PRG Works in the background and checks for boot-viruses
NORKEY5.PRG Norwegian keyboard driver (for norwegian use only :-)
OPPSTAR7.PRG Key-click off, Epson/IBM, ACC's ?, Sets date and time
------------------------------------------------------------------------
```

PACK.TOS Compresses program-files to shorter program-files !
ARC.TTP The newest version of ARC (uses .ARC-files)
LHARC.TTP Packs better than ARC, ZIP and ZOO (uses .LZH-files)
ARC2LZH.TTP Converts .ARC-files to .LZH-files (saves a lot of work)
ARCSHELL.PRG GEM-shell to make use of ARC, LHARC and ZOO very easy
ARCSHELL.INF Configuration for ARCSHELL (edit with a text-editor)

RZ.TTP Zmodem-receiver for MiniTerm, MiniBBS and ReadMail
SZ.TTP Zmodem-sender for MiniTerm and MiniBBS

PROTECT3.TOS Small utility to kill boot-sector viruses and protect
disk against new boot-sector viruses. This disk has
an info-message in the boot-sector - It's NOT a virus

MINIVIEW.TTP Small text-file viewer to replace SHOW-file option
DESKTOP.INF View this file to see how to install MINIVIEW.TTP

NTPLAY.TTP Small program to play NoiseTracker files from Amiga
---
MYSELF.TXT If you want to know more about me - read this text !

Problems ? Write to: Lars-Erik 0sterud
0kriveien 39
N-1349 Rykkinn
Norway

E-mail to: larserio@ifi.uio.no (usenet)

Call me at: +47 2 13 15 71 (voice)
or ABK-BBS: +47 2 13 26 59 (1200-9600 baud MNP5)

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____ ______ ______________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS
```

3. KA9Q and Mail/SMTP

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 08:05:01 UTC
From: slarti@tharr.UUCP
Message-ID: <766@tharr.UUCP>
Source record: 240573

Hi,
I'm currently expermenting with the SLIP feature of the KA9Q package,
on both PCs and STs, the PCs having hard disks, the ST running on floppies
only. FTP works fine between the two machines, but when I send mail from
the PC to the ST, it fouls up. The "From:" line is dumped into an improperly
named and placed file, and the remainder of the message is output to the
screen. I notice that the ST implementation does not include any sort of
mail handler -- is this because it is not fully supported yet, or have
I got something wrong in my setup to cause the error described above ?
If I set up mail by hand on the ST and send to the PC it works fine.

Any help would be much appreciated.

Ta.

Dunc

--
JANet : dunc@uk.ac.leicester or slarti@uk.ac.ed.cs.tardis
UUCP : slarti@tharr.UUCP

4. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 12:39:27 UTC
From: micro@imada.dk
Message-ID: <769@imada.dk>
Source record: 240579

In article <80988@tut.cis.ohio-state.edu> <watters@cis.ohio-state.edu> writes:
>In article <1990May29.203020.28441@pmsmam.uucp> wwm@pmsmam.uucp (Bill Meahan) writes:
>>I have a recurring dream (some might call it a nightmare):
[details about a very true dream deleted]
>
>Well, Your dream is almost fullfilled! You can get almost all the things
>you want very soon, it's called an Amiga 3000. Enjoy!

Now you must be dreaming - just about the only thing your A3000 have is
a 68030. And that is with 2 wait states on *fast ram*.
Who needs Amiga500 graphics on a 68030 machine anyway??

>| David Watters | If you take a piece of crap, and sell |
>| The Ohio State University | millions of them... each one is still a |

-Klaus

5. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 13:16:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4abda219.20b6d@apollo.HP.COM>
Source record: 240580

In article <30379@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>>I talked to a source at Atari. When will the TT be released? Soon.
>
>Ah! I hope. How much? What exactly is a "TT"? I suspect it is a direct
>competitor with the Amiga 3ooo?

I'm tempted to flippantly say that the TT is whatever the Atari paparazzi need it to be, to sustain the One True Faith. Actually, only Atari knows exactly what a TT will be, and perhaps even they don't know yet. Prototypes have been shopped around to developers & magazines, but it's far from clear that those bear any resemblance to whatever will finally get dropped off at your Local Authorized Atari Dealers (wherever they might be). START magazine had a look at such a prototype a few months ago, and babbled a bit about the guts of it. Sounds to me like the 520ST of the 90's (basically a closed box, w/ twiddled TOS, w/ 16 MHz 68030 & a few graphics tweaks); read that as you may.

In short: you want speculation, we got it aplenty. Facts, those require patience. And Faith.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

6. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 13:17:12 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun1.131712.28580@cunixf.cc.columbia.edu>
Source record: 240589

In article <30379@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>>I talked to a source at Atari. When will the TT be released? Soon.
>
>Ah! I hope. How much? What exactly is a "TT"? I suspect it is a direct
>competitor with the Amiga 3ooo?

Hehe, it only hurts when I laugh...sigh...

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
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7. Re: Specter

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 13:26:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4abdab40.20b6d@apollo.HP.COM>
Source record: 240576

In article <4690@uafhp.uark.edu> wgj@uafhcx.uucp (Bill Johnston) writes:
>A freind of mine has been asking me about Specter. His buisness wants to
>install Mac's to do their publishing. However, beset with a shortage of
>funds they would like to know if installing Atari's with the Specter board
>and software is a good idea.

No knocks on Spectre (I don't own one), but it doesn't seem wise to base a business on something "nearly compatible". Personal use, yes. Business internal use, perhaps. But if by "their publishing" you mean anything that goes out the door, I'd suggest they probably shouldn't go the emulator route. Or at they very least, that they thoroughly test the software they want to run, on the Spectre, before jumping into it in a big way.

Again, nothing against ST's or Spectres or the combination; but if it were my business, I'd be pretty conservative where my workaday bottom-line equipment was concerned. (On the other hand, what publishing software do they want? Perhaps there's something comparable on the native ST side? I hear good things about Calamus...)
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

8. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 13:39:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4abdb725.20b6d@apollo.HP.COM>
Source record: 240577

In article <395848@neabbs.UUCP> marclaan@neabbs.UUCP (MARC LAAN) writes:
>TT will be presented to the press here in Holland at june 7th, at
>Atari office. Production starts same month in Taiwan. First machines
>will be flown in end of month. Regular sales in August, that is: in
>Holland.

Ahh, the first Hard Dates! Are these Official Atari Dates? In other words, I can mark "TT freely available somewhere in Europe" on August 31st (I'm being generous) of my calendar, and when August 31st rolls around I won't hear, "Awaiting FCC approval", "They're on the boat from Taiwan", "Shortage of gloobenfloogle chips", or any other sentences prefaced with "Sorry"? Household members throughout Europe (or Holland, at any rate) really will be saving their desktops on shiny new '030 Atari machines come September?

> First machines ofcourse are handmade models. Regular
>shipments are massproduction.

This sounds SOOOOOO familiar (anyone remember what the original ST introduction was like?). Perhaps we should have a contest: Who can come closest to guessing the number of mother-board revisions the TT will undergo within a year of its introduction?

Okay, it's Friday & sunny; I should lighten up...

> Price is not coming down before fall.

So, how much? (We geocentric Americans would like a dollar figure, naturally. Or, at least a scale-factor from your currency... :-)

--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

9. Arcgsh (Archiver GEM Shell) Version 3.0 is out

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 13:57:52 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2216@laura.UUCP>
Source record: 240575
Cross-posted to: comp.sys.atari.st,dnet.atari,unido.atari,sub.sys.st

I just mailed Arcgsh V3.0 to Steven Grimm, the moderator of comp.binaries.atari.st. So it will show up in that newsgroup really soon now. To let you know what Arcgsh offers here is an extract from the README file:

Arcgsh is a program that eases the calling of the well-known archivers Zoo, Arc, LHarc and Shar. Furthermore the programs Uud and Uue are supported to let you decode resp. encode binary files for handling with e-mail. You can use your favorite file viewer and your favorite editor from Arcgsh without any need to leave the program.

With Arcgsh it is no longer neccessary to start a command-line-shell, "cd" to the directory where your archive file is (or should be created), remember the various archiver options (each archiver has it's own set of options), type them in and finally start the program. With Arcgsh you can handle everything with GEM objects: Dialog boxes let you select program options, and filenames are comfortably selected using the GEM file selector box.

Arcgsh serves especially well for uudecoding and unarcing any stuff received from computer networks. The programs ZOO.TTP, ARC.TTP, LHARC.TTP, UUD.TTP, UUE.TTP, and SHAR.TTP are not part of the Arcgsh distribution. You have to get them elsewhere.

New in this version:
- LHarc is supported.
- Arc version 6.02 is supported. (The former version was 5.21.)
- Again a new and very different configuration file format. You cannot use your old configuration file any more. Please create a new one! (A conversion aid from old to new format is not given.)
- Documentation is in LaTeX format now.
- A huge bunch of internal code revirement has been done. Some of it you will notice: TOS 1.4 support, the file selection handler (a la Zoo dialog box) for all programs (except Uud and Uue).

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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10. DTP for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 14:16:15 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <2613.266678af@cc.helsinki.fi>
Source record: 240574

I would like to get some info on low-cost DTP programs for the ST (that is, everything else than Calamus). I have worked with the Timeworks, but I would like to try something else, too.

Is Pagestream any good? How about Publishing Partner or perhaps the new version of Fleet Street Editor? I would be really glad to get some info, because I have noticed some restrictions in the Timeworks.

Jouni

11. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 14:34:15 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <13202@wpi.wpi.edu>
Source record: 240581

In article <769@imada.dk> micro@imada.UUCP (Claus Pedersen) writes:
>Now you must be dreaming - just about the only thing your A3000 have is
>a 68030. And that is with 2 wait states on *fast ram*.
>Who needs Amiga500 graphics on a 68030 machine anyway??

I'd like to have someone at C= confirm this. The 3000/25 is a 68030 machine with a 68882 and resolutions up to 1280x800 - that ISN`T 500 graphics. The 500 will be able to do it later, but for $3039 for a 2 meg A3000 with a 25MHz 68030/68882 under the educational discount, it's hard to beat.

--
husc6!m2c!wpi!jdutka	"Hey, baby - wanna do some HEAT TRANSFER?
jdutka@wpi.wpi.edu	Heh, heh, heh!"
John Dutka, Jr.	-Mechanical Engineers On The Prowl
jdutka%wpi.wpi.edu%mitvma.bitnet _____

12. Turbo C 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 14:39:35 UTC
From: cjy@uafhcx.uucp
Message-ID: <4696@uafhp.uark.edu>
Source record: 240578

I have some friends that are taking a trip to Europe this month, and I am hoping to have them buy a copy of Turbo C 2.0 with the debugger and assembler for my ST while they are there. Could someone please mail me the name and address of a store in either Munich or, preferably, Vienna where they could purchase it for me. As they are not computer types, a written name of what they should ask for would be very helpful. Also, an approximate price would be nice. Thanks in advance for providing me with this information.

Calvin Yockey
cjy@uafhcx.uark.edu
University of Arkansas

13. HP Deskjet - Refillable cartridges, Special Labels

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 14:51:26 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1990Jun1.145126.3392@cbnewsj.att.com>
Source record: 240571

I came across the following two items in comp.sys.mac, which I thought
would be of interest to HP Deskjet users in this newsgroup.

ITEM 1 - Refillable, waterfast(?) cartridges!

Steve Cook (cook@hpmtlx.HP.COM) writes

A company in Waltham, Graphic Utilities, has started selling a
refillable Deskjet cartridge for about $15.00. They claim their
ink has 90% retention whereas HP's only has 5%. I haven't tried
it yet, but it sounds promising. They can be reached at
1-800-669-4723. I know HP is working on an ink which is less
water soluble.

ITEM 2 - Special Labels

Stephen Marcus (marcus@cbnewsc.att.com) writes

I called HP to ask them why you can't use laser printer labels
in a DeskJet/Writer. Sure enough, standard labels tend to come
off their backing in the paperfeed mechanism. However:

HP now makes special labels for the DeskJet/Writer -
92296 labels, call HP at 1-800 538 8787 for order info.
These labels have a special glue which makes the backing
adhere better, and not come off in the paper path.

Also (this information given by HP support), Avery makes labels
for the DeskJet/DeskWriter: they MUST have a gold starburst on
the box saying "FOR DESKJET". I checked with the local EggHead,
and they already had mailing labels, but not yet the ones for
floppy disk labels. You can also order direct from Avery:
(818) 969 3311 x3369.

Perhaps someone will try these products and share their experiences
with us. (Note, I have no affiliation with either company.)

--
Rana Dutt AT&T Bell Laboratories, Middletown, NJ
rcd@mtqua.att.com (201) 957-3389

14. Re: More serial ports for Atari-st under OS9

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 15:39:25 UTC
From: windy@truth.informatik.rwth-aachen.de
Message-ID: <2945@rwthinf.UUCP>
Source record: 240590

Hello world!

Does anyone out there have a circuit which allows more than the one ATARI serial port to be used? I am thinking in terms of a card which attaches to the DMA port, rather than some means of modifying the MIDI port. OS9 supports at least 8 serial ports and I want to be able to make use of at least 3 of these.....

Thanks in advance!
Andrew Miller.

15. Programmin Windows in GFA Basic 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 16:52:00 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1493.266656e0@miavx1.acs.muohio.edu>
Source record: 240583

I don't know if this has been asked before, but here it goes...

I'm writing my first GEM application, and I'm using GFA Basic 3.0. I would like to know how to put text in a window, and what do you have to do to make it scroll and such. The documentation with GFA isn't the best in the world, and it doesn't explain how to do anything, just trial and erro ron my part. (I did get my .RSC file loaded in, and it working, it wasn't that hard!!)

Goz
--
~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

16. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 18:01:50 UTC
From: watters@mum.cis.ohio-state.edu
Message-ID: <81101@tut.cis.ohio-state.edu>
Source record: 240582

In article <13202@wpi.wpi.edu> jdutka@wpi.wpi.edu (John Dutka) writes:
>In article <769@imada.dk> micro@imada.UUCP (Claus Pedersen) writes:
>>Now you must be dreaming - just about the only thing your A3000 have is
>>a 68030. And that is with 2 wait states on *fast ram*.
>>Who needs Amiga500 graphics on a 68030 machine anyway??
>
>I'd like to have someone at C= confirm this. The 3000/25 is a 68030 machine
>with a 68882 and resolutions up to 1280x800 - that ISN`T 500 graphics. The
>500 will be able to do it later, but for $3039 for a 2 meg A3000 with a 25MHz
>68030/68882 under the educational discount, it's hard to beat.
>| John Dutka, Jr. | -Mechanical Engineers On The Prowl |

Don't forget a MultiSync monitor (~14") and AmigaVision (which is awsome)
and WordPerfect all thrown in at the same price, with a 1yr. waranty.

That 2 wait state bit is incorrect anyways!

The resolutions are over 1300x800 with overscan and Pal options that are fully
viewable from edge to edge or not, which is all possible on the A1950MultiSync
which is included!

ps. And a ST-emulator if you want.

dw

17. Re: DTP for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 19:57:48 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun1.195748.5826@ns.network.com>
Source record: 240587

In article <2613.266678af@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>Is Pagestream any good?

I like it. Everything has its advantages and disadvantages, but on the whole, Pagestream is a good product. I'd get it again if I had it to do all over.
--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

18. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 20:00:36 UTC
From: Metalist@cup.portal.com
Message-ID: <30422@cup.portal.com>
Source record: 240586

>>Cool! Does anyone know what a "TT" is??
>If you want speculation, we got that aplently. If ya want facts, you'll
>have to take them on faith.

Ick.. so no one really knows hmm? too bad.. so which is better, the STe or TT? logic serves that the STe should be released in the states before the TT right? How long has the STe been releaed outside of the US? If maybe a year or more, than perhaps the TT would be released here and the STe forgotten for U.S. release, so that the U.S. can catch up with the rest of the world?

Metalist@cup.portal.com

19. Re: In need of ST modeming programmes

Newsgroup: comp.sys.atari.st
Date: 1990-06-01 20:03:49 UTC
From: Metalist@cup.portal.com
Message-ID: <30423@cup.portal.com>
Source record: 240585

I tried to reply to you via mail, but the message would not go through.

I will send the disks to some U.S. contacts since I dont know diddly about mailing to Norway or getting a transfer card....

thanks for your offer,

Metalist@cup.portal.com

20. Re: Supra HD utilities

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 01:38:44 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <2942@bdt.UUCP>
Source record: 240591

```
SUpra Hard Disk Utilities disk can be obtained direct from SUpra Corp.
I think they are on version 4.12 or so. You can call SUpra Technical
Support at (503) 967-9081, for orders call (503) 967-9075
```

21. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 02:17:03 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2943@bdt.UUCP>
Source record: 240592

I, Michael Arthur, am not trying to threaten anyone. Ralph Mariano simply asked me to post a message to attempt to get Greg Lindahl to stop "tampering" with ST Report's content.

Here is part of what you posted:

> Since ST Report is a copyrighted publication, and such editing is illegal,
> Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed
> doing such a thing, that he stop immediately, because such actions would
^^^^^^^^^^^^^^^^^^^^^^^^^
> incriminate both Greg Lindahl and other sources which he uses in the course of
^^^
> perpretrating such acts.

For some time, Greg has relayed ST Report to a mailing list as a volunteer effort, without any personal gain, as a favor to people who wanted to read it. What have you done for the benefit of the network? You have issued threats.

You are not only threatening Greg.

You also are threatening the NSF Internet, its associated networks, and all the individual UUCP sites through which ST Report might be transmitted. How else am I to interpret it?

Thanks a lot for doing your bit for unity, harmony and gracious behavior.

I did not mean to imply what you are saying, and if I did, I apologize sincerely to both you, and all of the sites which may possibly have carried ST REport.

Ralph Mariano said that such actions would only be aimed at Greg Lindahl and possbibly UVA, if and only if Mr. Lindahl didn't stop changing ST Report to suit his own style of thinking.

Neither I, or Ralph Mariano are making threats against anyone. Ralph Mariano is saying that Greg Lindahl doesn't have the right to edit ST Report, since he doesn't make it, and is violating the copyright laws....

I will next post what Ralph Mariano has said in this week's issue of ST Reoprt, in order to COMPLETELY clear up whatever misconceptions there are about what he said....

22. Ramdisks and my STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 02:34:25 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Jun2.023425.26696@sun.soe.clarkson.edu>
Source record: 240588

Since I aquired my 1040Ste, I have not found a reset proof ramdisk that
didn't bomb my system upon installation.

I found the SI_RAM ramdisk (and print spooler) to be an acceptable non reset
proof alternative, but now that I am using the AMCGDOS that comes with
GEMINI (wow, GEMINI is GREAT!), SI_RAM bombs!
So, I Started using M-DISK (a REALLLY old Michtron product), but it limited
my ramdisks to 720k (which sucks if you have 4Meg :) so, I disassembled it
and raised the limit to 2Meg, but now it bombs when I put alot of stuff in it.

ANYWAY! I am really getting frustrated.

What ramdisk programs are proving to be reliable? and at which site can I
find them?

Anyone else with an STe having problems?

AAron nAAs
opielask@clutx.clarkson.edu

23. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 03:24:47 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2948@bdt.UUCP>
Source record: 240594

Here is what Ralph Mariano has said (in this week's issue of ST Report) concerning the "Greg Lindahl" issue

> COPYRIGHT! STR Spotlight? STReport "chopped up" by college student
==========

THEY SHOULD KNOW BETTER
==========

by R.F. Mariano

Copyright violations of all types are, for practical purposes, an integral part of the computing community. Oddly enough, the most serious offenders frequently appear to be those who do or, at least should, know better that to perpetrate such non-sense. From outright theft of software to the brazen copyright infractions recently brought to our attention, it would appear that people have little or no respect for the rights of others regardless of the damage or harm they cause.

STReport finds its issues are, at this time, being sent through USENET by Greg Lindahl, who apparently is under the misguided impression that he has been granted some sort of editorial powers beyond the bounds of the copyright notice contained in each of our issues. It seems this young man, by his own messages, openly admits having edited and/or deleted various items from STReport.

A number of well meaning individuals who frequent Usenet have brought this serious matter to our attention. They have clearly stated that this is an ongoing situation and have provided STReport with sufficient materials to substantiate their allegations. Further on, we present an excerpt from the materials.

STReport formally requests of Mr. Lindahl; Please discontinue your editorial activities immediately. Additionally, to all parties concerned, STReport Online Magazine may be retransmitted in any form provided each issue transmitted is complete and complies fully with the copyright notice posted in each issue.

Portal-Rmail-To: ordania-dm@cup.portal.com
Received: by portal.portal.com (1.14)
id AA10408; Wed, 23 May 90 06:31:09 PDT
Received: from Sun.COM (sun-barr) by sun.Sun.COM (4.1/SMI-4.1)
id AA22104; Wed, 23 May 90 03:23:05 PDT
Received: from uvaarpa.virginia.edu by Sun.COM (4.1/SMI-4.1)
id AA11213; Wed, 23 May 90 03:22:53 PDT
Message-Id: <9005231022.AA11213@Sun.COM>
Received: from virginia.acc.Virginia.EDU by uvaarpa.virginia.edu id

aa15178;
23 May 90 3:16 EDT
Received: from virginia.edu by virginia.edu id aa27894; 23 May 90 3:07 EDT
Received: from bessel.acc.Virginia.EDU by virginia.edu id aa27869;
23 May 90 3:01 EDT
Date: Wed May 23 03:01:30 1990
From: Greg Lindahl <gl8f@bessel.acc.virginia.edu>
Reply-To: gl8f@bessel.acc.virginia.edu
To: streport@virginia.edu
Subject: STR # 419

[This copy of ST Report was edited by me. Each issue I remove the 2
commercial advertisements (one for compuserve or genie, the other for
the editor's hard-drive business), CPU Report if it has nothing to do
with the ST (I left it in once last year), and any "article" composed
of 100% flamage. I sometimes also remove duplicated articles, trim
down press releases, and edit other material.

If you would like to unsubscribe, send mail to streport request @
virgina.edu. Never, ever, send mail to streport@virginia.edu unless you
want it to go to everyone on the list. If streport-request should bounce
a message, it means that my mailbox has gone over 1 meg, or I have a
hardware problem, or you mistyped the name. Do not freakout, just remail
it later.

-- greg]

STReport " Independent News Source" June 01, 1990
16/32bit Magazine copyright 1990 No.6.22

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any way without prior written permission. The contents, at the time of
publication, are believed to be reasonably accurate. The editors,
contributors and/or staff are not responsible for either the use/misuse
of information contained herein or the results obtained therefrom.

This article (posted with his permission, BTW) represents Mr. Mariano's
opinion concerning Greg Lindahl's actions....

He also told me personally that if Greg Lindahl continues to warp the content
of ST Report to suit his tastes, then he will "contact the University of
Virginia's legal department to inquire as to why they are allowing Greg
Lindahl to break the copyright laws"...

I CANNOT stress more CLEARLY that Mr. Mariano is not threatening, and does not
intend to sue Usenet, Internet, Arpanet, or ANY of the organizations which you

said he may. If the message that I relayed gave that impression, then I apologize. However, he has said that UVA and Greg Lindahl are the two parties "seemingly" involved in either condoning or participating in Greg Lindahl's activities...

The above represents Mr. Mariano's opinion, and I am merely the messenger....

However, I myself personally feel this is an issue about copyright violations, nonwithstanding any opinions about ST Report's content itself....

24. SM124 Monitor Problems

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 04:23:48 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <caNnxIH0BwwfN8Nkps@transarc.com>
Source record: 240593

I am having a weird problem with my SM124. After using it for 10-15 minutes, four vertical black lines appear on the screen, flickering in and out. In another couple minutes, the entire screen goes into reverse video, from which it never returns. This is especially irritating in Mac-mode or when previewing TeX. Anyone have any ideas what I can do? I've opened it up, looking for fried components, but found nothing meaningful. All of the computer dealers in my area seem to have punted Atari's, so I'm pretty much on my own. Help!!

Thanks in advance!!!

Bill von Hagen (wvh@transarc.com)

25. Re: Specter

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 05:28:52 UTC
From: warningm@ure.CS.ORST.EDU
Message-ID: <18679@orstcs.CS.ORST.EDU>
Source record: 240595

In article <4abdab40.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>In article <4690@uafhp.uark.edu> wgj@uafhcx.uucp (Bill Johnston) writes:
>>A freind of mine has been asking me about Specter. His buisness wants to
>>install Mac's to do their publishing. However, beset with a shortage of
>>funds they would like to know if installing Atari's with the Specter board
>>and software is a good idea.
>
>No knocks on Spectre (I don't own one), but it doesn't seem wise to
>base a business on something "nearly compatible". Personal use, yes.

Just thought I'd support the other side... I DO own Spectre and I think the
phrase "nearly compatible" is a little bit misleading. I have found it to be
compatible with EVERY macintosh application that I cared to try. The only
stumbling block is that copy-protected software won't work. Anyway, the point
is that it's no less compatible than your average PC clone. (The fact that
you're using macintosh roms probably help with that...)

Mike Warning
warningm@ure.cs.orst.edu

26. Message to ******* LarsErikOsterud *******

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 05:47:39 UTC
From: Metalist@cup.portal.com
Message-ID: <30447@cup.portal.com>
Source record: 240596

Hello Lars. I have tried various times to send you mail, but it is always returned to me unsent. Would you happen to know why? I would like to post a mail message to you containing my address so that you can send me the diskettes and allow me to pay the postage.

Could you provide some possible net access addresses where I can send the mail? Thus far it does not get sent.

Thanks,
Bryan_Jones_Woodworth@cup.portal.com
Metalist@cup.portal.com

27. Re: Ramdisks and my STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 12:49:00 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jun2.124900.15086@newcastle.ac.uk>
Source record: 240600

In article <1990Jun2.023425.26696@sun.soe.clarkson.edu> opielask@clutx.clarkson.edu writes:
>Since I aquired my 1040Ste, I have not found a reset proof ramdisk that
>didn't bomb my system upon installation.
>
[...]

I use Maxidisk on my STe (German version). It even compresses files as they are stored on the ramdisk with little aparent speed loss. I think it is available from terminator.

>Anyone else with an STe having problems?

The Problems I have are with double clicking on programs, sometimes they refuse to run and present a dialog asking for SHOW PRINT CANCEL just like for a document. The wierd thing is this fault is intermittent. Anyway I think it is solved by saving the desktop (Old ST desktop.inf seems to cause the proble.)

Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

>AAron nAAs
>opielask@clutx.clarkson.edu

28. Re: More serial ports for Atari-st under OS9

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 13:13:47 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.644319350.larserio@kvart.uio.no>
Source record: 240597

```
There is a rs-port with 4 ports for use with Michtron BBS
Take a call to Michtro in the UK and ask about info.

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

29. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 13:58:39 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun2.135839.2845@cunixf.cc.columbia.edu>
Source record: 240598

```
In article <2943@bdt.UUCP> MICHAEL_ARTHUR@bdt.UUCP writes:
>I did not mean to imply what you are saying, and if I did, I apologize
>sincerely to both you, and all of the sites which may possibly have carried ST
>REport.
>
>Ralph Mariano said that such actions would only be aimed at Greg Lindahl and
>possbibly UVA, if and only if Mr. Lindahl didn't stop changing ST Report to
>suit his own style of thinking.
>
>Neither I, or Ralph Mariano are making threats against anyone. Ralph Mariano
>is saying that Greg Lindahl doesn't have the right to edit ST Report, since he
>doesn't make it, and is violating the copyright laws....
>
>I will next post what Ralph Mariano has said in this week's issue of ST
>Reoprt, in order to COMPLETELY clear up whatever misconceptions there are
>about what he said....

Listen, you don't have to worry anymore. Greg has stated that he will
no longer distribute ST-Report since it is now explicitly forbidden to
remove all the ridiculous advertising. You can rest assured that the
only concrete result of your/Ralph's actions is that a few thousand
fewer people will read his piss-ant little magazine. I know Greg
distibuted it to a few hundred people and I'm sure many of those people
in turn distibuted it to others. I personally used to forward my
copy to about 10-15 others after I received it.

Ralph, you and your mouthpiece (as usual) are behaving like complete
babies. If you had intended to decrease your already small circulation,
you have indeed succeeded.

Regards,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

30. ST Emulation on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 14:23:36 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun2.142336.6446@cunixf.cc.columbia.edu>
Source record: 240599

```
From cunixf.cc.columbia.edu!rutgers!ucsd!sdd.hp.com!cs.utexas.edu!sun-barr!newstop!texsun!
alanya!lupe Thu May 31 01:12:59 EDT 1990
Article 16099 of comp.sys.amiga:
Path: cunixf.cc.columbia.edu!rutgers!ucsd!sdd.hp.com!cs.utexas.edu!sun-barr!newstop!texsun
!alanya!lupe
>From: lupe@alanya.Central.Sun.COM (Lupe Christoph - Sun Germany Consulting - Munich)
Newsgroups: comp.sys.amiga
Subject: Atari ST emulation, the first review (long)
Summary: Review of the first commercial emulation of the Atari ST on the Amiga.
Keywords: Atari ST, emulation
Message-ID: <lupe.644089476@alanya>
Date: 30 May 90 17:44:36 GMT
Sender: news@texsun.Central.Sun.COM
Lines: 162

This is a quickly done translation of the first review of Medusa, the
Atari ST emulator for the Amiga 2000. Please excuse the probably rough
English. I don't believe that I'm required to produce Marketese ;-)

I have left the prices in Deutschmarks since this news group is quite
international. Most people are probably aware of their exchange rates
with the Dollar, so here is the exchange rate for Deutschmarks to
Dollar: 1 $ is roughly 1.67 DM.

New perspectives from an Atari in the Amiga

Atari ST Computers are technically inferior to the Amiga in Video and Audio.
Despite this, they have won a quantitative and qualitative advantage in
areas like text processing. After inserting Combitec's emulation card
Amiga users can employ the powerful software of the seemingly weaker
computer.

Following Readysoft's emulator A-MAX another emulator makes new worlds
acessible to the Amiga. Instead of trying to imitate the Apple
Macintosh, Combitec's Medusa tries to emulate the Atari ST as closely
as possible.

Somebody imagining the emulator as a complete Atari ST on a plug-in
card will be surprised. On the small Medusa card for the 100 pin
Amiga-slot he will nmainly find two logic components (PALs) that
enable the Atari ST software to use Amiga hardware. WIth this the
purchase of Atari hardware is superfluous und possibly ensuing
copyright problems are avoided.

Medusa requires an Amiga with at least 1 Megabyte RAM and a diskette
drive. Combitec recommends a 2 MByte RAM expansion to be able to work
```

with programs that require more memory. The emulator uses the entire Amiga memory without problems. Also used are all interfaces, the diskette drives (read and write-compatible with original Atari 720 KB drives) and certain hard disks. Printers and plotters can be used, too. The owner of a well equipped Amiga owns also a well equipped Atari.

After inserting the card Medusa can be started immediately. The software can be loaded directly from diskette or hard disk and is not copy protected. The Amiga part of the software consists primarily of the Medusa program - the emulator proper - and the installation software that is needed especially for using a hard disk.

The Atari operating system TOS (Tramiel Operating System) - not included in the package - can be stored on hard disk and be loaded from there. Owners of a Combitec filecard or a Combitec AutoBoot card can create a bootable parttion of their hard disk for the Atari ST.

A short and clear installation program facilitates TOS installations on Amiga diskettes or hard disks, theassignment of Amiga diskette drives to the Atari, the creation of an Atari partition on hard disk and the adjustment of video refresh.

The problem of getting the operatin system of the emulated computer is prevailing among emulators. For the Macintosh emulator A-MAX the original Macintosh ROMs are required, but cannot be delivered with it for copyright reasons.

For Medusa this problems can be solved relatively easily: For one the dealers are seling Ataris TOS as a diskete version for 15 DM, and a program called "GetTOS" is delivered with Medusa that, started on an original Atari ST, reads the TOS out and writes it to diskette. This diskette can be used for the emulator directly or as a medium for the hard disk installation. Sources for the diskette TOS are referred to by Combitec on request. Combitec points out that the legal questions have to be checked out before copying the TOS. In doubt Atari has to be asked for permission !

For the test the TOS version 1.0 was available on diskette.

According to Combitec the capability is planned to put the ROM-TOS into sockets on the Medusa card. Since TOS can be loaded from hard disk in a few seconds, this plan was shelved for now. In daily use this solution provides greater flexibility since users can choose between different TOS versions that can all be stored on hard disk.

After installation a typical Atari desktop screen appears on the Amiga monitor. Since HiRes mode is pre-selected it is an interlace screen. The characteristical flicker is somewhat abated as the refresh frequency of the monitor (1084 et al.) can be increased from 25 Hz to 31 Hz or even 35 Hz for better devices. This facility does not require a special Agnus chip. In LoRes or MedRes logically the double of the HiRes frequency can be used, up to 70 Hz. This represents an

absolutely stable image.

One has to experiment to find the ideal value: an accessory included with Medusa (a program that can be reached at any time on the Atari ST) allows the variation of the setting from the emulator. If the screen is showing a wild image instead of the normal screen the monitor cannot keep up. Very useful in this procedure is the feature that allows to switch back to the standard Amiga setting (this is always working) at any time.

"Signum! 2", the extremely successful scientific text processing package, is an important program to find out about compatibility and flawless function of the emulator. Texts could be processed and printed without perceptible difference in speed. With the progres of the test this impression got firmer. Programs like Calamus, Arabesque, Tempus and Tempus Word, STAD, GFA-BASIC, Adimens, Psion Chess and Turbo C ran without problems like on the original ST. Even the software accelerator Turbo-ST ran and helped Medusa to a fantastic text output speed.

As the shareware performance program Qindex ran, too, it was possible to test the speed of Medusa: 95 to 98 percent of the original speed were attained. Under Turbo-ST Medusa peeked to 1160 percent of an original ST without Turbo_ST.

But the limits of the emulator became visible, too: third emulations like Aladin, the Macintosh emulator for the ST computer, did not run. Many games did not run likewise. This is pointed out in the manual, because if a program assumes certain hardware prerequisites that are not present in the Amiga - like the original ST diskette drives with index hole controlled hardware - and uses this hardware circumventing the operating system, this environment cannot always be emulated.

Combitec expect direct user participation on enhancing Medusa because of a one year, no-cost update service. The manufacturer says they are dependent on cooperation with manufacturers of hardware and software to support more hard disks or software protected by dongles, like that in the midi market, to make Medusa workable.

As said, Medusa works without problems with memory expansions, diskette drives and hard disks. Flicker fixer cards do not disturb the emulator likewise. But it is not possible to use the emulation if 68020 or 68030 cards are installed. This is not because of Medusa, but because of TOS: The present TOS versions run with the 68000 processor only.

Combitec is waiting for new TOS versions, like that for the long announced Atari TT. There are already deliberations to run the Atari as a screen on the Amiga. To speed up the emulator, a card called "Piccolo" is announced that with provide a 14 MHz 68000 and 256 KByte to 1 MByte memory. The memory is designed with SRAM so that switch-off resistent storage of Kickstart or TOS in fast RAM is possible.

(J. Sprave/rg)

The Combitec development "Medusa" is sold by MacroSystem,
Gahlenfeldstrasse 6, 5804 Herdecke, Germany. Phone +49/23 30/80 11 32.
The price is DM 498.

The German version of this article was published in Amiga Welt 6/90,
pp 50/51. This translation does not reflect the opinions of the
translator, who is only a reader of that magazine and in no way
related to either the publisher or Combitec or MacroSystem.

I did this translation because many people have been talking about
Atari emulation on comp.sys.amiga. I do not want to purchase this
system myself and please don't flame me if you don't like the contents
of this article of the rough cut translation.

--
lchristoph@Sun.COM (Internet)	Disclaimer:
...!unido!sunmuc!lupe (German EUNet, "bang")	My employer has a
lupe@sunmuc.UUCP (German EUNet, domain)	non-exclusive license
...!suninfo!lchristoph (Sun Germany customers)	to my opinion.

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

31. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 19:02:18 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Jun2.190218.5446@murdoch.acc.Virginia.EDU>
Source record: 240451

In article <2943@bdt.UUCP> MICHAEL_ARTHUR@bdt.UUCP writes:
[...]
>
>Ralph Mariano said that such actions would only be aimed at Greg Lindahl and
>possbibly UVA, if and only if Mr. Lindahl didn't stop changing ST Report to
>suit his own style of thinking.

Ok, here we have a statement that actions might be taken...

>Neither I, or Ralph Mariano are making threats against anyone. Ralph Mariano
>is saying that Greg Lindahl doesn't have the right to edit ST Report, since he
>doesn't make it, and is violating the copyright laws....

And here we have a statement that no threats are being made.

Well, that's good. But note that anything you can sue UVa about for
distributing ST Report can be used against every other institution on
the Internet which had this mail carried over the links that they
lease. Come to think of it, you could sue the telecomm companies that
own the lines, too. I hope Ralph knows what he's getting into.

Second, Ralph isn't a lawyer. I'm amazined that he's so sure that I'm
violating laws. I am not a lawyer, but it's obvious that I'm not
violating the old ST Report copyright. I would suggest that you go
look at the back issues at the changes I actually made before you or
Ralph jump to any conclusions. Or maybe Ralph prefers it if I leave in
misspellings and factual errors. Maybe Ralph prefers it if I violate
UVa policy, US Government policy, and lord-knows-what-other-policy by
leaving advertisements in something I send over the Internet.

Third, the only result of Ralph's action is that he has destroyed any
possibility of ST Report being carried over the Internet. I have some
261 people directly on my mailing list, and they passed ST Report on
to many bbses in the US, Europe, and other continents. Perhaps next
time he might send me some email before he cuts his own nose off.

Fortunately, there's no problem here. Almost all of the people above
also receive Z*Net, which is (IMHO) a much better magazine, full of
interesting articles, stimulating editorials, and has no advertising.
The only thing I've ever cut from Z*Net were entire articles that had
nothing at all to do with the Atari ST. And the Z*Net copyright
continues to allow me to do so. Thanks, Z*Net.

>I will next post what Ralph Mariano has said in this week's issue of ST
>Reoprt, in order to COMPLETELY clear up whatever misconceptions there are
>about what he said....

I hope you got permission from Ralph, because you just violated his
copyright. I hope he doesn't sue you.

Have a nice day.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

32. Atari Developers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 20:07:10 UTC
From: ieeug292@Eagle.oscs.montana.edu
Message-ID: <009379AA.DAF8B500@eagle.oscs.montana.edu>
Source record: 240453

How exactly is it that a person can become an official Atari software
developer? I know there is a fee, but who and where can I contact someone?

Thanks ahead.

-Greg Garber
ieeug292@falcon.oscs.montana.edu
ieeug292@mtsunix1.bitnet

33. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-02 20:36:30 UTC
From: micro@imada.dk
Message-ID: <770@imada.dk>
Source record: 240452

In article <81101@tut.cis.ohio-state.edu> david r watters <watters@cis.ohio-state.edu>
writes:
>In article <13202@wpi.wpi.edu> jdutka@wpi.wpi.edu (John Dutka) writes:
>>In article <769@imada.dk> micro@imada.UUCP (Claus Pedersen) writes:
>>>Now you must be dreaming - just about the only thing your A3000 have is
>>>a 68030. And that is with 2 wait states on *fast ram*.
>>>Who needs Amiga500 graphics on a 68030 machine anyway??
>>
>>with a 68882 and resolutions up to 1280x800 - that ISN`T 500 graphics. The
>>500 will be able to do it later, but for $3039 for a 2 meg A3000 with a 25MHz
>>68030/68882 under the educational discount, it's hard to beat.
>>| John Dutka, Jr. | -Mechanical Engineers On The Prowl |
>
[sales stuff deleted]
>
>That 2 wait state bit is incorrect anyways!
Now that is what the article in BYTE states (2 wait states).
It also states that it can transfer 32 Mbytes/sec in burst transfer, and good
weather.
My 68030 data sheet says that after the transfer is initiated the CPU will
read ONE 4 byte word every cycle (on a 25Mhz 68030 it means 100 Mb/s???).
Any way the graphics part of the machine, is doll except for the figure 1280,
the bus is 16 bit (call that a 32bitter again), to be compatible or ????
The main feature added to the graphics subsystem is a flicker-fixer.
As I remember C= promised 16M colors, 32 bit blitter and more of that kind.
The 68030 have instructions to manipulate bit aligned graphics (such as
Bitfield Insert). Which means that if it were on a fast bus it would not
need the blitter, as the bitblit loop would run from the internal cache, and
not compete on buscycles for fetching instructions.

And 1280x800 is with interlase. [to superpositioned 1280x400 images, or so
it appears to be on a 500 ;-)]

Yes in comp.sys.amiga, I read that the chipset would be available to the
16 bit series too. And 1280x400 (without interlase) should be possible
on 500 to (it is the same number of buscycles as 640x200 in 4 bitplanes),
and the basic 500 runs just about 2 Mhz in that configuration :-()

[We ran a small program which should execute in 90 secs (2 DBRAs)(7.09Mhz),
and only when we turned the screen off we could get the 90 secs, and
in 640x4 bitplanes, it took 260 secs!!! (remember ZX81 (or Timex) :-)]

>ps. And a ST-emulator if you want.
[How does you simulate 640x400 noninterlase 72 Hz quality]>
>dw

-Klaus (should we not stop now???)

34. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 00:58:14 UTC
From: Metalist@cup.portal.com
Message-ID: <30472@cup.portal.com>
Source record: 240455

Why do we not forget about this blasted topic? Or at least resolve it?

It has become tedious and depressing. Does anyone agree with me?

Metalist@cup.portal.com

35. Re: Specter does not work with copy protected programs

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 01:00:20 UTC
From: Metalist@cup.portal.com
Message-ID: <30473@cup.portal.com>
Source record: 240456

> Spectre does not work with copy protected programs.

How many MAC programs are copy protected? A good percentage?

36. STe: Where available?

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 01:04:23 UTC
From: Metalist@cup.portal.com
Message-ID: <30474@cup.portal.com>
Source record: 240457

Just wondering, where can one acquire STes? Will foreign companies ship STes to U.S.A.? Is this legal?

thanks
Bryan_Jones_Woodworth@cup.portal.com
aka
Metalist@cup.portal.com

37. music notation on atari ST (in regards to master tracks pro)

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 02:45:20 UTC
From: chang@cme.nist.gov
Message-ID: <4450@squire.cme.nist.gov>
Source record: 240454
Cross-posted to: rec.music.makers,rec.music.synth,comp.sys.atari.st

Hi, I have master tracks pro 3.5 for ST, and I was wondering
how I can score my midi stuff (and do my own scoring) w/o having to
either buy a mac or get a mac emulator and buying Passport's Encore.
Is there a scoring pgm that can read my mastertracks pro files, whcih
I assume are std midi?

And why are these scoring things so expensive anyways?

PLease mail as I don't get to read news often.

Thanx in advance, fo

38. Re: TURBO-C 2.0?

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 02:57:40 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <462@van-bc.wimsey.bc.ca>
Source record: 240458

Can anyone confirm or deny the rumour I heard which says that the Turbo source debugger only runs in mono resolution.

john henders

39. STacy availability

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 03:40:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jun3.034046.13350@chinet.chi.il.us>
Source record: 240459

I've asked for reports of various Atari products in retail channels in the past, so I'll report on one myself. At least one STacy has reached a Chicago area retailer. Other Atari dealers (who do meet the requirements) are still on back order.
Steve J.

40. Behavior of wind_update() question.

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 03:47:57 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jun3.034757.13857@chinet.chi.il.us>
Source record: 240460

```
Will someone who knows please tell me whether multiple calls to wind_update()
with the argument BEG_UPDATE (which I think equals 1) are un-done by a
single call with the argument END_UPDATE (I think 0), or with the same
number of calls. For that matter, do multiple successive calls of this
function with the same argument have any bad effect?
Steve J.
d8
```

41. Re: TimeKeeper

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 10:14:53 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.644319588.larserio@kvart.uio.no>
Source record: 240461

The Micro-Time internal clock card (complete with NiCa AA batteries)
from Microdeal in England...

Microdeal LTD
Box 68
ST.AUstell
Cornwall
PL25 4YB
England

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

42. Hard disk upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 15:04:03 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <758@h.cs.wvu.wvnet.edu>
Source record: 240462

It seems that the time for me to upgrade my hard disk system has come and I have some questions that I would like to pose to those of you who may have already done what I am considering. Please reply by email, and if I get enough requests, I'll summarize to the net.

What I am considering is popping the mechanism out of my Supra 20Mb and dropping in an ST177N mechanism in its place. My concerns:

- Will the Segate drive fit?
- Can the power supply handle it?
- Will the 50-pin ribbon cable that attaches to the Miniscribe work with the Segate.
- Can the Supra formatting software format the drive? (My selector box on my version of the software doesn't list the ST177. Can I just specify the number of heads, cylinders, etc to the software and make it work?)

If anyone has successfully done this, I would really appreciate and words of wisdom and advice you could give me.

The reason I want to do it this way is that the new drive will end up in a new computer (perhaps a TT? :-) eventually and I don't want the extra expense of a case, power supply and a fan.

My address (in case my .sig doesn't appear) is
jlf@a.cs.wvu.wvnet.edu
--
Jack Forester, Jr. * Support the REVOLUTION! Use an Atari computer! *
jlf@a.cs.wvu.wvnet.edu *---*
West Virginia University * Disclaimer: I have no opinions, and even if I *
Dept. of Computer Science * did, nobody'd care! :) *

43. Re: Ramdisks and my STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 16:21:18 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <6150.266900be@uwovax.uwo.ca>
Source record: 240463

In article <1990Jun2.124900.15086@newcastle.ac.uk>, D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
> In article <1990Jun2.023425.26696@sun.soe.clarkson.edu> opielask@clutx.clarkson.edu writes:
>>Since I aquired my 1040Ste, I have not found a reset proof ramdisk that
>>didn't bomb my system upon installation.
>>
> [...]
>
> I use Maxidisk on my STe (German version). It even compresses files as
> they are stored on the ramdisk with little aparent speed loss. I think
> it is available from terminator.
>

I'm using Eternal on my STE with no ill side-affects.

>>Anyone else with an STe having problems?
>
> The Problems I have are with double clicking on programs, sometimes
> they refuse to run and present a dialog asking for SHOW PRINT CANCEL
> just like for a document. The wierd thing is this fault is
> intermittent. Anyway I think it is solved by saving the desktop (Old
> ST desktop.inf seems to cause the proble.)
>

I've noticed this problem just recently. However, when I double click
again on the program, 95% of the time it'll run then.

> Dave Halliday.
> (D.C.Halliday@newcastle.ac.uk)
>
>>AAron nAAs
>>opielask@clutx.clarkson.edu

Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539
---

44. Re: Atari 2600

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 18:05:00 UTC
From: eer36024@uxa.cso.uiuc.edu
Message-ID: <46300098@uxa.cso.uiuc.edu>
Source record: 240468

I would expect you might get more donations if you describe the
"community project".

45. Re: Ramdisks and my STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-03 20:32:29 UTC
From: riddler@iesd.auc.dk
Message-ID: <RIDDLER.90Jun3213229@aiken.iesd.auc.dk>
Source record: 240464

In article <6150.266900be@uwovax.uwo.ca> 7103_3654@uwovax.uwo.ca writes:

...

>>Anyone else with an STe having problems?
>
> The Problems I have are with double clicking on programs, sometimes
> they refuse to run and present a dialog asking for SHOW PRINT CANCEL
> just like for a document. The wierd thing is this fault is
> intermittent. Anyway I think it is solved by saving the desktop (Old
> ST desktop.inf seems to cause the proble.)
>

I've noticed this problem just recently. However, when I double click
again on the program, 95% of the time it'll run then.

This 'feature' is also present in TOS 1.4. Some motherboards seems to have
trouble with the new ROMs, whereas other motherboards work just fine.

Claus Priisholm
Aalborg University Center
Denmark

46. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 00:37:11 UTC
From: SML108@psuvm.psu.edu
Message-ID: <90154.203711SML108@psuvm.psu.edu>
Source record: 240466

You know, it's stuff like this that makes me want to buy a Mac. There are alot of really neat people out there with ST's doing wonderful things because they love their machines who stick by their machine because they know it's a neat toy, and then there are those anal retentive misanthropes that give the entire user community a bad name.

Greg: You did a great job with ST Report. I really enjoyed being able to grab it off the net. Mr. Mariano is a jerk, period.

Mr. Mariano (Wherever you are): Get a life!

Scott Le Grand aka sml108@psuvm.psu.edu

47. Re: HP Deskjet - Refillable cartridges, Special Labels

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 03:42:39 UTC
From: kibo@pawl.rpi.edu
Message-ID: <B0=$DQ+@rpi.edu>
Source record: 240467

In article <1990Jun1.145126.3392@cbnewsj.att.com> rcd@cbnewsj.att.com (rana.c.dutt) writes:
>I came across the following two items in comp.sys.mac, which I thought
>would be of interest to HP Deskjet users in this newsgroup.
>
> ------------------------
>ITEM 1 - Refillable, waterfast(?) cartridges!
> Steve Cook (cook@hpmtlx.HP.COM) writes
> A company in Waltham, Graphic Utilities, has started selling a
> refillable Deskjet cartridge for about $15.00. They claim their
> ink has 90% retention whereas HP's only has 5%. I haven't tried
> it yet, but it sounds promising. They can be reached at
> 1-800-669-4723. I know HP is working on an ink which is less
> water soluble.

I've been printing with their ink for a while and the print quality is almost as good as the genuine HP stuff (it 'spiders' just a little more.) It still smears when wet, though--I don't know if it's *more* waterfast than the HP ink, but it's not *completely* waterfast...

The ink that they sell is a squeeze bottle with a syringe tip--you stick it into an empty HP cartridge, squeeze (for a few minutes--syringes are always slow), and you've refilled the cartridge. Each bottle has more than enough ink, so you can usually top off a second cartridge.

Note that certain mail-order places sell real HP cartridges for about $15. (Plus shipping, etc.) The walk-in cash single-unit price for the GU refills in Cambridge, Mass has been about $13.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

48. New Product Announcement

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 04:00:47 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jun4.040047.12417@udcps3.cps.udayton.edu>
Source record: 240469

I found this press release on GEnie and I thought that I would pass it on to the rest of the world. If any more information comes out, I'll do the same...

**** PRESS RELEASE ****

June 1, 1990 -- For immediate release.

JMG Software International, located in Hamilton, Ontario (Canada) and Niagara Falls, NY (US), announces development and pending release of a significant new product for the Atari ST market.

This product is called >HyperLINK<, and represents a major new application combining hypertext features with graphics, sound and data manipulation. HyperLINK actually has many different facets, depending upon the user's requirements. It can function as a hypertext controller, or a database system combining relational features with graphics and object support, or a front-end for special hardware devices. But much more importantly, it can generate "HyperLINK Applications", self-contained programs that can be any combination of the above.

HyperLINK is scheduled for full release by Fall COMDEX, in November; shipments of a subset of the full Hyperlink system may start as early as the German Atari fair in Duesseldorf in August, with free upgrades to the full system by November.

JMG Software encourages interested people to contact us if interested in being entered onto our HyperLINK mailing list; in addition, any questions, comments and especially suggestions are encouraged.

Please forward any comments/suggestions etc to GEmail address G.GECZY1 .

A sample HyperLINK application will be uploaded to Genie within the next few weeks to give some feel as to the power and versatility of this product.

JMG Software International Inc,
Canada: 801 Mohawk Road West, Hamilton, Ontario L9C 6C2
US: 2201 Pine Ave, Niagara Falls, NY 14301
Voice Phone: 416-575-2867
Fax: 416-575-0283

-- George Geczy, President.

The following is a more detailed description of this powerful new

Atari ST product:

HyperLINK?

What is HyperLINK?

HyperLINK can be viewed as quite a number of things. Most simply, it is a managing program for any (reasonable) number of HyperLINK Applications and Modules.

A HyperLINK Application can be something as simple as a flat filing system, or as complex as a mini word processor or relational database.

A HyperLINK Module is more of a "tool", for use by HyperLINK Applications in manipulating or collecting data, or controlling external devices or actions. A simple example of a HyperLINK Module is a routine to convert graphics for display in a database Application, or a driver for a CD-ROM or Laserdisk, as well as sound, music, and speech Modules.

The true power of HyperLINK lies in its Hypertext-like capabilities. Hypertext is a system (or theory?) developed mostly in 1970's that aspires to replace normal, linear text with smaller text topics "linked" to each other. This system can be applied beyond simply text to encompass data, graphics, sound, and external control as well (these days, this is popularly called Multi-media).

An example of Hypertext

As a simple example of Hypertext, imagine a file listing software for the ST. In the title page, you select the heading "Multimedia Applications", and a list of available multimedia programs is displayed, possibly with some information on multimedia programs in general. You then select HyperLINK from this list, and a page of information on HyperLINK is displayed. If it were a very comprehensive file, it might even let you select topics like "hypertext" and "database" and look up general definitions or explanations. Or, from the HyperLINK description, you could select JMG Software's name and be shown a list of all the applications we develop and general information about us. (To take things one step further, under our company listing you could select "ST Software" as being our specialty, and that link could take you right back to the table of contents of the ST software guide - a complete circle. That's the fun of hypertext.)

An example of HyperLINK

One of the simplest examples is the Message/Address/Calendar Application set developed for HyperLINK. The phone Message App lets you take standard phone messages, enter them on a graphics-based screen and store them in a database. But then, to call up information on a company or a person named in that message, just click

on the name and it will display the Address book form with any information available. Then you could click on the Appointments link and it would display on the Calendar form any appointments made with that person. You could then zoom in on one particular day's schedule, and even go look at the Address or Message record of someone else from that day.

Another example developed is a "Music Sampler", which uses a HyperLINK module to control the Atari CDAR CD-ROM Player in music mode. It would display a list of CD's on which data has been entered, and let you pick one to sample. Assuming you put the correct CD into the drive, it would give a list of all tracks on the CD, and from it's database provide information on each track. You could then call up an extended information screen on that track, providing some history or information, or you could call up text on the composer/artist or author (with picture of course). All while having the computer play the requested selection for you.

HyperLINK capabilities

HyperLINK can create links between any sort of data (one Application to another) and Modules. All you have to define is how to do the link, and HyperLINK will do the rest. For instance, Hyperlink has a build-in dBASE compatible database manager. It automatically knows how to look up a name found in one database from another, you just tell it what fields to use. For more involved links, you can include custom modules for the application. An assortment of such modules is provided with HyperLINK, and any others can be added at any time (ie programmed in C and loaded into HyperLINK with it's Module-load feature).

Each Application is provided its own windows for its forms, so a full history of links can be present on the screen at the same time, and you can effectively edit all the data displayed at the same time. A single application (ie the Message App) can have multiple windows displayed at one time as well (making this the first program to use the "cluttered desktop" metaphor).

Some Specs:

- Fully dBASE III / dBASE IV compatible database manager included.

- Support for Moniterm and other special monitors; support planned for all TT graphics and colour capabilities.

- Custom windowing feature allows greater than 7 windows active.

- "Launch" feature to run other programs from within HyperLINK; includes parameter passing and clipboard use if the destination program supports it.

- dBASE data support, Text Support, Graphics Support, Digitized Sound Support, Speech Support, and HyperLINK Module Support all standard.

- Document hypertext capability standard, allowing use of existing or new text files as hypertext documents or HyperLINK control forms. (ie link text to text, text to graphics, or text to another HyperLINK form, Application, or Module.)

- Ability to actively link two computers together to share, real-time, information. (Serial or Midi).

- Support Modules for Atari's CDAR-504 CD-ROM player also included.

- "HyperLINK Module Protocol" will be published and distributed public domain to allow third parties and experienced end users to create HyperLINK Modules for special purposes. (Use of custom HyperLINK Modules will effectively allow virtually anything to be linked to anything.)

- Allows compiling "HyperLINK Applications" into stand-alone programs that may be distributed either commercially or public-domain.

- To be distributed with sample HyperLINK Applications: Message, Phone List, Address Book, Calandar and To-Do; Document Hypertext Sample; Database-Graphics-CDROM Sample.

The possibilities are endless....
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps2.cps.udayton.edu
turning..." --Billy Joel /_____/ GEnie: JVAN

49. Re: v_opnwk() and v_opnvwk()

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 04:28:03 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2669E353.24833@maccs.dcss.mcmaster.ca>
Source record: 240465

In article <2661949C.29268@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
> I'm trying to do some GEM programming and I'm having a few problems.
>Does anyone else have any experience they can share in doing this?
>
> This is what happens. When I compile and run the program with
>v_opnvwk(), the handle comes back zero and it crashes when I try to call
>v_clsvwk(). When I instead use v_opnwk(), it writes a 68 byte file to disk
>called GEMFILE.GEM and then crashes. I get 2 bombs and it does not come
>back from that command.
>

I haven't figured it out yet, but after going through the code
with a debugger for some hours, I found something that might or might not be
usefull.

For some reason or other, the code segment where it crashes, it
seems to be looking for a pointer at f9ee which turns out to be NULL. I
don't know why this is, but that is the reason for the bus error.

What is at f9ee? Is this something a user program should know?
Somehow I doubt it.

Thanks for any input.
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.ca

50. ANSI C Compilers

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 06:19:16 UTC
From: sbarr@ic.sunysb.edu
Message-ID: <9739@sbcs.sunysb.edu>
Source record: 240470

Would a few people be kind enough to send me information on the
various C compilers that are out there for the ST and how they
feel about them. (Also state what they use them for).

I'm currently using Mark Williams C 3.0, but unfortunately Mark Williams
has abandoned the ST due to its poor sales (EVEN IN GERMANY!)

I'm searching for something ANSI compliant.

Thanks in advance,

San

--
:::::::::::::::: - Sanford L. Barr - ::::::::::::::::::::"Never argue with
___- ARPA: sbarr@libserv1.ic.sunysb.edu _------ :: a fool. Most
____- UUCP: ...!cmcl2!sbcs!libserv1!sbarr _----- :: people can't tell
_____- ..!rutgers!philabs!sbcs!libserv1!sbarr _---- :: the difference."

51. Re: Where can i bye/get OS/9 ? And what das it cost ?

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 09:39:25 UTC
From: nmutsaer@ruunsa.fys.ruu.nl
Message-ID: <1038@ruunsa.fys.ruu.nl>
Source record: 240471

```
I would like to know about this too.
--
+-----------------------------------------------------+
|Peter Mutsaers email: nmutsaer@ruunsa.fys.ruu.nl|
| tel: (Netherlands) 030-534504 |
+-----------------------------------------------------+
```

52. Atari digests - have they stopped?

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 09:44:37 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2791@syma.sussex.ac.uk>
Source record: 240482

Mathew Lodge from York has asked me to post this: if you wish to mail a reply, please send to SOCS18@vaxb.york.ac.uk

Is there a problem with the Atari digest mailer? Mathew's not received any digests for a while now. He says he thinks the digest machine has been on the move, but he doesn't know if that move has yet been completed. He's tried to mail SIMTEL20, but has been unable to get through.

Mathew (and presumably other users) would like to hear from anyone who knows whether the digests are still being distributed. Are they arriving at your site?

Thanks,

Graham

53. Re: Specter

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 10:01:12 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <3928@baird.cs.strath.ac.uk>
Source record: 240480

The Spectre GCR is really the one you want, so in reply to your questions:

>How compatible does this make the Atari to the Mac?

Pretty much totally software compatibile, though obviously you cannot fit in any Mac cards or run some of the Colour software.

>Will this package continue to be supported?

As far as I am aware, yes.

>How stable is the company that produces this package?

About as stable as you are gonna get. They have been around for a while, and should be with us for some time to come.

>Does it run Mac programs slower than Mac?

That depends on which Mac you are talking about, but it is a bit faster than the Mac + and Fat Macs.

The Sorcerer

54. 1200/75 baud comms program?

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 11:58:08 UTC
From: huw@extro.ucc.su.oz.au
Message-ID: <1990Jun4.115808.25576@metro.ucc.su.OZ.AU>
Source record: 240472

Does anyone know of a PD or shareware communications program for
the ST that supports a 1200/75 split baud rate?

Thanks,

--
Huw Price ..... huw@extro.ucc.su.oz.au
..... Traditional and Modern Philosophy
..... University of Sydney
..... Australia 2006

55. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 14:17:35 UTC
From: ignac@electro.UUCP
Message-ID: <1884@electro.UUCP>
Source record: 240474

In article <90154.203711SML108@psuvm.psu.edu> SML108@psuvm.psu.edu (Scott the Great) writes:
>
> You know, it's stuff like this that makes me want to buy a Mac. There are
>alot of really neat people out there with ST's doing wonderful things because
>they love their machines who stick by their machine because they know it's
>a neat toy, and then there are those anal retentive misanthropes that give
>the entire user community a bad name.
>
>Greg: You did a great job with ST Report. I really enjoyed being able
>to grab it off the net. Mr. Mariano is a jerk, period.
>
>Mr. Mariano (Wherever you are): Get a life!

after following this controversy (if you can even call it that - farce is much more appropriate), i can only say that Mr. Mariano, "Get a life!" (oh god, i hope that Scott doesn't sue me for copyright infringement on that quote!!!) :-)

i have met Mr. Mariano in person, and i was NOT particularly impressed, and i'm not concerned if Mr. Mariano thinks less of me now either. i will not go into details in public, but i expected this reaction to Greg's "tampering". i just want to say that he was doing a good job, but i guess he's going to have to stop now. too bad! :-(
(btw, i don't really read either mag - i have better things to do with my spare time :-)

this is another reason that i have left Branch Always Software. This kind of nonesense is simply a huge pain in the butt, and i have no time or patience for it anymore. i have a life, and it will be involving the Atari even less from now on. It's a shame. The computer is fantastic, but many of the people involved with it are just plain idiots and asses (i'm not pointing fingers here at anyone in particular). i never thought that i would get pissed off at the atari community ever, but i have, and i'm not going back. and if this developer (myself) has these views, i'm sure that many others out there share them as well, and the Atari community will suffer as a result.

all i can say is that i hope this issue is resolved SOON, and amicably. Otherwise, many people, maybe including myself, will soon be hitting the 'u' key to unsubscribe ...

(my 0.02 (~0.03 canadian) worth!!!)

(this sort of reminds me of the Meech Lake fiasco here in the Great White North!)

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

I refuse to succumb to societal pressure and give a witty quote in my .sig!!!
==

56. Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 14:30:49 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <4282@uwm.edu>
Source record: 240473

I am interested in hearing of others' experiences with a product from
Alpha Systems, of Macedonia Ohio, called Switch Back. In particular,
how does it perform with game programs? Programs that look for everything
on drive A? Programs that poke a lot of strange memory locations?
Copy protected programs?
Also, what particular games does it work with, and which ones doesn't
it work with?

ks -

57. I want to buy a MEGA

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 15:40:13 UTC
From: wxh@lanl.gov
Message-ID: <53011@lanl.gov>
Source record: 240475

Billy Harvey wxh@lanl.gov

58. Problems booting from hard disk

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 17:05:47 UTC
From: omerzu@quando.UUCP
Message-ID: <1538@quando.UUCP>
Source record: 240477

I have a Mega-ST with a Megafile30 attatched to it.
The HD has a bootable driver installed.
In the AUTO-folder on C:\ I have a program `TOSLOAD'
(by Julian Reschke (?)) which boots TOS1.4 from C:\TOS.IMG.

My problem:

When TOS1.4 comes up, it persists to boot from floppy A:,
ignoring the bootable driver on C:.
The only way to get back to HD seems to have an AUTO-folder on
A: with AHDI and CAUTO.

Anyone any solutions (besides buying new TOS-ROMs)
to avoid executing files from floppy?

Thanks,
Thomas Omerzu, omerzu@quando.quantum.de

59. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 17:13:17 UTC
From: root@irscscm
Message-ID: <1990Jun4.171317.18666@irscscm>
Source record: 240476

In article <1096@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
>Just spoke to someone in the 'know' at Atari yesterday about the TT.
>
>TT's this fall? Dunno, seems plausible.
>
>As a real developer, we are on the list. I was told that it is being designed/
>prepared for release in the US FIRST! And it is being readied for FCC approval.
>
>Developers will be getting theirs soon. How soon? Soon...
>
>If the US doesn't get it first, the US will at least get it at the same time
>as the rest of the world...
>

Hmm ... I have seen a message someplace, and I think it was here, that
developers in Europe are receiving TTs now! Could this be true?

>- mike
>
>--
>--
>Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
>--
>Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

Marshall
mlake@irscscm.UUCP

60. Gemini error

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 18:45:06 UTC
From: bill@mwca.UUCP
Message-ID: <1634@mwca.UUCP>
Source record: 240479

Several times when trying to delete a folder (with files contained in it) I've had GEM give me a message "Can't find application", then Gemini bombs out to the desktop. Anyone else seen this?

Bill Sheppard

61. Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 19:29:35 UTC
From: gibson@trwrb.dsd.trw.com
Message-ID: <382@trwrb.dsd.trw.com>
Source record: 240478
Body handling: HTML body converted to readable text

[No readable article body recovered]

62. Dungeon Master Hint. Please!

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 19:32:48 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12595184127006@osu-20.ircc.ohio-state.edu>
Source record: 240481

Thanks to everybody who emailed a response to my request for a DM hint, I received mail from Norway, Germany, Holland, UK, Australia, Canada, & US.

The solution is to place a heavy object (shield or box) in the blue curtain area, with the curtain off, and then turn the curtain on.
This teleports the object into the alcove -- activating the switch & opening the gate.

Thanks again.

Tyler

PS - It's nice to hear from so many ATARI ST users. Sometimes I feel like I'm a lone-wolf with my Mega. All my friends have PCs or Macs or AMIGAS (yuk, yuk, akk-phoey!)

63. My HD software from HC Johnson is incomplete!

Newsgroup: comp.sys.atari.st
Date: 1990-06-04 21:12:04 UTC
From: remco@tnoibbc.UUCP
Message-ID: <2144@tnoibbc.UUCP>
Source record: 240403

```
Hello,

Some time ago Howard C. Johnson sent me minihdx.c and mkfs.c.
Minihdx.c is a formatter for BMS-200 controllers.
Unfortunately some interesting parts are missing: minihdx.c includes
the file "backup.h", but this file wasn't included in the mail I got.
Also a source file with get_sense(), scsi_driv() ans disk_sense()
would be nice to have 8-).
I would have mailed Howard directly, but I do not have his address.

Could somebody send me the missing files or give me the mail address
of Howard ?

Thanks in advance,

Remco

PS: The C-source of another disk formatter would also help me a lot!
--
------------------------------------------------------------------------
Remco Bruijne USENET: remco@tnoibbc.ibbc.tno.nl PHONE: +31 70 3204803
------------------------------------------------------------------------
```

64. Double Ghost Effect

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 00:34:11 UTC
From: math1205@waikato.ac.nz
Message-ID: <646.266ba6c3@waikato.ac.nz>
Source record: 240483

I have been experimenting with sprite animation recently and came up
with an unexpected result which I can not explain.
The experiment uses the A_line routines and a 50Hz colour monitor to
animate a sprite moving back and forth across the screen. The program
was a simple loop which did the following:

a_drawsprite(x,y) Vsync() a_undrawsprite() update_pos(x)

The sprite used was a small 8x8 pixel ball and the x-increment used is
16 pixels. This worked nicely and gave a very smoothly moving ball at a
refresh rate of 50Hz.

I seemed to recall from computer graphics literature that a refresh rate of
20 Hz should be sufficient to give the impression of animation. I therefore
modified the above loop to this:

a_drawsprite(x,y) Vsync() Vsync() a_undrawsprite() update_pos(x)

I then expected to see a ball travelling at half the speed and refreshed
at 25Hz. What I actually saw was two very faint balls adjacent to each other
travelling across the screen.
Even when the x-increment is reduced to 1 pixel the same effect is
noticeable as a blurring of the image.

Can anyone explain the reason for this double ghosting effect?

Wayne Schou
MATH1205@waikato.ac.nz

65. Minix info request

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 01:14:05 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <2044@dali>
Source record: 240484

I'm interested in buying minix this summer but I have a few questions:

- How well does it work in about 10MB of disk space?
- Can you read ST disks?
- How well does it interface with a modem, printer and mouse?
- How much modification do Unix sources need to compile with gcc under
Minix?
- What kind of shell(s) can you use?
- How well does the remote logon operate off the rs232 port?
- How happy are you with the package?
- How much does it cost?
- Where can I get it?

Thank you for any information.

Craig

--
/ Craig Pratt / Montana State University, Bozeman MT/
/ Craig.Pratt@msu3.oscs.montana.edu / " Practically odor-free! " /
/~~~~~~/
/ "Facts are stupid things." - Ronald Reagan, 1988 Republican Convention /

66. QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 01:14:52 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun5.011452.16818@cunixf.cc.columbia.edu>
Source record: 240485

I am curious. Which is faster, TurboST or QuickST? I know QuickST
is much cheaper and comes with extra tools, but what do the raw
speed numbers look like? I don't own either, but I became a bit
curious after reading an article in Computer Shopper which mentioned
both "software blitters."

Any info would be appreciated.

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

67. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 02:31:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30527@cup.portal.com>
Source record: 240487

This is all pretty comical...

I don't care about ST Report one way or the other.. when there's something in it I want to read, I get it from one of several sources that have nothing to do with UseNet...

What's really been amusing though is the number of people here who are willing to have Greg Lindahl do their thinking for them...

Perhaps we should let him censor our daily newspapers too... that way he could just snip out any articles he doesn't think are interesting.. think of all the wasted time and reading we'd save by letting him do our thinking for us...

Come to think of it, there've been some really boring articles in STart at times.. maybe we should let him scissor out those... and the ads too!

I dunno, it sounds pretty scary when people start letting someone else think for them...

BobR

68. Re: Atari Developers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 03:07:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30528@cup.portal.com>
Source record: 240490

Greg Garber asks:
>How exactly is it that a person can become an official Atari software
>developer? I know there is a fee, but who and where can I contact someone?

Probably the best thing to do, to make sure you get all the details would
be to call Charles Cherry or Gail Johnson at Atari Corp. Unfortunately
I can't find their individual numbers here, but if you call the main
Atari switchboard at (408) 745-2000, they should be able to connect you.

Essentially it costs $250 to become a registered developer, which includes
the Documentation kit and software, and other incentives like the Developers'
newsletter and special pricing on hardware.

While the price has gone down, the requirements have been stiffened somewhat.
You now have to prove that you're an active software developer with products
already on the market, or provide a business plan if you don't already
have Atari related products.

BobR

69. Dbase software

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 03:50:18 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1407@vela.acs.oakland.edu>
Source record: 240493

I need a source for a good Dbase program (preferably public) that can set
up feild, and sort by various methods (numeric - alphabetic -etc.)
and that can generate reports from subjects of one or more of the column
feilds. Any one that may know of any good Dbases, please tell...

swood@vela.acs.oakland.edu

--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

70. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 04:33:18 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jun5.043318.26811@murdoch.acc.Virginia.EDU>
Source record: 240489

In article <30527@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>This is all pretty comical...

Indeed it is.

>What's really been amusing though is the number of people here who are
>willing to have Greg Lindahl do their thinking for them...
>
>Perhaps we should let him censor our daily newspapers too... that way he
>could just snip out any articles he doesn't think are interesting..

What's really been amusing are people like you who decry "censorship"
without looking to see what I'm actually did. I threw out things I
couldn't pass on (ads), things that were total paranoid ravings (the
extra "editorials"), postings that were merely messages from GEnie (I
was concerned about copyright issues), and things unrelated to the ST
(CPU Report, full of factual errors, too.) When I tossed something
out, I marked them in the text, so that readers could see what I did.
If they didn't like it, they could complain. I got very few complaints
and very many thank-yous.

[I might note that it seems that Ralph never looked at an abridged
issue, either, he just read the header I started sticking on the
issues.]

I guess your idea of a newspaper is some sort of service where anyone
can submit any article they want, and the newspaper must print it.

You know, Bob, if you don't like the way I run the list, why don't you
volunteer to take it over? I don't get paid to do this job, I only did
it because I was tired of seeing people argue about posting the
magazines on this group. And my reward is getting slandered in an
international forum that I have no way of replying to. Well, fine,
I'll just distribute the magazine run by a sane editor.

So, just let me know, you can have the Z*Net mailing list and you can
take care of all the administrivia. And someday you'll find that
ultimate newspaper. But I'll bet you aren't interested, you prefer
sitting on the sidelines and sniping to doing anything real.

Have a nice day.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

71. Re: Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 05:44:07 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun5.054407.21024@math.lsa.umich.edu>
Source record: 240488

In article <4282@uwm.edu> sinner@csd4.csd.uwm.edu (Ken E Sinner) writes:
>I am interested in hearing of others' experiences with a product from
>Alpha Systems, of Macedonia Ohio, called Switch Back. In particular,
>how does it perform with game programs? Programs that look for everything
>on drive A? Programs that poke a lot of strange memory locations?
>Copy protected programs?
> Also, what particular games does it work with, and which ones doesn't
>it work with?

I've already posted a couple articles describing my experieces with it.
I like it, though I haven't needed to use it much. It's gotten less reliable
since I got my Turbo-16 installed, as well. (Takes several button-presses
to get a response, usually only takes one press.)

I've used it with Dungeon Master, but it was kind of tricky getting the
procedure started. After a certain point during game loading the SwitchBack
button is disabled. Once you get past that problem, you can save and restore
games easily enough, but the sound will be disabled. I haven't figured out
why just yet.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

72. Re: TURBO-C 2.0?

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 09:07:44 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <1636@kunivv1.sci.kun.nl>
Source record: 240492

jhenders@van-bc.wimsey.bc.ca (John Henders) writes:

> Can anyone confirm or deny the rumour I heard which says that the Turbo
>source debugger only runs in mono resolution.

Confirm. It's in the manual.
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

73. Re: SunClock, SM194

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 09:57:02 UTC
From: weiske@lan.informatik.tu-muenchen.dbp.de
Message-ID: <2630@tuminfo1.lan.informatik.tu-muenchen.dbp.de>
Source record: 240491

SunClock does not work on BigMonitor SM194!
Can anybody fix it?

T.Weiske

74. Re: Behavior of wind_update() question.

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 11:21:46 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510008@hpbbi4.HP.COM>
Source record: 240406

```
/ hpbbi4:comp.sys.atari.st / saj@chinet.chi.il.us (Stephen Jacobs) / 5:47 am Jun 3, 1990 /
> Will someone who knows please tell me whether multiple calls to wind_update()
> with the argument BEG_UPDATE (which I think equals 1) are un-done by a
> single call with the argument END_UPDATE (I think 0), or with the same
> number of calls. For that matter, do multiple successive calls of this
> function with the same argument have any bad effect?

You have to un-done each BEG_UPDATE with one END_UPDATE
If you give more END_UPDATE than BEQ_UPDATE GEM/AES will crash!
Only since TOS 1.4 exists a method to cancel all BEG_UPDATES.
I don't know off hand what the calls name is.

Stefan

> Steve J.
> d8
----------
```

75. ATARI 520 ST FOR SALE- BUY ME

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 12:18:53 UTC
From: smr@beach.cis.ufl.edu
Message-ID: <23438@uflorida.cis.ufl.EDU>
Source record: 240494
Cross-posted to: misc.forsale,misc.wanted,comp.sys.atari.st

```
ATARI 520 ST for sale
$350 OR BEST OFFER.

Comes with external drive and lots of software.

If responding, please use this phone number rather than
email- thanks.

1-904-374-9742 BENNETT.

Somebody buy this thing eh!
(If you don't like the price, respond in email
and tell me what a good price would be.

smr@beach.cis.ufl.edu
--
(not (not (not (not (not ... )))))
------------------------------------------------------------------------------
smr@beach.cis.ufl.edu rushing@titan.ksc.nasa.gov
```

76. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 13:39:00 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1832@lzsc.ATT.COM>
Source record: 240495

Heres my $0.02.

I think Greg started with a good idea; strip the commercials and send ST Report onto Usenet.

Unfortunately for all concerned, he started cutting (and/or commenting) the body of the material. The material may have been Redundant, Wrong, or whatever, but any such cutting must change the intent of the author. This I think is wrong.

(Personally, I think that if Greg felt disclaimers were needed he should have posted a "rebuttal" with the original.)

Hopefully, if Greg sticks to his words, ST-Report will dissapear from Usenet and the author will know his document will stay in one piece, even if its unread.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

77. Re: Gemini error

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 13:48:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun5.134854.15374@water.waterloo.edu>
Source record: 240419

In article <1634@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Several times when trying to delete a folder (with files contained in it) I've
>had GEM give me a message "Can't find application", then Gemini bombs out to
>the desktop. Anyone else seen this?

In an effort to be helpful, and without being an expert on Gemini,
I mention that I have seen that message before, in a context that
was demonstrated to be the "40 folder bug".

78. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 13:57:33 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23440@uflorida.cis.ufl.EDU>
Source record: 240496

BobR,

You raise a good point, it is horrible to let someone do our thinking for us. However, I do not think I would consider the editing of ST Report to be 'censorship' or 'thinking for us'. STR could not be distributed with the ads over the net...By removing those ads and distributing them greg was doing a service to the ST community, making more info available. He should have gotten permission of the author first mind you, but other then that there is nothing wrong with what he did.

There is always someone who is doing the 'thinking' for you, if editing is indeed thinking for someone. People at a newspaper are editing and deciding what is newsworthy, people at a TV Station, and unless you can be everywhere at once, you will always get an 'edited' version of things. I do not think that STR was edited irresponsibly OTHER THEN the fact that permission should have been granted before such distribution took place.

I will no longer read STR, by the way...This was between Greg and the author of STR...what is it doing all over the net?

--
=-=-=-

79. Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 14:32:31 UTC
From: pdbeam@watserv1.waterloo.edu
Message-ID: <1990Jun5.143231.4977@watserv1.waterloo.edu>
Source record: 240499

```
ATARI OFFICIALLY LAUNCHES THE TT 030
------------------------------------

THIS IS NOT AN ATARI PRESS RELEASE--I HAVE NO CONNECTION TO ATARI.
THE OPINIONS BELOW ARE MY OWN AND NOT NECESSARILY THOSE OF U OF W.

I went to the official North American launch of the Atari TT 030 last
night in Toronto. The TT 030 will be available in limited quantities in
Canada in late July/early August and fully available in September. The TT
will be officially launched in the US at Comdex in November. I guess Atari is
using Canada as a test market to work the bugs out of the system before they
make their big push south of the border. The expected price of the TT 030
(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
Amiga 3000 in terms of price (the A3000 is under $4000 US).

The presentation I was at was for Ontario educators. Earlier in the day
there were presentations to the press, developers, and user's groups. Some of
these earlier meetings were attended by Sam Tramiel and other Atari US
bigwigs. The educator meeting was attended by the Atari Canada general
manager and some sales managers.

TT Workstation Specifications (from an Atari Canada brochure)
-----------------------------
68030 CPU running at 16MHz (optional MC 68881/MC68882)
2Mbytes RAM expandable to 8Mbytes (26Mbytes using 4Mbit DRAMs)
Built in 1.44Mbyte 3.5" floppy
40Mbyte (28ms) Hard Disc

RGB and Monochrome Monitor Support (I saw it running a Multisync)
4096 Colour pallette, 320x200 to 320x480 with 256 colours
640x480 with 16 colours
640x400 with 2 colours (ST Hi-res)
1280x960 monochrome

Detatchable keyboard with joystick and mouse ports

SCSI and ACSI DMA ports
2 RS-232 ports (expandable to 4)
Parallel and MIDI ports
AppleTalk Interface
1 internal A24/D16 VME card slot
8-bit PCM Stereo sound
RT Clock

The TT 030 comes with TOS 2.0 which will be compatible with most existing ST
software. ST software runs about 1/3 faster on the TT 030. Software compiled
specifically for the 68030 (as opposed to ST software compiled for the 68000)
```

runs MUCH faster at 16MHz with 32-bit through-put (sorry, no benchmarks, yet). So far both Borland and Mark Williams will be producing 68030 C compilers for the TT. Apparently GNU C from the network will also compile better code on the TT than on the ST. Existing ST software can be re-compiled to run at full-speed on the TT. While ST software will run just fine on the TT, it will have to be re-compiled to take advantage of the TT extra capabilities (Math co-processor and enhanced video).

UNIX V will be available for TT in the fall. Contrary to the report in STart, the TT 030 WILL run Unix.

In the near future ISD will be releasing TT versions of DynaCADD and Calamus. At the presentation we were shown the TT 030 running ST DynaCADD and the system was noticably faster. When a TT does ST med-res, the screen has approx. 2cm borders on either side and the picture runs off the bottom of the screen. The aspect ratio is quite elongated top-to-bottom.

Later this year the tower TT (the TT/X?) will be released. Among other things, the tower TT will have four VME slots. Also to be released are an Ethernet card, a GENlock card, and a software IBM PC emulator. The Atari GM said that Spectre GCR is being ported to the TT now. Presently the TT 030 has the same GENlock capability as an STE.

Atari made no mention of their marketing intentions to us, but then again we were educators and they probably didn't think we'd be interested. I brought the issue up with an Atari official and he told me they were addressing the problem.

Also announced was the fact that Atari is now GEMS authorised to sell their PC-Compatible computers to the Ontatio Ministry of Education schools. This is a very positive step. Atari says they are considering submitting the TT to the Ministry for similar approval.

I think Atari still have a lot of promises to keep (UNIX, hardware cards, software), but if they do then I think the TT will be a strong machine with good prospects in the future. It certainly gives the Mac II and A3000 (not to mention Sun) a run for their money in terms of providing a platform for UNIX.

Travis Capener
c/o pdbeam@watserv1.uwaterloo.ca
--

80. Re: Ramdisks and my STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 15:15:05 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <4500@castle.ed.ac.uk>
Source record: 240497

In article <1990Jun2.124900.15086@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>The Problems I have are with double clicking on programs, sometimes
>they refuse to run and present a dialog asking for SHOW PRINT CANCEL
>just like for a document. The wierd thing is this fault is
>intermittent. Anyway I think it is solved by saving the desktop (Old
>ST desktop.inf seems to cause the proble.)
>
>Dave Halliday.
>(D.C.Halliday@newcastle.ac.uk)

Nah, I think that's a feature of TOS 1.6. The guys at Atari thought it might be nice to look at the code rather than run the program from time to time.

I'm not sure about the fix, I think that bug has appeared when I was using the desktop inf file on my hard drive, which is definitely an STe version. I find the best way to beat this bug is to buy Neodesk(!)

Mark.

81. Re: ANSI C Compilers

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 15:25:58 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <4502@castle.ed.ac.uk>
Source record: 240498

In article <9739@sbcs.sunysb.edu> sbarr@ic.sunysb.edu (Sanford L Barr) writes:
>Would a few people be kind enough to send me information on the
>various C compilers that are out there for the ST and how they
>feel about them. (Also state what they use them for).
>I'm searching for something ANSI compliant.

Prospero C is ANSI compatible, the documentation covers libraries, VDI, AES and compiler, debugger, librarian, workbench and language implementation (comes to about 1000 pages).

The compiler is not lightening fast, but it's bareable. The code it produces tends to start at around 15k for small programs with only a couple of libraries, but Prospero reliably informed me that it is intended to produce small big programs (sic).

The speed of the code is average (originally about Lattice v3 speed but it could be better now).

The debugger is good and allows a machine level debugger like SID to be linked in for extra precision! It's symbolic with trace, breakpoints and stuff.

I think the current version is 1.143 (or thereabouts).

Prospero offer phone support, send you the occasional newsletter and allow you to upgrade to the latest compiler version for 10 pounds handling charge. Good stuff!

Mark.

82. infos wanted about adding drive in megafile30

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 16:23:00 UTC
From: ciceron@chorus.fr
Message-ID: <5385@chorus.fr>
Source record: 240401

One month ago, Claus Brod has posted in comp.sys.atari.st an article about
adding a new drive in the megafile 30. I'd like to add another drive but
I have several problems about drive compatibility.

o if the new drive has not the same capacity (30Mb), suppose
20Mb, how does the driver (basically the i8085) recognize the new
size? (recognition of # of heads, # of cylinders ?)

o if the new disk seek-rate is different (prefer faster), will
this new seek-rate be recognized (without any effect on old disk)?

o I have noticed in my megafile30 that there is a 16 pins
connector with a full line (8pins) connected to ground and the
others connected to the i8156 (2 // ports + timer). (near the 64K
eprom). I beleive that this is supposed to be used as a configuration
connector, plugging small straps between ground and i8156 line,
but how and what for?

o About software, I don't care since I always use Minix.
(but i beleive that my old AHDI program will not be able to
recognize a new disk)

Thanks for answering me...

- - - - - - - - - -
The probability of someone watching you is proportional
to the stupidity of your action. - A. Kindsvater
- - - - - - - - - -
_ __ |Chorus Systemes | Internet:
(/_ _ /_ |6 avenue Gustave Eiffel | ciceron@chorus.fr
_) (_ (<_/ |F-78182, St-Quentin-en-Yvelines-Cedex |
(if you can't join me, try carrez@cnam.cnam.fr but last resort please)

83. Re: Minix info request

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 16:52:40 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun5125240@croaker.cs.odu.edu>
Source record: 240407

>I'm interested in buying minix this summer but I have a few questions:
I was too. So I bought it. $80.00

> - How well does it work in about 10MB of disk space?
Apparently, it will fit with no problem. Of course, there are such concerns
as now much ram your computer has and how heavily you are going to use Minix.

> - Can you read ST disks?
Sure.

> - How well does it interface with a modem, printer and mouse?
You will have to find/write device drivers.

> - How much modification do Unix sources need to compile with gcc under
> Minix?
Got me. gcc takes more ram that I have (I have a 1040st with a meg...)
I would assume that certain programs (comp.unix.sources) would compile
without too many modifications at all. Again, I don't have the ram for gcc.

> - What kind of shell(s) can you use?
I like sh.... but I have other ptoblems with minix-- see bottom.

> - How well does the remote logon operate off the rs232 port?
I wish I knew, but from what I hear, you can get remote logins via
the rs232 and the midi port.

> - How happy are you with the package?
As of yet, not very happy at all.

> - How much does it cost?
$80

> - Where can I get it?

Prentice Hall?

Here is why I posted this:

I sent in my $80.00 and I received ST Minix 1.1. Version 1.1 is ok,
but I started reading comp.os.minix and I soon found out that it
wasn't the latest version. Not only that, but by the time I read an
article in comp.os.minix, a new version had come out. This has
repeated until now, I think... the current version is something like
1.5.10. Of course, there is no standard method of upgrading and from
what I can gather, there is no one place where you can pick up any
upgrades for say, from version 1.1 to 1.5.10.

So, you can order your Minix now and you will probably get an old
version. I thought I heard talk of a new release 2.0 (or was it 2.1?)
for later this year. I sure hope Prentice Hall will accept the old
disks back as part of some sort of upgrade because I have not spent
the time to mess with 1.1 since the newer versions appear to be
sufficiently enhanced to the point where the old version would not be
worth the effort to maintain it.

:(

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game design requests to <game-design-request@cs.odu.edu>
----

84. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 17:02:09 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <13266@wpi.wpi.edu>
Source record: 240402

In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu (T.C.) writes:
>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
>Amiga 3000 in terms of price (the A3000 is under $4000 US).

No! The Amiga 3000/16MHz with the 16MHz 68030/68881 goes for $2599 under the Educational Discount, and the 25MHZ 68030/68882 is $3039 under the discount. The 3000/16 has basically the same features, but can address up to 1.7 Gigabytes.

85. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 17:36:09 UTC
From: robert@infmx.UUCP
Message-ID: <4413@infmx.UUCP>
Source record: 240417

```
In article <30527@cup.portal.com- Bob_BobR_Retelle@cup.portal.com writes:
-This is all pretty comical...
-
-I don't care about ST Report one way or the other.. when there's something in
-it I want to read, I get it from one of several sources that have nothing
-to do with UseNet...
-
-What's really been amusing though is the number of people here who are
-willing to have Greg Lindahl do their thinking for them...
-
-Perhaps we should let him censor our daily newspapers too... that way he
-could just snip out any articles he doesn't think are interesting.. think
-of all the wasted time and reading we'd save by letting him do our
-thinking for us...
-
-Come to think of it, there've been some really boring articles in STart
-at times.. maybe we should let him scissor out those... and the ads too!
-
-I dunno, it sounds pretty scary when people start letting someone else
-think for them...

Right. Which is why I won't begin with you.

Interestingly enough, what Greg Lindahl was doing is something any
manager would appreciate: cut out the b******t, just give me the pertinent
info. Of course, if you have an infinite amount of time, you can read
everything. If you don't, you find a good employee to sift through all the
data, and give you the stuff you really need.

I don't know how good a job Greg was doing; the fact that he was
*trying* to save people time (and, incidentally, obeying the law, something
that I personally admire) leads me to suspect he would be a good
employee...as opposed, of course, to someone who assumes you want every
single detail, with or without regard to the legalities...
I assure you, a good manager does *not* do all of his "thinking"
for himself. He delegates. The essence of good management is to find
people you can trust to do delegated tasks properly, and to report back
what *you* need, and *only* what you need, to do your job.

The fact that he's trying to edit isn't intrinsically bad (after
all, *everything* we normally read has been editted by *someone*, even the
vaunted STreport; what we have here is just a second level of editting);
the more important question is "was he a good editor?". That, of course,
will always be a matter of opinion, based on the goals of the recipient.
```

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

86. Source for UUPC source?

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 18:13:03 UTC
From: as@aipna.ed.ac.uk
Message-ID: <2453@aipna.ed.ac.uk>
Source record: 240500

Does anyone on the net know of a (preferably European) source for
portable, up-to-date, source for UUPC? I am looking to port to the Acorn
Archimedes machines. Is there someone / some group actively looking
after this software?

I know of:

an up to date version for the PC: unportable due to assembly language routines.

An old version for the Atari ST: looks portable but ancient and buggy.

many thanks in advance,

Andrew Stevens, JANET: as@uk.ac.ed.aipna.sin
Dept. of Artificial Intelligence, INTERNET: as@aipna.ed.ac.uk
80 South Bridge, UUCP: ...!mcvax!ukc!aipna!as
Edinburgh University,
EDINBURGH, Great Britain.

87. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 18:25:06 UTC
From: ignac@electro.UUCP
Message-ID: <1901@electro.UUCP>
Source record: 240408

In article <1990Jun5.011452.16818@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>I am curious. Which is faster, TurboST or QuickST? I know QuickST
>is much cheaper and comes with extra tools, but what do the raw
>speed numbers look like? I don't own either, but I became a bit
>curious after reading an article in Computer Shopper which mentioned
>both "software blitters."
>
>Any info would be appreciated.

both Quick ST and Turbo ST are almost identical in speed for the system fonts (8 by 16, 8 by 8, 6 by 6), with Turbo just slightly ahead. but the latest revision of Quick ST will now support GDOS fonts, which is something that Turbo ST says right on its package that it does not support! if those few extra percent are worth it for you, get Turbo, but if you like your precious system memory (Quick takes less than half of Turbo's memory), get Quick ST.

plus Quick ST fully supports Moniterm with no special monkeying around with filenames, etc, and it also supports custom desktop backgrounds and fill patterns. as well, Quick ST supplies a few extra utilities which make life easier for the Atari ST (desktop customizer, ART ST graphics software, Quick View)

hope this helps!

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

I refuse to succumb to societal pressure and give a witty quote in my .sig!!!
==

88. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 18:29:49 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun5.182949.2439@cunixf.cc.columbia.edu>
Source record: 240404

In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu (T.C.) writes:
>
>ATARI OFFICIALLY LAUNCHES THE TT 030
>-----------------------------------

>using Canada as a test market to work the bugs out of the system before they
>make their big push south of the border. The expected price of the TT 030
>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
>Amiga 3000 in terms of price (the A3000 is under $4000 US).

You get what you pay for. Judging by the specs you give later in the article, the TT does seem to be a significant step over the ST (but I suppose it should for that kind of money), but I really don't think it is a threat to the Amy 3000 or Sun workstations. All of these gadgets that are said to be available RSN (real soon now) for the TT: including PC emulation, Mac emulation, networking capabilities are nice, but based on Atari's previous antics I will believe all that when I see it. BTW, $4000 CDN is only slightly less than $3000 USD. That is the price of the A3000 16mhz machine. However, the A3000 is bundled with a multisync monitor, a 68881, a faster hard drive, and more expansion slots.

This isn't really intended to be a "go out an buy the Amiga, the TT sucks" type of posting, but I'm just trying to point out that the TT isn't really breaking any new ground out there in price or performance areas. 68030 technology has been available on other platforms for quite a while now.

To each his own...I'm sure there are many ST users who will be more than satisfied with the TT, but I don't think it will have the wider appeal of other 68030 systems due to its rather limited expanability and Atari's notorious reputation for forcing users to buy new machines to get higher tech rather than providing a reasonable upgrade path.

For all you ST diehards, flame away. My mailbox is open.

>screen. The aspect ratio is quite elongated top-to-bottom.
>
>Later this year the tower TT (the TT/X?) will be released. Among other
>things, the tower TT will have four VME slots. Also to be released are an
>Ethernet card, a GENlock card, and a software IBM PC emulator. The Atari GM

And if you believe this...Tell you what, I can see the Brooklyn Bridge from my office window and I see a for sale sign hanging on it. You

can leave deposits with me... :-)

>Atari made no mention of their marketing intentions to us, but then again we

Marketing? hehe...
>
>I think Atari still have a lot of promises to keep (UNIX, hardware cards,
>software), but if they do then I think the TT will be a strong machine with

No argument there. The problem is that Atari Corp's record on kept
promises is just plain weak. I do hope they pull it off so I can
unload the 400 shares of Atari stock I bought at 4 7/8.

>
>Travis Capener
>c/o pdbeam@watserv1.uwaterloo.ca
>--
Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

89. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 19:23:42 UTC
From: watters@anaconda.cis.ohio-state.edu
Message-ID: <81214@tut.cis.ohio-state.edu>
Source record: 240405

In article <13266@wpi.wpi.edu> jdutka@wpi.wpi.edu (John Dutka) writes:
>In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu
(T.C.) writes:
>>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
>>Amiga 3000 in terms of price (the A3000 is under $4000 US).
>
>No! The Amiga 3000/16MHz with the 16MHz 68030/68881 goes for $2599 under the
>Educational Discount, and the 25MHZ 68030/68882 is $3039 under the discount.
>The 3000/16 has basically the same features, but can address up to 1.7
>Gigabytes.

Do not forget that the above includes a great Multisync monitor, AmigaVision
and Wordperfect, all todether. A 1yr. waranty.

To say that the TT gives a 1/3 speed increase to non-030 code is a joke!

On a A2500/030 people get a 8.7-9.2 times the speed of a stock A2000 increase,
it is only larger on an A3000.

And don't forget all the networking cards....

Apple Talk? HAHAHAHAHAHAHAHAHAHA!

dw

90. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 19:53:10 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <8291@jpl-devvax.JPL.NASA.GOV>
Source record: 240409

In article <1990Jun5.043318.26811@murdoch.acc.Virginia.EDU>
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <30527@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>This is all pretty comical...
>Indeed it is.

Speaking of paranoid ravings, do you listen to yourself when you post?

I don't like the way you handle (handled) the ST-Report mailing list, and
would be perfectly willing to take it over, if only I could find a reliable
source for the things. I have no Genie or Compuserve account. Where else
can I get an uncensored ST-Report in Southern California?

And yes, I will remove the commercial advertisements.

But nothing else.

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-320T (818) 354-0871
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

91. Stupid remark

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 20:58:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jun5.210344.21554@cs.umn.edu>
Source record: 240410

In article <8291@jpl-devvac.JPL.NASA.GOV> grieggs@jpl-devvax.JPL.NASA.GOV (John T. Grieggs) writes:
>Speaking of paranoid ravings, do you listen to yourself when you post?

Gently, John. It looks to me like you don't listen to yourself when YOU post. See below.

>I don't like the way you handle (handled) the ST-Report mailing list, and
>would be perfectly willing to take it over, if only I could find a reliable
>source for the things.

The only 'reliable' source was GEnie, CompuServe or the ST-Report mailing list. So, now you'll have to fork over $$ to get an 'uncensored' version.

>And yes, I will remove the commercial advertisements.

Since Ralph Mariano has expressly FORBIDDEN such removal, your remarks about sending out ST Report are stupid. You can't do it, so why bother? This is what I meant by not listening to YOURself.

-- David Paschall-Zimbel

92. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 21:08:53 UTC
From: jason@cs.odu.edu
Message-ID: <JASON.90Jun5170853@oswine.cs.odu.edu>
Source record: 240412

In article <13266@wpi.wpi.edu> jdutka@wpi.wpi.edu (John Dutka) writes:
-> In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu
(T.C.) writes:
-> >(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
-> >Amiga 3000 in terms of price (the A3000 is under $4000 US).
->
-> No! The Amiga 3000/16MHz with the 16MHz 68030/68881 goes for $2599 under the
-> Educational Discount, and the 25MHZ 68030/68882 is $3039 under the discount.
-> The 3000/16 has basically the same features, but can address up to 1.7
-> Gigabytes.

I wonder if atari will be offering an educational discount for
any of their machines. I'm not sure what the current exchange rate is
but the two machines will probably end up being in the same price
range. With some added memory and running UNIX, this might end up
being a pretty nice machine, especially with all of the UNIX software
that's available.

--
--
Jason C. Austin
jason@cs.odu.edu

93. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 21:32:49 UTC
From: don@vax1.acs.udel.EDU
Message-ID: <6575@vax1.acs.udel.EDU>
Source record: 240411

In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu (T.C.) writes:
>
>ATARI OFFICIALLY LAUNCHES THE TT 030
>-----------------------------------
>
>Canada in late July/early August and fully available in September. The TT
>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
>Amiga 3000 in terms of price (the A3000 is under $4000 US).
>

Under CBM's educational discount, an Amiga 3000 with 25MHz '030, '882,
40 meg 11ms HD, and color multiscan monitor can be had for $3039.
The 16 MHz model (w/68881) costs $2599, HD and monitor included.

I see two main advantages the TT has over the 3000, based on the specs you quoted: the 1280 x 960 mono mode and the built-in appletalk. The Amiga with an A2024 mono monitor can do 1280 x 800, which just about (but maybe not quite) nullifies the first advantage. As for the second, lack of a reliable appletalk system for the Amiga does present a problem; however, things like ethernet boards and X-windows have been around for some time, and CBM's own ethernet and arcnet cards, as well as Novell-compatible software, will be shipping shortly.

I hope Atari and CBM both do well with their 030 machines (if only to slow the sales of PC's and Macs :-). At this point though, it looks as if Atari's got to do some hard work to compete well against the 3000.

--
Gibberish .sig for sale or lease.
is spoken Contact don@vax1.acs.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

94. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 22:46:17 UTC
From: riddler@iesd.auc.dk
Message-ID: <RIDDLER.90Jun5234617@aiken.iesd.auc.dk>
Source record: 240413

In article <1990Jun5.182949.2439@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu (T.C.) writes:
>
>ATARI OFFICIALLY LAUNCHES THE TT 030
>-----------------------------------

>using Canada as a test market to work the bugs out of the system before they
>make their big push south of the border. The expected price of the TT 030
>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
You get what you pay for. Judging by the specs you give later in the
article, the TT does seem to be a significant step over the ST (but I
suppose it should for that kind of money), but I really don't think
it is a threat to the Amy 3000 or Sun workstations. All of these
gadgets that are said to be available RSN (real soon now) for the

[...]

This isn't really intended to be a "go out an buy the Amiga, the
TT sucks" type of posting, but I'm just trying to point out
that the TT isn't really breaking any new ground out there in

Well I am not impressed with the specifications of the TT, but don't give
me this `amy 300 and Sun Workstations'. Agree that the TT isn't a thread
to the Sun workstation, but compared to the A3000 it should stand a good
chance. The reviews I have seen so far of the A3000 (Byte, c't and PCW) are
not flattering: A multi-media machine with 32 colors :-(
7Mhz graphic accelerator chips :-(
2 wait states fast-ram :-(
Guru meditations :-(

To each his own...I'm sure there are many ST users who will be more
than satisfied with the TT, but I don't think it will have the
wider appeal of other 68030 systems due to its rather limited
expanability and Atari's notorious reputation for forcing users
to buy new machines to get higher tech rather than providing a
reasonable upgrade path.

For all you ST diehards, flame away. My mailbox is open.

No flames, just reasonable unbiased information. I agree on the conclusion
that ST-owners will by TT's, but the same applies to A3000: amiga-owners
will by A3000's.

[...]

>Later this year the tower TT (the TT/X?) will be released. Among other
>things, the tower TT will have four VME slots. Also to be released are an
>Ethernet card, a GENlock card, and a software IBM PC emulator. The Atari GM

[...]

No argument there. The problem is that Atari Corp's record on kept
promises is just plain weak. I do hope they pull it off so I can
unload the 400 shares of Atari stock I bought at 4 7/8.

Well, they make many promises and they launch many computers.
Let's compare:
- Both Atari and C= has a full PC-line (down the drain).
- Atari launched the Portfolio PC, C= well...
- Atari has the 520, 1040, MEGA's & STE, C= has A500, A1000, A2000 & A2500,
draw!
- Atari has launched a portable ST, C= has the portable Am... Ahem, well...
- Atari launched their Transputer Workstation, C= has - what can I say...
- Atari still has to launch the TT, C= has launched the A3000, hurraaa!

UNIX? I believe the TT was running UNIX at CeBit in Hannover, and the fairly
high resolution in monochrome, is a better platform for X-windows, than
4096 colours hold-and-modify mode at a medium resolution. So when it comes
to UNIX, I would prefer the TT (but still more I would like it to use
a 25 MHz 68040 and the Blossom graphics chip).

>Travis Capener
>c/o pdbeam@watserv1.uwaterloo.ca
>--
Cheers,

Chris

Well this turned out to be quite a long posting, but I've been reading
so much crap lately, with pros and cons of this and that, and even worse:
stock information :^(. So I figured it was my turn to float the net.

** ******* ***********
* Claus Priisholm * ******* ***********
* Department for Mathematics & Computer Science * ******* ***********
* Aalborg University Center *
* Denmark * ******* ***********
* E-mail: riddler@iesd.auc.dk * ******* ***********
** ******* ***********

95. I saw the ST finnally.

Newsgroup: comp.sys.atari.st
Date: 1990-06-05 23:36:24 UTC
From: danb20@pro-graphics.cts.com
Message-ID: <3012@crash.cts.com>
Source record: 240414

I finnally saw, close up, the Atari ST. The guy had an Atari 1040ST 1Meg
and an accellerated Atari Mega-4st.
It looks like a great machine, but what I dislike about it(compared to
Amiga), is it's not built around multitasking, it has even less U.S. support
than Commodore(but that doesn't make a difference), it only has 16 colors(I
don't care that much), and it's sound is only 3 mono voices. So the only bad
things I see really are its poor sound, non-multitasking centered, and
necessary proprietary monitors.
What I really like about it compared to a stock Amiga: It was much faster
and managed memory a little better(Than again, he was running a 68000 at
16MHz, while my Amiga only runs a 68000 at 8MHz, he had 4 Meg RAM, I only have
2.5 Meg), and it has a program that seems to blow away all Amiga 3d graphics
programs for speed and user interface: CYBER PAINT.
All in all, it was nice to see another minority in the majority IBM world
and I was glad to see that the Atari ST really is a serious machine and not
just a 'game machine.'

ProLine: DanB20@pro-graphics **********
UUCP: ...crash!pro-graphics!DanB20 * Daniel G. Bachmann *
ARPA/DDN: pro-graphics!DanB20@nosc.mil **********
Internet: danb20@pro-graphics.cts.com or ak032@cleveland.Freenet.Edu
U.S.mail: 509 StonyBrook Drive, Bridgewater, NJ, 08807 USA

96. Questions about hardware

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 02:01:38 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1039@unicorn.WWU.EDU>
Source record: 240415

I am thinking of purchasing spectre GCR to emulate a MacIntosh on my Atari 1040ST. I believe that the GCR cartridge is capable of allowing the Atari's internal drive to read Mac disks, and that (most likely) a second drive is needed as the Mac needs one drive for its system and finder disk, and a second drive to run the application.

I would like to buy a hard drive for my ST to use for both my ST and the Mac Emulator. Looking in the most recent issue of STart (7/90), a mail-order firm named Computability is selling a 49 Meg Segate hard drive for an incredible $295! Is this price for real (i.e. no "additional" hardware is needed for the drive), and has anyone out there had any problems with the Segate drives? The next lowest price offered by any other hard drive manufacturer is Supra, which is selling a 30 Meg drive for $499!

My other question deals with the Spectre GCR: I have never seen this product in action, and I am wondering if anyone out there has had any experience with this emulator-- either positive or negative. Would Spectre be able to run off of the Segate (or any other) hard drive without too many problems?

Thanx in advance,

Perry Pederson

n8742883@unicorn.WWU.EDU

97. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 02:51:34 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5457@jhunix.HCF.JHU.EDU>
Source record: 240416

In article <1990Jun5.143231.4977@watserv1.waterloo.edu> pdbeam@watserv1.waterloo.edu (T.C.) writes:
>ATARI OFFICIALLY LAUNCHES THE TT 030
>-----------------------------------
>THIS IS NOT AN ATARI PRESS RELEASE--I HAVE NO CONNECTION TO ATARI.
>THE OPINIONS BELOW ARE MY OWN AND NOT NECESSARILY THOSE OF U OF W.

Well I thank you anyway, it would have been nice if Atari posted a release
but that's not important, information is good....

> I went to the official North American launch of the Atari TT 030 last
>night in Toronto. The TT 030 will be available in limited quantities in
>Canada in late July/early August and fully available in September. The TT
>will be officially launched in the US at Comdex in November. I guess Atari is
>using Canada as a test market to work the bugs out of the system before they
>make their big push south of the border. The expected price of the TT 030
>(2Mbytes, 40M hard disc) is under $4000 (CDN). This puts it well under the
>Amiga 3000 in terms of price (the A3000 is under $4000 US).

I assume that the 4000 dollar price was list/no educational??
I guess it about time, but if the price is reasonable, I will buy it
because its a helluva lot cheaper than a base 16Mhz IIcx.

> The presentation I was at was for Ontario educators. Earlier in the day
>there were presentations to the press, developers, and user's groups. Some of
>these earlier meetings were attended by Sam Tramiel and other Atari US
>bigwigs. The educator meeting was attended by the Atari Canada general
>manager and some sales managers.

Hmmmm, for educators, does that mean an implied educational discount??
That would be EXCELLENT, if it was competetive.

>
>TT Workstation Specifications (from an Atari Canada brochure)
>----------------------------
>68030 CPU running at 16MHz (optional MC 68881/MC68882)

No 25Mhz version?? I assume the coprocessor are pluggable?? Or is it
a separate card??

>2Mbytes RAM expandable to 8Mbytes (26Mbytes using 4Mbit DRAMs)

Hopefully SIMM's, makes life much easier no??

>Built in 1.44Mbyte 3.5" floppy
>40Mbyte (28ms) Hard Disc
>

>RGB and Monochrome Monitor Support (I saw it running a Multisync)
>4096 Colour pallette, 320x200 to 320x480 with 256 colours
>640x480 with 16 colours
>640x400 with 2 colours (ST Hi-res)
>1280x960 monochrome
Could be better, but I will assume there are video card options, the monitor
should have no problems...
>Detatchable keyboard with joystick and mouse ports
>
>SCSI and ACSI DMA ports
>2 RS-232 ports (expandable to 4)
>Parallel and MIDI ports
>AppleTalk Interface
>1 internal A24/D16 VME card slot
>8-bit PCM Stereo sound
>RT Clock

No ethernet?? that is surprising.. with only one slot, you either get
better video or an accepted network interface..Pretty Good still.
>
>The TT 030 comes with TOS 2.0 which will be compatible with most existing ST
>software. ST software runs about 1/3 faster on the TT 030. Software compiled
>specifically for the 68030 (as opposed to ST software compiled for the 68000)
>runs MUCH faster at 16MHz with 32-bit through-put (sorry, no benchmarks, yet).
>So far both Borland and Mark Williams will be producing 68030 C compilers for
>the TT. Apparently GNU C from the network will also compile better code on
>the TT than on the ST. Existing ST software can be re-compiled to run at
>full-speed on the TT. While ST software will run just fine on the TT, it will
>have to be re-compiled to take advantage of the TT extra capabilities (Math
>co-processor and enhanced video).

Along with the large base of ST software there is no reason to doubt this
machine, and with excellent developers like Dave Small and Jim Allen
This machine probably has no bounds unless Atari made them non-upgradeable..

>Atari made no mention of their marketing intentions to us, but then again we
>were educators and they probably didn't think we'd be interested. I brought
>the issue up with an Atari official and he told me they were addressing the
>problem.

I guess the question of educational discounts are still up in air.
I dont have money falling out of pockets and I really WANT a better computer
That has decent subtitling, graphics and speed.(sound would be nice..)

>
>Travis Capener
>c/o pdbeam@watserv1.uwaterloo.ca
>--

I guess I am done with my illusory optimism but hell, what more can Atari
do to dump the US market. I have heard that CERTAIN developers have had TT's
for a while...GOOD.. now I want one.....

Now time for my sig...
--Ajay Choudhri(Vidiot) C&P 301-467-4223 ins_bac@Jhunix.bitnet
ins_bac@jhunix.hcf.jhu.edu ins_bac@jhunix.UUCP !uunet!aplcen!jhunix!ins_bac
UNLV, New York Yankees, Dallas Cowboys, NJ Devils, NJ Nets, and Man United rule
----

line fodder follows, feel free to skip it..unless you like reading such snuff.

.
.
.
.
.
.
.

.oops skipped one...
.
.
.
.

98. Screen Data Formats.

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 03:28:00 UTC
From: ST131BAP@ST1.VUW.AC.NZ
Message-ID: <9006050329.AA21021@kaukau.comp.vuw.ac.nz>
Source record: 240486

```
As an Archimedes owner I have a little problem that I would like some
help on. I am working on an Atari Screen Convertor that will take Atari
bitplanes and display them on the Archimedes computer (Obvious huh?).
The difficulty I have is with Degas Compressed Pictures. I have noted
that if the first byte has its top bit set (ie a value of &80 or above)
then the file is compressed. What I need to know is how are the bit
planes packed? It does not appear to be run length encoding as that
seems to produce too many pixels.... Any help on this would be
greatly appreciated as well as any other screen formatts that you
know of (I am trying to make this a useful converter!) I can already
convert Neochrome and uncompressed Degas pictures.
Please reply via email to ST131BAP@vuwst2.vuw.ac.nz. Do not post
as I do not think this will be of much interest to regular readers
and I have problems keeping up with this news group.

Thanks in advance,
Philip Banks.

*-------------------------------------------------------------------------*
| Philip Banks (aka BANKSie!) | ST131BAP@vuwst2.vuw.ac.nz |
*-------------------------------------------------------------------------*
```

99. TeX 3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 05:18:03 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990Jun6.051803.16242@tukki.jyu.fi>
Source record: 240418

Has the TeX 3.0 stuff been ported to ST yet?? And does it run
ina 1 Meg ST?? I tried the un*x C -source, but all it says is
'not enough memory', and the text comes from Gul\"am, not from
virTeX.

--
Timo Suhonen suhonen@tukki.jyu.fi
I am logged in, therefore I am

100. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 05:45:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30564@cup.portal.com>
Source record: 240426

In reply to Greg Lindahl...

I think you were doing a real service to the members of the UseNet community who have no other source for the online magazines by maintaining an E-Mail mailing list...

What I object to is your changing the content of the publications to suit your own tastes.

When you delete "paranoid ravings," you impose your own tastes and opinions on everyone who eventually receives the censored version, and who will never have the opportunity to make up their own minds.

If my mailman was a Republican, and was allowed to censor my mail and magazin I'll bet I'd never see any articles about Democrats...

>I guess your idea of a newspaper is some sort of service where anyone
>can submit any article they want, and the newspaper must print it.

No, the idea is called "Freedom of the Press" where publications are guaranteed that they *won't* be censored as you were trying to do... whether you like it or not, that's the way we do things in the U.S. of A...

As far as running the mailing list, I'm far too busy supporting local Atari user groups... it's ironic how many "Atari Bashers" are actually heavily involved in supporting Atari at the grass-roots level, while most of the "Atari Cheerleaders" are not...

If you want to do a service to the UseNet community by forwarding online magazines, more power to you... it's a great idea, and you deserve a lot of respect for putting in the time and effort to do it...

If you want to censor the content of what you're passing along, forget it...

BobR

101. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 06:01:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30565@cup.portal.com>
Source record: 240425

Christopher Roth writes:
>You raise a good point, it is horrible to let someone do our thinking
>for us. However, I do not think I would consider the editing of ST
>Report to be 'censorship' or 'thinking for us'. STR could not be
>distributed with the ads over the net...By removing those ads and
>distributing them greg was doing a service to the ST community, making
>more info available. He should have gotten permission of the author
>first mind you, but other then that there is nothing wrong with what
>he did.

Chris, if indeed private E-mail over UseNet is barred from containing
anything of a commercial nature, then *with permission*, removing the
ads before sending the online magazines out would be a true service...

But removing "paranoid ravings" or "things unrelated to the ST" is not...
that's subject to the opinion of the censor.

There's a big difference between the editors of a newspaper selecting which
stories to cover, and someone like a government agency coming in with a
big black marker and blanking out stories they don't want you to read.

The first is called editing, the second is censorship...

If Greg wants to create his own publication, then he can "edit" it in any
manner he wants to... but as "custodian" of a mailing list for an existing
publication, he has no right to change the content of that publication.

I agree that he should have gotten permission to change ST-Report before
he did so... probably that's why it's spilled over into the public...

BobR

102. Where is the demo of Hagterm 2.0 at?

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 07:35:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1522.266c6bf8@miavx1.acs.muohio.edu>
Source record: 240443

Does anyone know where I can get a demo version of Hagterm 2.0?
I saw it on GEnie the other day, and I really wanted to get it, but at 113K
it was just a little bit to big for my budget!!

Thanks,
Goz
--
~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

103. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 07:40:03 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <46843@iuvax.cs.indiana.edu>
Source record: 240421

In article <30527@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>This is all pretty comical...
[I must be thinking for you because I editted some stuff out here.]
>Come to think of it, there've been some really boring articles in STart
>at times.. maybe we should let him scissor out those... and the ads too!
>
>I dunno, it sounds pretty scary when people start letting someone else
>think for them...
>
>BobR
Come on Bob. Everything you take in has been editted in one way, or
another. If you get news from TV, some editor has decided what gets
shown, and what doesn't. Newspapers and magazines have editors as
well. Even your own sight and hearing have been editted by your
own physical limitations. Greg was not thinking for other people,
he was doing two things. He removed advertisements so ST-Report
could be transmitted over the network, and he removed articles that
were either duplicates, or non ST related. He added his own editorial
comments, but that could hardly be misconstrued as withholding
information. If you really think that Greg was trying to do all
the thinking around here, I think that maybe you should ask Greg to
do some thinking for you, so that things can be set straight in your
mind.

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST, President
"I want someone like you, only nicer."

104. Re: SunClock, SM194

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 07:42:58 UTC
From: joep@tnosoes.izf.tno.nl
Message-ID: <1184@tnosoes.izf.tno.nl>
Source record: 240422

weiske@lan.informatik.tu-muenchen.dbp.de (Thomas Weiske) writes:

>SunClock does not work on BigMonitor SM194!
>Can anybody fix it?

>T.Weiske

Next week I'll post a new version from sunclock. I'll hope
it also works on the BigMonitor.

Also included a correction for timezone.

Joep.

105. Problem with Lattice C v5.04.00 Install - FOLDER??? BUG

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 09:42:00 UTC
From: gossa@rdge44.enet.dec.com
Message-ID: <198@uninet.vbo.dec.com>
Source record: 240445

I have a strange problem installing the new Lattice C compiler on my
65meg TCT hard drive. (I have a 520STFM expanded to 1meg).

1) If I do a minimal installation (about 1.5megs) Then everything is O.K

2) If I go for a full istallation (5meg spread over 7 DS floppies) Then I get
strange errors like the program LC.PRG is unable to create intermediate files
and GO.PRG,LC2.PRG and CLINK.PRG crash with various amounts of bombs.
Recopying the files from the floppies seems to cure the problems, but it then
has errors linking (I think the floating point library is corrupt).

Could the problems be due to the 40 FOLDER BUG??. I'm running ICD BOOT
v4.6.0 which says it includes a fix for this and I set the number of extra
folders to 200.
if I run DLII it reports no cross linked or lost sectors but does complain
about the directory structure being bad. DCDEMO.PRG complains about garbage
characters at the end of the directory tables.

Does anybody have any experience with Lattice C v5 or ICD's software v4.6.0
and could some kind person mail me a good description of the 40 folder bug.

Thanx in advance

- Andrew -

106. Add 2Mb of memory in your MegaST2

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 09:53:18 UTC
From: ciceron@chorus.fr
Message-ID: <5388@chorus.fr>
Source record: 240420

I was fed up with seing messages like "out of memory", "not
enough memory" with my Mega ST2. Ok, this happens under Minix (sorry,
I never use GEM). Then I decided to add 2Mb of memory to get a Mega ST4.

How to do the upgrade:
======================

o buy 16 ram chips 411000 (1Mx1 dynamic rams). The speed is
really important. 100ns should be enough but don't play with
races. I took 80ns for mines.

o buy 16 I.C supports for the rams.

o buy 16 small capacitors of 220nF each. Try to get the same
space between pins as on the board, it'll be easiest to
solder them. Do NOT omit/forget theses capacitors.

o buy/get 3 resistors of 33 ohms. Theses resistors are used to
connect the CAS, RAS and RW line of rams to the output driver
LS373. Basically, dynamic rams have null input current (less
than 10 uA), so that you could get another resistor value.
However, theses resistors are needed for waveform
considerations (I beleive).

o now begins the most difficult task. Get a (un)solder pump or
something like that and unsolder the holes where the rams go.
You must be careful. If you have no experience on such
operation, do not do that. In fact it's quite easy (I have a
some experience of unsoldering double sided board), it's quite
easy because holes are empty. That is, there is no component
attached to them, yet.
Start unsoldering the lower board (no component on that side)
and then the upper board. Holes must be empty.
If a hole still remains full of solder (or solder in the
middle), fill it with new solder and then retry. The board is
quite robust, but do not do that do many times.

o Still there? Now sold the 16 supports. DO NOT SOLD MEMORIES.
First because you may damage them. Second because you cannot
unsold components (you'll damage the board and connections).
SOLD SUPPORTS.

o sold capacitors and resistors.

o Now, do not plug memories on their support. Check that your
computer is still alive.

o Plug one chip, and test your computer. The atari will not
recognize it but this is a test.

o Plug 15 other rams and check your computer.
If everything goes well, the atari recognizes the new memory
bank.

Power supply:
=============

No problem if you upgrade a MegaST2. The MegaST4 has the same
power supply unit as MegaST2.

Testing memory:
===============

Testing memory is a very simple task. Here is a simple exemple
on how to test memory. Basically, the program checks that all bits of a
byte can get the value 0 and 1.

```
register char *p
register char c;

p = 0x0800; /* First address in not-protected space */
while (1){
c = *p; /* Get a byte */
*p= ~c; /* Toggle each bit and read it again */
if ( *p != ~c ){
printf( "Problem at %08xl [%02x]\n" , p , *p ^ (~c) );
break;
}
*p = c;
if ( *p != c ){
printf( "Can't set old value at %08xl\n" , p );
break;
}
p++;
}
```

Oops!! I forget to say that you cannot test the memory where
your program is (known as self code modification).

Well, if you can't write a test program, don't worry, and
remember that the Atari uses the last 32K bytes of memory for the
screen. (if the desktop appears on the screen, you are safe!!)

If you have a st520 and you want to add memory, just to the same
things but replace 411000 by 41256. You cannot put 1Mb memories.

Good luck!!

- - - - - - - - - -
The probability of someone watching you is proportional
to the stupidity of your action. - A. Kindsvater
- - - - - - - - - -

_ __ |Chorus Systemes | Internet:
(/_ _ /_ |6 avenue Gustave Eiffel | ciceron@chorus.fr
_) (_ (<_/ |F-78182, St-Quentin-en-Yvelines-Cedex |

107. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 11:00:54 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jun6130054@orion.laas.fr>
Source record: 240423
Cross-posted to: news.groups,comp.sys.atari.st

```
I propose the newgroup alt.atari.flame where fuckers of the likes of
Mr. Haugh can send there diatribes. His last two messages show the
need for comp.sys.atari.st.tech! Sorry to waste even more bandwidth.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
================================================================================
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78
```

108. Re: Minix info request

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 11:28:19 UTC
From: meulenbr@cst.philips.nl
Message-ID: <meulenbr.644671699@cst>
Source record: 240424

[lots of questions trimmed]
scott@cs.odu.edu (Scott Yelich) writes:

>> - How well does it interface with a modem, printer and mouse?
>You will have to find/write device drivers.

release 1.5 supports the modem and serial printers. Parallel printers
were already supported in 1.1

>I sent in my $80.00 and I received ST Minix 1.1. Version 1.1 is ok,
>but I started reading comp.os.minix and I soon found out that it
>wasn't the latest version. Not only that, but by the time I read an
>article in comp.os.minix, a new version had come out. This has
>repeated until now, I think... the current version is something like
>1.5.10. Of course, there is no standard method of upgrading and from
>what I can gather, there is no one place where you can pick up any
>upgrades for say, from version 1.1 to 1.5.10.

>So, you can order your Minix now and you will probably get an old
>version. I thought I heard talk of a new release 2.0 (or was it 2.1?)
>for later this year. I sure hope Prentice Hall will accept the old
>disks back as part of some sort of upgrade because I have not spent
>the time to mess with 1.1 since the newer versions appear to be
>sufficiently enhanced to the point where the old version would not be
>worth the effort to maintain it.

Scott, you did NOT get an old version. The one and only version
currently available is ST 1.1. This version is close to the PC 1.3
version. I did the upgrade from ST 1.1 to PC 1.5. Since my upgraded
version and PC 1.5 are compatible, we decided to call this new version
ST 1.5. ST 1.2, 1.3 or 1.4 were never distributed!

The upgrades to go from ST 1.1 to ST 1.5.10 have been posted in
comp.os.minix. If you want to upgrade you can use the posted upgrades
(although this is not trivial). As an alternative you can buy
ST 1.5 from Prentice Hall. It will be available late summer, and
will consist of 10 disks and a 750 or 800 page manual.
I do not know the exact availability or price, so please dont ask.
watch comp.os.minix for the announcement.

To conclude: late summer will bring 1.5 versions of minix for PC, ST,
Amiga, Macintosh and I believe some PS/2 systems.

If you do have ST 1.1 and you want to upgrade you have 2 options:
- wait until summer and buy ST 1.5. You might get a discount
if you have bought 1.1. I'm not sure though
- upgrade using the posted diffs

The fact that the diffs are posted, while you cannot get the stuff
from PH yet, is that PH needs time to manufacture disks, print the
manual etc. Also the net postings serve two purposes
- to be a service to the minix community
(which other product offers you upgrades over the net?)
- to get feedback about new releases before they are shipped, so we
can make a better system.
So the knife really cuts at two sides:
we get early bug repots, and you can upgrade early.

happy minixing,

--
Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

109. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 12:28:23 UTC
From: onders@escher.ipl.rpi.edu
Message-ID: <J?`$S!#@rpi.edu>
Source record: 240441

In article <6575@vax1.acs.udel.EDU> don@vax1.udel.edu (Donald R Lloyd) writes:
> Under CBM's educational discount, an Amiga 3000 with 25MHz '030, '882,
>40 meg 11ms HD, and color multiscan monitor can be had for $3039.
> The 16 MHz model (w/68881) costs $2599, HD and monitor included.
>

Would someone please start quoting REAL prices for C= machines? Not
everyone qualifies for the educational discount. Under your reasoning,
it could be said that the Atari TT only costs $2000 CDN under the Atari
Developer's discount. And, for that matter, WordPerfect is $99 under
student discount, but $299 list. Don't fudge figures.

-Tim Onders
onders@ipl.rpi.edu

110. Spectre GCR Comments

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 13:00:08 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12595636930017@osu-20.ircc.ohio-state.edu>
Source record: 240442

>6 Jun 90 02:01:38 GMT n8742883@unicorn.WWU.EDU (Perry Pederson)

I *HIGHLY* recommend the Spectre GCR. It works great & lives up to all it's advertising copy. (A rare occurance -- especially in the computer industry!!) The GCR does (with a little fiddling) allow *MOST* ST drives to read & write Mac disks directly. It depends on your ST & which drive Atari put in it when it was manufactured. (I'll post more detailed info on this tomorrow when I can bring my manual in).

You don't *require* a second drive to run a Mac but unless you like to swap *LOTS* of diskettes I recommend you get a Hard disk drive.

Positive results w/ the emulator
- Mac Write
- Microsoft Word
- Microsoft Excel
- Mac Draw
- Super Paint
- HyperCard
- Various Init Docs (On Cue, Pyro, Suitcase II, etc.)

All these programs work flawlessly in Mac emulation mode.
I had trouble with a chess game (?title?) and an adventure game (?title?).
Also, sound emulation is weak (I don't have the latest update of the software).

Last but not least **SUPPORT FOR THIS PRODUCT IS GREAT**
Dave Small takes a personal interest in keeping this product on the 'edge of the envelope' (his words -- not mine). Software updates are available on Genie! and possibly Compuserve.
Phone support is excellent (Talk to Dave directly) and when you do have to leave a message on the answering machine -- he calls back promptly.

Tyler

Disclaimer: The Ohio State University doesn't know (or care) about my opinions and neither should you!

PS. Any HDD which works with the Atari should work w/ Spectre. You just assign 1 or more partitions to the Spectre during installation of the emulator. I will post the phone number for Gadgets by Small ASAP.

111. Re: Gemini error

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 13:04:55 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <3951@baird.cs.strath.ac.uk>
Source record: 240427

In article <1634@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Several times when trying to delete a folder (with files contained in it) I've
>had GEM give me a message "Can't find application", then Gemini bombs out to
>the desktop. Anyone else seen this?

Nope, but I have had it refuse to delete a folder. The only time it bombed out
was when I had quite a few (about 30) desk accessories installed via
DC Stuffer.

The Sorcerer

___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

112. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 13:08:38 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <3952@baird.cs.strath.ac.uk>
Source record: 240428

In article <1990Jun5.011452.16818@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>I am curious. Which is faster, TurboST or QuickST?

As far as I can tell there is no difference between them. QuickST is incompatible with some other DA's and TurboST tends to be incompatible with the same ones (though not always).

The Sorcerer

_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

113. Megamax 'C'

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 13:52:00 UTC
From: andre@compulink.co.uk
Message-ID: <memo.47518@cix.uucp>
Source record: 240429

Does anyone know if Megamax have an e-mail address accessible from here? (Internet, UUCP, Compuserve, Dialcom, etc.)

Oh, and while I'm asking, what is the latest version of their 'C' and debugger software? (I currently have Laser C Shell v1.1 - do they support ANSI/prototyping/etc now?)

Replies here if it's of general interest, or by e-mail to me if it's just their address...

Thanks,

Andre Willey

Andre Willey | Email: andre@cix.UUCP
7 Oaklands Road, Sutton Coldfield, | andre%cix.uucp@ukc.ac.uk
West Midlands, B74 2TB, England. | ...{mcsun}!ukc!cix!andre
Phone: (+44) 021-308-5251 | Atari TT040 25Mhz? "Make it so..."

114. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 14:40:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1292178630@thelake.mn.org>
Source record: 240430

Of the last 62 messages received here at the lake, 16 are devoted to this tiresome and obsolete subject, and only one made a positive contribution. That was from jfbruno@rodan.acs.syr.edu (John Bruno), who said:

```
"
EEEEEE NN N OOOOO U U GGGGG H H
E N N N O O U U G H H
EEE N N N O O U U G GGG HHHHHH
E N N N O O U U G G H H
EEEEEE N NN OOOOO UUUU GGGG H H

AA L RRRRR EEEEEE AA DDDDD Y Y !! "
A A L R R E A A D D Y Y !!
AAAAAA L RRRRR EEE AAAAAA D D YY !!
A A L R R E A A D D YY
A A LLLLLL R R EEEEEE A A DDDDD YY !!

It's over. Done with. Kaput. Gone.

Give it a rest.

--
Steve Yelvington at the lake in Minnesota = steve@thelake.mn.org
```

115. Enough Amiga Crap! (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 15:11:25 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3643@rodan.acs.syr.edu>
Source record: 240438

I'm getting sick of having to wade through all of these stupid posts. Today, there were 30 new articles in c.s.a.s., about 10 of these were people blabbering about "censorship of ST Report", I'm sure lots of people, like me, are sick of this garbage, and Greg said he discontinued it anyway, so WHY are there still posts? There were also to articles with the header "Atari TT launched" and the body of most of these articles contains stuff about the Amiga. Isn't there a newsgroup for the Amiga? I'm getting sick of reading through all of this garbage.

If you insist on posting stuff about the Amiga, PLEASE put the word "Amiga" in the subject line so my kill file will save me the aggrivation of having to wade through it. If you are going to post about "censorship of ST..." please put the words "pointless ravings" in the subject line.

Have a nice day,
---jb

116. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 15:13:43 UTC
From: pdbeam@watserv1.waterloo.edu
Message-ID: <1990Jun6.151343.12629@watserv1.waterloo.edu>
Source record: 240431

I'd like to clarify something I said in my earlier post. I said that the TT 030(under $4000 CDN) was cheaper than the A3000 (under $4000 US). Please keep in mind that $4000 CDN translates into about $3200 US.

On the topic of educational discounts from Atari...

This issue was brought up many times during the course of evening. Atari Canadacan offer their PC's at educational prices (because they are Ministry of Ed approved), but only by going through the tender process. Individual discounts go through dealers and if Atari have a policy I did not hear about it.

Travis Capener
c/o PDBEAM@watserv1.waterloo.edu

--

117. Re: Questions about hardware

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 15:24:55 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1835@lzsc.ATT.COM>
Source record: 240432

In article <1039@unicorn.WWU.EDU>, n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
> I am thinking of purchasing spectre GCR to emulate a MacIntosh on
> my Atari 1040ST. I believe that the GCR cartridge is capable of
> allowing the Atari's internal drive to read Mac disks, and that

The MAC and ST are M 68000 based computers. Spectre utilizes the MAC
OS ROMS, and patches in changes for machine dependent features (like the
screen). The result is an 8 Mz MAC with a larger screen.

1. Spectre 128 is the software.
2. Spectre GCR includes a device to read MAC floppies on the ST drives.
This requires roughly 1.44 MB performance from the ST 720 K drives.
Most of them work ok. Some don't.
3. Spectre, like a MAC works best if there is a hard disk. All ST HD are
almost the same, so there is little problem of compatibility.
(Re: MINIX: not as much compatibility!).
4. The result is BINARY. A MAC program either works (perfectly) or not
at all. Most of the useful ones run.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

118. Archivers

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 15:33:56 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <4537@castle.ed.ac.uk>
Source record: 240439

Do any archivers for the st preserve the directory structure of files?
I want this because I want to copy many folders to a large RAMDISK so
I thought that loading them up in a compressed file and then
uncompressing them might save me alot of time and grief.
Thanks in advance,
Robin Smith, University of Edinburgh, Scotland
elev35@uk.ac.ed.castle

119. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 15:41:48 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <482@van-bc.wimsey.bc.ca>
Source record: 240437

Not everyone can get the educational discount,whereas anyone who can find an Atari dearler [;-)] can buy the TT for under 4000$ canadian.
Just curious here,but I'd like to know...Do you Amiga guys grep the comp.sys.atari newsgroup to make sure noone's saying bad things about the Amiga. half a ;-).
john henders

120. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 16:35:35 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun6123535@ballyhoo.cs.odu.edu>
Source record: 240444

>ATARI OFFICIALLY LAUNCHES THE TT 030
>-----------------------------------

Why do I find that funny?

>> Under CBM's educational discount, an Amiga 3000 with 25MHz '030, '882,
>>40 meg 11ms HD, and color multiscan monitor can be had for $3039.
>>The 16 MHz model (w/68881) costs $2599, HD and monitor included.
>I see two main advantages the TT has over the 3000, based on the specs you
[DELETED]
> I hope Atari and CBM both do well with their 030 machines (if only to
>slow the sales of PC's and Macs :-). At this point though, it looks as if
>Atari's got to do some hard work to compete well against the 3000.

I don't know about other people... but when I shell out hundreds of
dollars for software this year, I will not likely want to throw it
away next year. The advantage that the TT MAY have over the CBM
machines is that it will still run old Atari ST/8bit software.

Yes, I get sick dreams of an Amiga with the ST emulator card running
some bastardized Spectre MACulator gadget running some hacked IBM
emulator running a another emulator.... etc.

My personal opinion is that you need to buy a computer to do something.
If the computer you bought does what you need, then it was a good purchase.
If the computer you bought does not do what you need, it was a bad purchase.

My ST does what I want. At one point I had some 500+ Atari 8bit
disks. The ST was rumoured to run some 8bit stuff. The price was
also right. Perhaps the Amiga did have, at that time, 50% more
colors-- I already had a software base. Now that I have an ST with a
bunch of software, it will take a lot for me to throw it all away and
switch to a computer that I know nothing about, and that is ANY
computer, not just Amiga.

Does it really matter which computer is better when either will do what you want?

With the way computer technology is advancing, I seriously doubt that
I will spend MY money to buy another computer until at least
1993-1994. The minute you buy something it is old technology-- and I
know this will always be true.

At one point the old-technology of the future will be significantly
advanced compared to the technology of that past that you are using--
and that is the time to buy...

I am tired of seeing Amiga is better/cheaper. Great, sue me because I bought an ST and I like the machine that is worse and more expensive.

If you think about how little we actually know about all of our machines and how little we actually use their potential, you will see that all of this machine comparison and bickering is a useless waste of time and we should be spending our time hacking our machines instead.

Scott
ps: enough on the ST-report-scam thread, it's dead.

121. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 16:39:24 UTC
From: riley@batcomputer.tn.cornell.edu
Message-ID: <10373@batcomputer.tn.cornell.edu>
Source record: 240440

In article <1990Jun6.044350.20403@cbnewsh.att.com> wolf@cbnewsh.att.com (thomas.wolf) writes:
>Could you contain your mindless ravings? The poster mentioned that 1/3
>increases were with non-030 applications (ie those written for the MC68000).
>I seriously doubt your claim that a ~9-fold increase was achieved on the A2500
>WITHOUT optimizing the code towards a 68030.

That wasn't mindless ravings. Seriously, that 1/3 number confuses me--it should be lots higher. Going from a 16 bit to 32 bit machine and doubling the clock speed (8 MHz to 16 MHz) should give you at least a factor of 4, and then some because the '30 takes fewer clocks to do some things. There aren't that many new opcodes or addressing modes for the '30, so the speed increase from recompiling for a '30 should be relatively small (unless you're doing lots of floating point, in which case the coprocessor gives you a whopping big factor).

Serious question--why is it so small? Is that 1/3 correct? Do they have to do something ugly for backward compatibility, like turn off all the caches and force the '30 to do 16-bit accesses unless the program says that it is '30 compatible?

Finally, the TT probably should be compared to the 16 MHz A3000, since the TT is 16 MHz. List US price for a 16 MHz A3000 with 2 Meg RAM, 40 Meg hard disk, 68881, and no monitor, is $3300 (US). 25 MHz A3000 is $4000 US, which is probably what the original poster was thinking of.

-Dan Riley (riley@tcgould.tn.cornell.edu, cornell!batcomputer!riley)
-Wilson Lab, Cornell University

122. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 17:43:33 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2816@syma.sussex.ac.uk>
Source record: 240433

From article <RIDDLER.90Jun5234617@aiken.iesd.auc.dk>, by riddler@iesd.auc.dk (Claus Priisholm):
> >
> >ATARI OFFICIALLY LAUNCHES THE TT 030
> >-----------------------------------
>
For what it's worth, Atari AND several developers were showing the TT030 at the Atari Show in London on June 1-3. The base price for a 2mb/40mbHD version, including a VGA-standard colour monitor, was said to be 1995 pound (+15% value-added tax).

They said it will be out there after July, but we all know what that means.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

123. Re: TeX 3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 17:46:57 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun6.174657.22376@cunixf.cc.columbia.edu>
Source record: 240446

In article <1990Jun6.051803.16242@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>
> Has the TeX 3.0 stuff been ported to ST yet?? And does it run
> ina 1 Meg ST?? I tried the un*x C -source, but all it says is
> 'not enough memory', and the text comes from Gul\"am, not from
> virTeX.

I am not sure, but I think TeX requires more than 1 meg to run. I have only tried the old version so I am not sure about 3.0. The old one seemed happy on my 1040ST with 2.5megs RAM. Also, it is a real bear to use without a hard drive.

Hope this helps...

>
>--
>Timo Suhonen suhonen@tukki.jyu.fi
> I am logged in, therefore I am
Chris

```
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

124. Anyone got PINHED16?

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 17:51:21 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2817@syma.sussex.ac.uk>
Source record: 240434

Can anyone send me PINHED16, the latest version of Charles Johnson's program to speed file loading? I've just got a shiny new STE (2 meg! Lovely.) and PINHED14 doesn't recognise the TOS 1.6 ROMs. I know I could use MAKEFAST to set the fast-loading bit for each program, but I've read that PINHEAD is more flexible and I'd rather have fast loading as the default rather than have to set each prog separately.

BTW, has anyone else with an STE found that using ctrl-alt-undo within NeoDesk to force a cold boot results in 2 bombs? It might just be one of my AUTO progs or accessories that's to blame, but I've tried removing most of them and still get the problem. ctrl-alt-del for a warm boot in Neodesk's OK, as is ctrl-alt-rightshift-del for a cold boot outside NeoDesk.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

125. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 17:53:42 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun6.175342.31441@cunixf.cc.columbia.edu>
Source record: 240447

In article <482@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>
> Not everyone can get the educational discount,whereas anyone who can find
>an Atari dearler [;-)] can buy the TT for under 4000$ canadian.
> Just curious here,but I'd like to know...Do you Amiga guys grep the
>comp.sys.atari newsgroup to make sure noone's saying bad things about the
>Amiga. half a ;-).

Just for your info, the A3000 25mhz,68882 machine RETAILS for $3995.
That is only slightly higher than the price quoted for the TT. As
noted earlier, the price is $3000 with a educaitonal discount.
I think I wouldn't mind paying a little extra for the better math
coprocessor, faster bus, and faster 68030.

I think many Atari and Amiga owners read both groups since the machines
are very similar, I suspect they both attract the same crowd. I know
a few people who have both machines.

>john henders

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

126. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 18:37:26 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Jun6.183726.2130@cbnewsc.att.com>
Source record: 240435

From article <30527@cup.portal.com>, by Bob_BobR_Retelle@cup.portal.com:
> This is all pretty comical...
......
> What's really been amusing though is the number of people here who are
> willing to have Greg Lindahl do their thinking for them...
....
> I dunno, it sounds pretty scary when people start letting someone else
> think for them...

Other than cutting out advertisements and some non-ST articles, the only thing Greg ever did is add a few of him own comments that were clearly marked like this:
[sounds way off base to me -- gl]

Never did such comments affect or substitute my thinking for myself in regards to the article. The only question is whether you want everything to be left in your copy of ST-Report. Personally I perferred the way Greg did it; I didn't have to skip over them myself.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

127. 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 20:23:21 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3647@rodan.acs.syr.edu>
Source record: 240448

In article <10373@batcomputer.tn.cornell.edu> riley@tcgould.tn.cornell.edu (Daniel S. Riley) writes:
>In article <1990Jun6.044350.20403@cbnewsh.att.com> wolf@cbnewsh.att.com (thomas.wolf) writes:
>>Could you contain your mindless ravings? The poster mentioned that 1/3
>>increases were with non-030 applications (ie those written for the MC68000).
>>I seriously doubt your claim that a ~9-fold increase was achieved on the A2500
>>WITHOUT optimizing the code towards a 68030.

I doubt it too!

>
>That wasn't mindless ravings. Seriously, that 1/3 number confuses me--it
>should be lots higher. Going from a 16 bit to 32 bit machine and doubling
>the clock speed (8 MHz to 16 MHz) should give you at least a factor of 4,

How do you figure that???? I would expect a CPU with twice the clock rate to execute instructions twice as fast. However, the difference between a 32 bit bus and a 16 bit bus will not double your execution speed (unless every single instruction in the testing program operates on 32 bit objects). Sure there will be more speed improvement, but definitely NOT enough to double the speed.

You can always whip up some special optimal program that will run 4 times as fast with the above configuration. That is, if you just want to impress those people that like to say "MY machine does more Giga-hoozits than..." In real life, though, it don't work that way. I still feel that the most important and effective things you could possibly do to speed up your computer is to learn how to type and operate a mouse faster and get a faster hard drive. Even a ZILLION-MHz machine is gonna twiddle its thumbs waiting for you (operating at about 3Hz) to tell it what to do.

[Rest of 68030/68000 discussion ZAPPED]

---jb

PS - A request for posters to this group: Please make sure that the subject of your article agrees with the body of your article!!!!!!!!!!!!

128. Re: TeX 3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 20:41:29 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun6.204129.14909@murdoch.acc.Virginia.EDU>
Source record: 240450

In article <1990Jun6.174657.22376@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>I am not sure, but I think TeX requires more than 1 meg to run. I
>have only tried the old version so I am not sure about 3.0. The old
>one seemed happy on my 1040ST with 2.5megs RAM. Also, it is a
>real bear to use without a hard drive.

The older TeX versions didn't require more than 1 meg, but they were so large that you couldn't run gulam and TeX at the same time. That's why I wrote TeXShell -- it's a graphical shell for running TeX which is small enough to allow you to TeX on a 1 meg machine.

Of course, TeX's memory requirements depend on how big you make all the internal data structures. It may be that TeX version 3.0 has increased the size of these, so it won't run in 1 meg at all. However, you should be able to get it to run inside of 1 meg by making the capacity of various things smaller.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

129. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 21:24:43 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun6.212443.15170@murdoch.acc.Virginia.EDU>
Source record: 240353

In article <30565@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Chris, if indeed private E-mail over UseNet is barred from containing
>anything of a commercial nature, then *with permission*, removing the
>ads before sending the online magazines out would be a true service...

Private email over the Internet has this restriction. If not, someone
could email thousands of advertisements from portal all over the world
for essentially free. Nope.

>There's a big difference between the editors of a newspaper selecting which
>stories to cover, and someone like a government agency coming in with a
>big black marker and blanking out stories they don't want you to read.

Listen, Bob, I didn't stop ANYONE from getting anything. Anyone else
could have set up a mailing list and mailed whatever they wanted out,
as long as the advertisements were removed. That's why it's editing. I
have the *FREEDOM* to not be forced to mail out bullshit I don't agree
with. You have the *FREEDOM* to mail out the bullshit, if you're
willing to spend your time.

>I agree that he should have gotten permission to change ST-Report before
>he did so... probably that's why it's spilled over into the public...

The law isn't on your side. And this is my last posting on the topic,
as there is nothing more to be discussed.

- The ST-Report mailing list is dead.
- ST-Report cannot be mailed over the Internet, given its current
copyright restriction and advertisements.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

130. Can we avoid speculating until the TT actually ships, please?

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 21:27:10 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun6.212710.15236@murdoch.acc.Virginia.EDU>
Source record: 240351

The TT is not yet shipping. Until it does:

-- we won't have good benchmarks.
-- we won't know what the street price will be.
-- we won't know what is bundled with the machine.

All of the current speculation is useless until it actually ships. So
can we *please* stop talking about it until we have something hard to
talk about?

Thanks.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

131. When will GNU AWK 2.11 be available?

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 21:31:13 UTC
From: dac@ukc.ac.uk
Message-ID: <3037@gos.ukc.ac.uk>
Source record: 240354

I've just seen GNU AWK v2.11 in comp.sources.unix. This one is compatible with the `new' version of awk. Does anyone have any idea how long it will be before we see an ST port? And on the subject of text processors, is there a version of perl for the ST?

Thanks,

Dave.
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

132. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 22:09:49 UTC
From: baffoni@alcor.usc.edu
Message-ID: <10060@chaph.usc.edu>
Source record: 240352

In article <90150.161022SA44@LIVERPOOL.AC.UK> SA44@LIVERPOOL.AC.UK (Kevin Maguire) writes:
>space 128K for big (?) processes). The ST is only limited by memory size.
>OF course it's nice to have 4M as minix has no virtual memory, but

Disclaimer: I do not claim to know much about the ST architecture but...

I was wondering if there are ANY (preferably transparent) programs out that will enable an ST to use its hard-drive as a source of virtual-memory: As long as the software you are using doesn't need to skip all over memory while it is running, this sure would be a nice way to give yourself an 8-meg machine (4meg chipped + swap 6meg or so [leaving 2meg for system,etc]) or some other exotic memory size by utilizing the memory storage most people already have. Or even give someone with a 1meg-machine 4meg of useable memory. Of course by using certain replacement policies you can speed up what could be excruciatingly slow, but for some programs like word processors, I can't see that it would slow it down that much if most of what is in memory (pages of information) were read into the ST in bursts.

Would this be so impossible? Or have I been hitting the caffeine just a little too much ...:)

>
>Kevin Maguire
>
>Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
>Uucp : ...!mcsun!ukc!liv-ib!sa44

-Mike Baffoni

baffoni@alcor.usc.edu
or
baffoni@skat.usc.edu

133. New MM/1 OS9/68000 Computer

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 22:38:06 UTC
From: knudsen@cbnewsd.att.com
Message-ID: <1990Jun6.223806.15942@cbnewsd.att.com>
Source record: 240436
Cross-posted to: comp.os.os9,comp.sys.m6809,comp.sys.amiga,comp.sys.atari.st

Here is a more info on the new 68K OS-9 machine,
from DL area #15 on the CIS OS-9 SIG.

"OS-9/68000 selected as official operating system for
multimedia computer"

Today Mr. Paul K. Ward of Interactive Media Systems, Inc. announced
that the IMS multimedia computer product, the MM/1, will use OS-9/68000
as its operating system.

"We're proud to announce that OS-9/68000 will be bundled with the MM/1.
We strongly believe that OSK will be chosen more and more often as an
affordable alternative, and Microware is happy to see a new
personal computer that uses its operating system."

Microware Systems Corporation of Des Moines, IA, is the creator and
licensor of OS-9/68000 and its sister product, OS-9000. These operating
systems help the computer user and his software to communicate with the
computer hardware. OS-9/68000 is also known as OSK. It is used for
robotics, data acquisition, multiuser systems, and software development,
among other uses. It has similarities to the popular UNIX operating
system, but is much smaller, less expensive to operate, and is generally
considered more responsive.

"Having OSK bundled with the MM/1 will make it a little more expensive,
but we believe that OSK is the multitasking operating system of the
future for dollar-wise consumers. And since OSK is used in multimedia
applications, we thought it was best suited for our multimedia computer,
the MM/1."

Projected price for the MM/1 is $779, including operating system, text
processor, user guides, and several surprises. "I think that our
competitors at Commodore and Atari are going to sit up and take notice,"
said Ward. ^^^^^^^^^ ^^^^^

Ward added, "We are bundling Microware's Basic and its C compiler with
the computer. We're looking forward to our customers being a steady
source of interesting and innovative software products. Naturally,
these will use the unique capabilities of the MM/1, including
multimedia, high-speed graphics, and multitasking windows."

Interactive Media Systems, Inc. was established in North Carolina and
is dedicated to small multitasking computer systems for office,
education, and home use.

For more information, please call 202/232-4246.

[Disclaimer: Poster has no connection with IMS other than interest in their system.]
--

"Round and round the while() loop goes;
Whether it stops," Turing says, "no one knows."

134. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 22:56:53 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun6.225653.24296@math.lsa.umich.edu>
Source record: 240357

In article <10060@chaph.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>In article <90150.161022SA44@LIVERPOOL.AC.UK> SA44@LIVERPOOL.AC.UK (Kevin Maguire)
writes:
>>space 128K for big (?) processes). The ST is only limited by memory size.
>>OF course it's nice to have 4M as minix has no virtual memory, but
>
>Disclaimer: I do not claim to know much about the ST architecture but...
>
>
> I was wondering if there are ANY (preferably transparent) programs out that
>will enable an ST to use its hard-drive as a source of virtual-memory: As long
>as the software you are using doesn't need to skip all over memory while it is
>running, this sure would be a nice way to give yourself an 8-meg machine (4meg
>chipped + swap 6meg or so [leaving 2meg for system,etc]) or some other exotic
>memory size by utilizing the memory storage most people already have. Or even
>give someone with a 1meg-machine 4meg of useable memory. Of course by using
>certain replacement policies you can speed up what could be excruciatingly
>slow, but for some programs like word processors, I can't see that it would
>slow it down that much if most of what is in memory (pages of information) were
>read into the ST in bursts.

This seems to be impossible on a plain ST. A paged virtual memory system
automatically implies page-faults - traps generated by accessing a virtual
page that isn't currently in real memory. First there's no straightforward
way to distinguish a virtual address from a physical address. This is pretty
much essential, that is, you must be able to keep the two distinct. Second,
assuming you have some way of recognizing an access to a virtual address,
and generating a page fault if the corresponding page isn't in physical
memory, you can't reliably restart the instruction that caused the fault to
occur. (This is *really* a problem if you fault while accessing a memory
mapped I/O device, but we'll leave that alone for now...) Before the advent
of the 68010 with VM support on the chip, there were one or two 68000 based
Unix systems on the market. I think Sun & Apollo used custom designed MMUs,
which probably suspended the CPU in lieu of interrupting it. This implies
that the VM management was handled almost entirely in hardware, with no input
from the OS. Another approach was to use two 68000s running in parallel. On
a page fault, one 68000 is suspended, the other traps & does the necessary
VM magic, the suspended processor is resumed, and the 2nd processor re-syncs
at the following instruction.

So... Unless you can add in some whiz-bang hardware, I don't think you can
get away with it. And even if you can, I don't think it'll run very quickly,
but that's probably not important. The main thing is, you can get better
performance using a chip that was designed to handle VM in the first place.
(68010 on up. 68020 would probably be minimum, though I *think* you can use the

PMMU with the 68010.)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

135. ST Minix Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 23:02:03 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun6.230203.24413@math.lsa.umich.edu>
Source record: 240355
Cross-posted to: comp.sys.atari.st,comp.os.minix

For your ftp'ing pleasure, I've just copied the ST Minix updates from plains.nodak.edu to terminator.cc.umich.edu. The updates can be found in ~ftp/atari/Minix. Most of the GNU software can be found in ~ftp/atari/gnustuff. (I update that directory whenever I get mail from Jwahar Bammi about it...)

The terminator mail archive server is still undergoing testing, so this is only available via anonymous ftp for now.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

136. Re: ST Minix Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-06-06 23:05:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun6.230534.24524@math.lsa.umich.edu>
Source record: 240356
Cross-posted to: comp.sys.atari.st,comp.os.minix

Just a fyi: The updates will get you from version 1.1 to 1.5.10, the
current version. (In steps of 1.1 -> 1.5.0 -> 1.5.3 -> 1.5.5 -> 1.5.10)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

137. Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 01:51:15 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3651@rodan.acs.syr.edu>
Source record: 240358

A recent post mentioned TOS 1.4 on disk. Is this available somewhere?
Perhaps via FTP? Can I order the ROMS from somewhere for less than $100?
(That's what it costs for them installed, but I'd rather do it and save
the $$$).

Thanks
---jb

138. GFA Basic 3.0 programming

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 02:12:03 UTC
From: Christopher@cup.portal.com
Message-ID: <30581@cup.portal.com>
Source record: 240359

There is a real good book called Programming with GFA Basic 3.0 that reall goes into how to use AES with GFA Basic 3.0. It doesnt focus on that area, bu has about a 110 page chapter on it. I found it to be much more understandable than the GFA Basic Documentation. The copy of the book that I have is distrib by Michtron, but I dont know if that still holds true or not.

the name of the Book is: Programming with GFA Basic 3.0
By : Gottfried P. Engels & Markus C. Gorgens

good luck!

139. Re: Questions about hardware

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 02:48:50 UTC
From: Christopher@cup.portal.com
Message-ID: <30582@cup.portal.com>
Source record: 240360

Well that $295 for a 49meg Seagate hard drive is an amazing price. In fact I doubt that dealers can buy them at that price... That is what makes me suspicious about this ad. If you want to connect a SCSI or IBM MFM type d you will need to add extra hardware, there is no ands, ifs, nor buts about it You will need a host adapter, a power supply, and a case to put it all in. Most hard drives you can buy through ST sources only carry SCSI drives so yo the above is all you should need. Seagate make pretty good drives - usually. If you put one together yourself you might save a little money, but not much, and it would probably be easier to just by a Supra or ICD hard drive. (or one by another company (not Tech-Specilities though), if they use the ICD Host Adapter.)

I put together my own 20meg, and it ran me about $450 (using used components) and 2 dead Host Adapters (killed by my own hand - but dont tell ICD), and some large headaches....

140. What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 04:56:31 UTC
From: tribe@groucho
Message-ID: <1990Jun7.045631.1812@groucho>
Source record: 240362

In article <RIDDLER.90Jun5234617@aiken.iesd.auc.dk> riddler@iesd.auc.dk (Claus Priisholm) writes:

[TT stuff deleted...]

>- Atari launched their Transputer Workstation, C= has - what can I say...

The Atari Transputer Workstation ("ATW"?) has been launched? Was this only in Europe?

I liked what I read about it in the June '88 BYTE. (It was then called "Abaq" and scheduled for September 1988 release :-) Key features mentioned in Dick Pountain's article: Helois mulit-processor UNIX-like O.S., fast "charity" blitter, 1024x768 256 colors for < $5000.

Ah, promises, promises! If I missed the ATW, please E-Mail info. Thanks!

--
Duane Tribe, tribe@ted.cs.uidaho.edu

The Log killed Laura Palmer.

141. Re: TeX 3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 05:45:31 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990Jun7.054531.9008@tukki.jyu.fi>
Source record: 240363

In article <1990Jun6.204129.14909@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

>The older TeX versions didn't require more than 1 meg, but they were
>so large that you couldn't run gulam and TeX at the same time.

I have ST-TeX from Tools GmbH. It is small enough to allow me to
run it with gulam. It's font capacity is too small, however

>Of course, TeX's memory requirements depend on how big you make all
>the internal data structures. It may be that TeX version 3.0 has
>increased the size of these, so it won't run in 1 meg at all.

You are right, the memory requirements has grown a lot... I'll try to
make TeX 3.0 to say:
This is TeX, C Version 3.0 for ST
in a 1 meg. If it won't, then I'll have to think 'bout buying a TT..

--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

142. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 06:05:50 UTC
From: riley@batcomputer.tn.cornell.edu
Message-ID: <10379@batcomputer.tn.cornell.edu>
Source record: 240361

In article <3647@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
> >That wasn't mindless ravings. Seriously, that 1/3 number confuses me--it
> >should be lots higher. Going from a 16 bit to 32 bit machine and doubling
> >the clock speed (8 MHz to 16 MHz) should give you at least a factor of 4,
>
>How do you figure that???? I would expect a CPU with twice the clock rate to
>execute instructions twice as fast. However, the difference between a 32
>bit bus and a 16 bit bus will not double your execution speed (unless every
>single instruction in the testing program operates on 32 bit objects). Sure
>there will be more speed improvement, but definitely NOT enough to double the
>speed.

My "double the bus width, double the speed" was a bit glib. I was assuming that the TT has a decent 32-bit memory subsystem, and that the instruction and data caches are enabled. If those conditions are true, then a '30 should have at least a factor of two advantage over a 68000 of the same speed. If you turn off the cache, that drops. If you turn off the cache and force it to use 16-bit memory, a '30 may well perform worse than a 68000 at the same clock speed.

It is true that, in general, a 32-bit bus machine isn't a priori twice as fast as a 16. However, with the built-in 256-byte instruction and data caches and a pipelined architecture, a 68030 in practice is at least that much faster than a 68000, if it has decently fast 32-bit memory to talk to.

>You can always whip up some special optimal program that will run 4 times
>as fast with the above configuration. That is, if you just want to impress
>those people that like to say "MY machine does more Giga-hoozits than..."

Yeah, but I'm not talking about special cases. On generic 68000 integer code, with decent 32-bit memory and both caches enabled, a '30 should be more than twice as fast as a 68000 of the same clock speed. If we give Atari the benefit of the doubt and assume a competent hardware design for the TT, then it should be at least 4 times as fast as an 8 MHz 68000 running generic 68000 code. I'm just curious why they might not get this running ST applications.

Anyway, as has been pointed out, we don't have real specs or benchmarks for the TT, so this line of discussion is premature. I'll shut up now until some real specs are out.

-Dan Riley (riley@riley@tcgould.tn.cornell.edu, cornell!batcomputer!riley)
-Wilson Lab, Cornell University

143. Re: Problem with Lattice C v5.04.00 Install - FOLDER??? BUG

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 09:26:07 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1990Jun7.092607.117@newcastle.ac.uk>
Source record: 240365

In article <198@uninet.vbo.dec.com> gossa@rdge44.enet.dec.com (Andrew Goss) writes:
>
> I have a strange problem installing the new Lattice C compiler on my
>65meg TCT hard drive. (I have a 520STFM expanded to 1meg).

I have Lattice C v5 and have experienced no problems installing it on my
20meg Supra.

> Could the problems be due to the 40 FOLDER BUG??. I'm running ICD BOOT
> v4.6.0 which says it includes a fix for this and I set the number of extra
> folders to 200.

I have the 40 Folder fix set to 100. No problems encountered yet.

As I understand the problem, TOS 1.X has an internal pool of memory
which it uses. The initial memory reserved for this purpose was not
sufficient to hold all the necessary data under certain conditions.
One of the conditions arose when 40 active folders were encountered.
From discussions in this news group, I have learn't that there are
other contributing factors to the reduction of the initial memory
pool, for example when a application uses malloc frequently.

> if I run DLII it reports no cross linked or lost sectors but does complain
> about the directory structure being bad. DCDEMO.PRG complains about garbage
> characters at the end of the directory tables.
>
> Does anybody have any experience with Lattice C v5 or ICD's software v4.6.0
> and could some kind person mail me a good description of the 40 folder bug.
>
> Thanx in advance
>
> - Andrew -

All I can suggest is that you try using the Folder patch instead of
ICD's in case it is not behaving properly. Also check that you have
correctly set up the environmental variables. Failing that try
contacting your supplier of Lattice for advice. I could not tell were
your posting came from, but HiSoft in England are the distributors
here, and they do read this news group occasionally, any advice HiSoft.

Good luck

Chris....

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
| mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
| voice: +44 91 2226000 X 6750 | Newcastle University |

```
| fax: +44 91 2611182 | Newcastle upon Tyne |
| | NE1 7RU ENGLAND |
+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
```

144. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 09:27:21 UTC
From: dac@ukc.ac.uk
Message-ID: <3038@gos.ukc.ac.uk>
Source record: 240364

In article <10373@batcomputer.tn.cornell.edu> riley@tcgould.tn.cornell.edu (Daniel S. Riley) writes:
>
>[...]. Seriously, that 1/3 number confuses me--it
>should be lots higher. Going from a 16 bit to 32 bit machine and doubling
>the clock speed (8 MHz to 16 MHz) should give you at least a factor of 4,

Doesn't the 68030 have internal cache memory and pipelining? I took a look in a 68030 reference manual and some (non-register direct) addressing modes are given as taking ZERO cycles to evaluate. This, of course, is because of the pipeline. If you think about it, then a machine running and twice the speed of an 8MHz 68000 with twice the data bus width and assuming that the memory will run with zero wait state (I don't know if the TT does) then you are looking at everything running at least twice the speed by default. That figure shouldn't even take into account the 32-bit bus which would further increase the speed. The cache and pipeline will further increase the speed.

At the end of the day, you're looking at one SWIFT machine! As someone else said, though, let's wait for some REAL benchmarks before we over-state the acceleration and maybe end up a little disappointed. After all, the new TOS might, for example, disable the internal cache. The new RAM might be slower than it could have been. I don't know... do you?

Oh yes, I almost forgot the most important message:
+ My Atari 800XL is better than your Commodore 64 because it's mine.
+ My Atari ST is better than your Commodore Amiga because it's mine.
+ If I get an Atari TT then will be better than your Commodore Amiga 3000 because it will be mine.

I have a friend who owns a 64 and an Amiga and he uses the same arguments against me. Don't try to camouflage your argument with technical specs, prices or software surveys. This is a religious argument and has been since time began (ie when the 64 and 800s came out). Everyone knows which machine is the best... THEIR machine. If ever they lose faith then they buy a new machine. But that's between them and their own religion. Please don't push your faith on me, I don't want to know.

Religious wars never end... Ever.

Dave.
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

145. GCR + ACL query

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 10:02:35 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Jun7110235@ghiggins.hpl.hp.com>
Source record: 240366

Anyone out there with a Spectre GCR who can indicate whether Apple Macintosh Common Lisp runs under the emulator?

Cheers,

Graham (pushing the envelope, what envelope?) Higgins

--
Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
---

146. ICD Hard disk formatting and the STE

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 10:10:09 UTC
From: ee86jjw@cc.brunel.ac.uk
Message-ID: <1580@Terra.cc.brunel.ac.uk>
Source record: 240376

I've recently replaced my old ST with a new STE. Upon hooking
it up to my hard drive everything worked fine until I wanted to alter the
hard disk partitions. I have found that my version of the ICD format utility
doesn't seem to work with the STE (I have an ICD host card). I have version
4.2 of the program (ICDFMT.PRG). Does anyone have a version that does work
with the STE's? If anyone has any other upgraded ICD utils for the STE I would
be very grateful if they could for forward them to me.

Thanks in advance,
John.

147. Re: Thanks for help.

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 14:16:48 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <17228@ttidca.TTI.COM>
Source record: 240381

In article <9006062131.AA12027@kaukau.comp.vuw.ac.nz> ST131BAP@ST1.VUW.AC.NZ writes:
...[edited]...
>.... One minor niggle though. The information
>I have recieved states that Spectrum stores three palettes per scan line.
>How are these palettes used? I can understand the idea of Display
>List Interrupts changing the palette data at the end of each scan line
>but dividing the scan lines in three produces an uneven no. of pixels
>for each palette set. Can anyone help me on this?

Spectrum displays use tight, and precisely synchronized timing loops to change
the color registers on the fly as the picutre is displayed. The first set of
16 colors is loaded as the raster is in the overscan area, and is
set prior to the first pixel on the line. Then, as the raster traverses
the scan line, the registers are continuously being loaded. One register
changes each 10 pixels, as I recall. Any software attempting to deal with
a spectrum file must, therefore, keep itself in synch with the current
values of the registers as it works through the scan line, and trrough
the picture.

The top line is always blank, and used to synch up the registers with
the timing loop. The remaining 199 lines get the sets of 64 pallette
entries each.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

148. Perl, was Re: When will GNU AWK 2.11 be available?

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 16:32:42 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <4775@sbsvax.cs.uni-sb.de>
Source record: 240367

```
In article <3037@gos.ukc.ac.uk>, dac@ukc.ac.uk (David Clear) writes:
> be before we see an ST port? And on the subject of text processors, is there
> a version of perl for the ST?
>

I have a version of perl running. It's about 250 kB large and was compiled
with GCC V1.37.1. It passes almost all tests. I am still having some problems
with it:
- command output substitution within backquotes (like: `echo hello`)
does not work
- fork/exec/pipe do not work (no surprise :-)
- Carriage Returns at the end of line lead to an error "illegal
character (015) in file ..."

> Dave.
> --

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'
```

149. Re: ST Minix Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 16:49:41 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun7124941@diatomite.cs.odu.edu>
Source record: 240370
Cross-posted to: comp.sys.atari.st,comp.os.minix

>Just a fyi: The updates will get you from version 1.1 to 1.5.10, the
>current version. (In steps of 1.1 -> 1.5.0 -> 1.5.3 -> 1.5.5 -> 1.5.10)

I AM SAVED!

Just for availability of this, I will also post these files on
xanth.cs.odu.edu in misc/atari/minix.

THANK YOU HOWARD.... for some clear information and action.

Scott

150. Minix Upgrade Patches: st1.1 --> st1.5.10 AVAILABLE at xanth.cs.odu

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 17:13:00 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun7131300@diatomite.cs.odu.edu>
Source record: 240371

```
Thanx to hyc@math.lsa.umich.edu minix upgrade patches from st1.1 to st1.5.10
are available at:
terminator.cc.umich.edu atari/Minix
xanth.cs.odu.edu misc/atari/minix

Today is a good day....
Scott
```

151. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 17:20:31 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5480@jhunix.HCF.JHU.EDU>
Source record: 240369

```
In article <1990Jun7.045631.1812@groucho> tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
>In article <RIDDLER.90Jun5234617@aiken.iesd.auc.dk> riddler@iesd.auc.dk
>(Claus Priisholm) writes:
>[ TT stuff deleted... ]
>>- Atari launched their Transputer Workstation, C= has - what can I say...
>The Atari Transputer Workstation ("ATW"?) has been launched? Was this only
>in Europe?
>
>Ah, promises, promises! If I missed the ATW, please E-Mail info. Thanks!
I was under the impression that Perihelion(the R&D engine for the ATW)
went under taking the ATW with it?? Are they still around, not that
I reallly care mind you..I cant afford it, and somehow I assume
support for it in the US will be absolutely terrible.
This is rather funny, since it was I who was so optimistic two days ago
with the launch of the TT. Oh well....

>
>--
>Duane Tribe, tribe@ted.cs.uidaho.edu
>
>The Log killed Laura Palmer.

-------------------------------------------------------------------------------Ajay
Choudhri(Vidiot) C&P 301-467-4223 ins_bac@Jhunix.bitnet
ins_bac@jhunix.hcf.jhu.edu ins_bac@jhunix.UUCP !uunet!aplcen!jhunix!ins_bac
UNLV, New York Yankees, Dallas Cowboys, NJ Devils, NJ Nets, and Man United rule
Learn Japanese before its the law!!!! -Quotes from nonsensical sources.
-------------------------------------------------------------------------------

Line fodder follows
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```

152. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 18:35:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <15520005@acf5.NYU.EDU>
Source record: 240375

In article <RIDDLER.90Jun5234617@aiken.iesd.auc.dk> riddler@iesd.auc.dk (Claus Priisholm) writes:

> The Atari Transputer Workstation ("ATW"?) has been launched? Was this only
> in Europe?

> I liked what I read about it in the June '88 BYTE. (It was then called "Abaq"
> and scheduled for September 1988 release :-) Key features mentioned in Dick

I guess it won't be late (1-2 years at most) before it will be re-promised
I don't know how it will be call then though...

Seriously, the only reason I think that it may eventually come out
is that ATARI has nothing whatsoever to do with it (except of the label).

Thinking of the people who needed 4 years to fix a couple of bugs in TOS
trying to comprehend the complexities of a multiprosessing multiptocessor
operating system is quite hilarious actually :-)

Thanasis

153. Desperately seeking Georg Heeg

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 19:13:18 UTC
From: bhodges@blackbird.afit.af.mil
Message-ID: <1616@blackbird.afit.af.mil>
Source record: 240374

I have tried several paths to reach Georg but I get no bounced mail and
no response. If anyone can help me reach him, regarding Smalltalk-80,
I would be most grateful.
--

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.
---

154. Where to get 1.4 ROMS

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 19:16:52 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3666@rodan.acs.syr.edu>
Source record: 240373

Thanks to those that responded to my earlier request for TOS on disk. Nobody knew where to get it, so I ordered the ROMs for $80(US) from:

Toad Computers has both 2 and 6 chip sets of TOS 1.4 ROMs for $80. The address is

Toad Computers
556 Baltimore Annapolis Blvd.
Severna Park, Md. 21146
Phone No. (301) 544-6943

Hopefully, all of my software won't die when I pop in the new chips, we'll see, I really need the hard disk speedup code since I'll soon be getting a SyQuest.

---jb

155. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 19:33:12 UTC
From: jshekhel@feds19.prime.com
Message-ID: <524@cvbnetPrime.COM>
Source record: 240368

In article <10373@batcomputer.tn.cornell.edu> (Daniel S. Riley) writes:
>
>That wasn't mindless ravings. Seriously, that 1/3 number confuses me--it
>should be lots higher. Going from a 16 bit to 32 bit machine and doubling
>the clock speed (8 MHz to 16 MHz) should give you at least a factor of 4,
>and then some because the '30 takes fewer clocks to do some things.
>

Not really, becase at 16 MHz, an uncached system is no longer zero-wait,
unless you use 60ns DRAMs, which I doubt these machines will use. Am I
wrong about this? I'd like to know for sure.

-- JJS

156. Re: Can we avoid speculating until the TT actually ships, please?

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 20:22:02 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440122@hplsla.HP.COM>
Source record: 240378

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

| The TT is not yet shipping. Until it does:
|
| -- we won't have good benchmarks.

Well, there are some good benchmarks... Darek Mihocka just uploaded to GEnie his report on benchmarks he ran on the TT at it's Canadian unveiling. (Sorry, the report carries a copyright notice so I cannot post it!) However, I think it tends to support the comment regarding a 1/3 speed increase for non-recompiled code. Apparently, this performance is projected (by Atari) to improve as the TOS on the TT is optimized.

Disclaimer: I deny everything!

%%%

157. Thanks for help.

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 21:30:00 UTC
From: ST131BAP@ST1.VUW.AC.NZ
Message-ID: <9006062131.AA12027@kaukau.comp.vuw.ac.nz>
Source record: 240449

Thanks every one for your kind help. I now have enough to keep me
happy and burbling for a while. One minor niggle though. The information
I have recieved states that Spectrum stores three palettes per scan line
. How are these palettes used? I can understand the idea of Display
List Interrupts changing the palette data at the end of each scan line
but dividing the scan lines in three produces an uneven no. of pixels
for each palette set. Can anyone help me on this?

Anyway thanks very much for the present help and thanks in
advance for any future help...

N.B. You know in two days of recieving email messages I have learn't
more than in three months of asking the local 'experts'.
There is a moral somewhere in that.....

```
*-------------------------------------------------------------------------*
| P.R.Banks (aka BANKSie!) ST131BAP@vuwst2.vuw.ac.nz (Archimedes owner) |
*-------------------------------------------------------------------------*
```
Hey! Don't knock it. It was the best I could do in five minutes!

158. Graphic Satellite Tracking Program Update

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 21:54:25 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun7.215425.27274@ns.network.com>
Source record: 240379

I have just released version 2 of my graphic earth satellite tracking program. It is available either in GFA Basic 3.07 source, or it is available pre-compiled and ready to run on any ST class computer.

It is available as we speak on terminator.cc.umich.edu in the applications subdirectory of the atari directory. Two files exist -- norad.arc and noradsc.arc. Noradsc.arc is the source code listing, norad.arc is the compiled version.

I also sent it to the comp.binaries and comp.sources.atart.st moderator, so it should be distributed thru those channels in the near future.

Brag on --

It is so cool to turn on the local radar mode and watch a mess of satellite trails develop all around your location.

Brag off --

Facts on --

This program supposedly is giving you true and CURRENT real time info. However, although it has been compared against a few other satellite prediction models, it's predictions do not always with those other models. The proof is in the pudding however. I have never actually seen a satellite as predicted by the program. I do live near city lights and I didn't spend a great deal of time looking, nor did I have an accurate method of determing which direction and angle I was looking at. So I guess this is a plea for verification from you all.

Facts off --

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

159. Re: Graphic Satellite Tracking Program Update

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 22:12:47 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun7.221247.27469@ns.network.com>
Source record: 240380

Oh, by the way, the reason for the version 2 release of NORAD (the earth artifical satellite tracker) are:

1.) To fix a 60 minute discrepency in the sidereal time determination (blush) of version 1. This tended to put satellites 2/3 of the way around the world of where they should have been. (sorry, it slipped in at the last second and only took me half a year to discover -- hee hee)

2.) To add a check for sunlight/in-shadow. This tells you if you have any chance at all of seeing the beasties.

3.) To add local radar mode -- which gives an instant visual indication of what's above the horizon, and in which direction to look.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

160. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 22:49:23 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2823@syma.sussex.ac.uk>
Source record: 240372

From article <1990Jun7.045631.1812@groucho>, by tribe@groucho:
>
> The Atari Transputer Workstation ("ATW"?) has been launched? Was this only
> in Europe?
>
The ATW is, as far as I know, available in the UK (it's just not being marketed very well, but that's par for the course). The hardware side of Perihelion, which did most of the ATW development, has folded, but some (maybe most - not sure) of the employees have transferred to Atari UK where, according to a rep at the Atari Show last week, they are still developing stuff for the ATW. The Helios OS is probably still being looked after by Perihelion software, although they're developing it for a wide variety of platforms.

The base price for an ATW was quoted at the show as being 6000 pounds - somewhat more than originally forecast. For a bit more, you can probably get lots more transputers.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

161. PageStream 1.8 demo available for FTP

Newsgroup: comp.sys.atari.st
Date: 1990-06-07 23:03:25 UTC
From: kibo@pawl15.pawl.rpi.edu
Message-ID: <!|{$&H-@rpi.edu>
Source record: 240377

[]
Because of multiple requests I've received, the DEMO version of
Atari ST PageStream (from Soft-Logik Corp.) is now available for anonymous
FTP from clotho.acm.rpi.edu [128.113.10.204] in /pub/pgs18dem.lzh.

The demo does everything real PageStream 1.8 does except (a) "Save"
is disabled and (b) any output will have "PageStream Demo Version" printed
across it. Three of the ten fonts normally distributed with PageStream
are included.

I downloaded this from GEnie to help out a couple people without
access to it... Disclaimer: I don't work for Soft-Logik, I didn't write
PageStream, etc.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

162. Re: Can we avoid speculating until the TT actually ships, please?

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 00:01:25 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun8.000125.9237@murdoch.acc.Virginia.EDU>
Source record: 240384

In article <5440122@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>
>| The TT is not yet shipping. Until it does:
>|
>| -- we won't have good benchmarks.
>
>Well, there are some good benchmarks... Darek Mihocka just uploaded to
>GEnie his report on benchmarks he ran on the TT at it's Canadian unveiling.

This is *exactly* why I say we won't get good benchmarks until it
ships. We don't have any/enough details about the benchmarks he ran...
and I won't be satisfied until I can run my benchmarks myself.

>(Sorry, the report carries a copyright notice so I cannot post it!) However,
>I think it tends to support the comment regarding a 1/3 speed increase for
>non-recompiled code. Apparently, this performance is projected (by Atari) to
>improve as the TOS on the TT is optimized.

That comment isn't useful until we get an idea of what the benchmark
does. Disk I/O? Screen I/O? Floating point? Compute-intensive integer
operations? Just throwing a number around with no details is not
useful, and inspires a lot of moaning and groaning.

I'm not trying to insult here, but just make the point that the
information isn't complete until we can all sit an ST next to a TT and
run our favorite program.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

163. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 00:20:04 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Jun8012004@host.fctunl.rccn.pt>
Source record: 240385

Well, you get the two-fold speed increase going form a 16 bit bus and a 32 bit bus this way:

The 68030 has a built-in instruction cache (don't know about a prefetch queue, but shouldn't need it), which, when the 030 is fetching an instruction not present in the cache, fetches a 32 bit long word from memory and stores it in the cache, too. So, when the 030 fetches the next 16 bit instruction (or operands, or whatever) it goes directly to the cache (or maybe prefetch queue) and gets it much faster than ram (I don't think TT's ram runs at 0 wait states!). For most purposes, and for the vast majority of programs, this represents a 2-fold speed increase. But all this is incorrect because I am not taking into account the fact that the place where programs generaly spend more time, i.e. short inner loops (i think) have a good chance to be executed from the cache after the first pass, and i think that a 256 byte cache is enough for most such loops. And the 030 has got also a 256 byte data cache...

All this coupled to an increase from 8 Mhz to 16 Mhz, and the fact that the 030 takes half as many clock cicles to do a memory access than the 68000 (memory speed permiting), without using the burst transfer mode which transfers 4 32 bit words in 5 clock cicles to the cache (but i doubt that the TT uses that) (I hope I am not confusing this with the 68040!!!), should give better than a fourfold speed increase!

I'd like to state that ever since i read about the TT i have sort of dreamed of owning one, but have always had my doubts of Atari's capabilities to make this a real, usable computer (and supported, almost forgot that one), with real software that can be used to develop applications for more than one platform (I live in a country where the vast majority of PC's [not counting Spectrum's] are IBM compatibles, and I wouldn't try to make a living developping only for the ST). Here, there are almost no third party dealers (almost no official atari dealers, also), harddisks and the like are 2* or 3* the price one can get them abroad, software for the ST is virtually non-existent, and I barely use the ST anymore (1040ST with SM124, no HD, 1Meg), and turn to my brother's IBM PS/2 55 SX, with a 16Mhz 386SX, colo(u)r VGA monitor, 60Mb HD, 2Meg ram, and a decent (portuguese) keyboard. I still prefer the ST, but.... The TT would be my salvation from the PC world, where I developed some applications (and got sick of it, when i needed to write a windowing environment for the next versions of those program, you know, those little windows and menus that every Mac, ST or Amiga programmer takes for granted), but, as i said, my faith in Atari isn't very high... Enough

complainig!

Two (three? 4?) more questions. Why isn't there a 25 Mhz TT ? Apple has got a 40 MHz MacIIfx, and I think Motorola already ships 50Mhz '030's. Will it bee so difficult to upgrade has the other models? And what about a 68040 based TT ? (I think I'm in love with that chip) And why not a proper GEM implementation, with more services managers (for sound, comms, or even extending th

164. Answers to hardware (Info about $295 Segate 49 meg hard drive)

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 00:51:38 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1059@unicorn.WWU.EDU>
Source record: 240382

Thanks to everyone who has replied to me about the Spectre CGR emulator!

A simple call to Computability confirmed what many people out there thought: the $295 cost of the Segate 49 meg hard drive was just for the internal drive mechanism. Actual price of the drive with casing, power supply, controller, etc. is a more reasonable (but unfornutate) $969.

Perry Pederson n8742883@unicorn.wwu.edu

165. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 01:10:29 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun8.011029.9651@murdoch.acc.Virginia.EDU>
Source record: 240383

In article <1832@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>I think Greg started with a good idea; strip the commercials and send ST
>Report onto Usenet.
>
>Unfortunately for all concerned, he started cutting (and/or commenting)
>the body of the material.

This isn't quite right. I never cut anything but whole articles. I commented in the body of material, generally to correct factual errors, in a fashion that was well-marked as being my words.

I think the uproar would be much less if the roaring people had looked at what I actually did. Alternately, anyone could have volunteered to take over the list.

Now, can we put this "issue" to rest already?

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

166. Re: Dbase software

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 03:49:25 UTC
From: kgg@zinn.MV.COM
Message-ID: <752@zinn.MV.COM>
Source record: 240390

I have a program called SDB -- Simple DataBase, or some such --
that implements a relational database, similar to Datatrieve and/or Rdb
on the VAX, DB2 on IBM mainframes, Oracle, Sybase, InterBase, whatever.
Of course, it's somewhat limited compared to these full-scale products
because (a) it was written as a learning experiment and (b) it was
originally written to run on a 60kb (!) machine. But given that
understanding, it does a pretty good job. It has forms, of a sort,
(actually more like scripts that prompt you for input for fields)
and ways to format the output into tabular reports. Again, nothing
fancy -- no pagination or summary lines -- but a start.
It was written by David Betz, author of Xlisp, Xscheme, and AdvSys.
Source files and a document are available as well as a .PRG file.

I also have a public domain spreadsheet called (appropriately enough)
PDSS. I've never used it, but the friend I got it from uses it all
the time.

Let me know if you are interested in either of these,
and we'll work something out. Probably send me a floppy,
and I'll send it back with the stuff on it.

Regards,

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

```
+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

167. USENET hookup for Atari ST!

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 04:18:50 UTC
From: Jonathan_S_Nowak@cup.portal.com
Message-ID: <30608@cup.portal.com>
Source record: 240387

I saw a ad for an Atari BBS in Europe, with USENET access. How can this be done? I have a 1040 St and would like to run USENET on my BBS, any ideas? Thanks in advance....

---JSN

168. Re: Gemini error

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 04:52:09 UTC
From: bill@mwca.UUCP
Message-ID: <1635@mwca.UUCP>
Source record: 240388

In article <1990Jun5.134854.15374@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <1634@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>Several times when trying to delete a folder (with files contained in it) I've
>>had GEM give me a message "Can't find application", then Gemini bombs out to
>>the desktop. Anyone else seen this?
>
>In an effort to be helpful, and without being an expert on Gemini,
>I mention that I have seen that message before, in a context that
>was demonstrated to be the "40 folder bug".

I'm quite sure this isn't the case - I have TOS 1.4, and am only one level deep in one partition when it happens. It seems to be that when I see this behavior I am trying to delete a folder called "AUTO" (inside a folder called "FALCON" on my 'F' drive). Perhaps Gemini is linked in somehow to the name "AUTO" (similar to how you can't delete DCSHOWIT.PRG until you reboot without executing it)?

Bill Sheppard

169. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 05:37:07 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun8.053707.780@cunixf.cc.columbia.edu>
Source record: 240386

In article <15520005@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>In article <RIDDLER.90Jun5234617@aiken.iesd.auc.dk> riddler@iesd.auc.dk
>(Claus Priisholm) writes:
>
>> The Atari Transputer Workstation ("ATW"?) has been launched? Was this only
>> in Europe?
>
>> I liked what I read about it in the June '88 BYTE. (It was then called "Abaq"
>> and scheduled for September 1988 release :-) Key features mentioned in Dick
>
>I guess it won't be late (1-2 years at most) before it will be re-promised
>I don't know how it will be call then though...
>
>Seriously, the only reason I think that it may eventually come out
>is that ATARI has nothing whatsoever to do with it (except of the label).
>
>Thinking of the people who needed 4 years to fix a couple of bugs in TOS
>trying to comprehend the complexities of a multiprosessing multiptocessor
>operating system is quite hilarious actually :-)

Hehe...To be fair, I think Atari bought the ATW technology and then paid
a third party to deal with the OS and support software. They just
shelled out the (giggle) money. Whether or not the ATW ever sees the
light of day in a mass-produced form is doubtful. 2-3 years ago the
Inmos T800 (the ATW engine) was close to the forefront of RISC technology,
but now it is quickly losing ground to better chips. I have personally
heard from one netter who was using one in England at a university, but
I don't remember any of the details. Maybe someone who has used one will
give us an idea of the capabilities of the machine?

>
>Thanasis

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

170. Re: Enough Amiga Crap! (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 06:56:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30615@cup.portal.com>
Source record: 240393

Everyone please stop talking about things John Bruno doesn't want to read..

BobR

171. Re: What of ATW?

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 08:24:25 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1990Jun8.082425.15851@newcastle.ac.uk>
Source record: 240398

As far as I know the ATW is alive and well. I read in some computing mag that it is to be used to design one of the British entries for the America's Cup. I think our computing lab here at Newcastle has at least one of them.

Who you actual by the ATW from I don't konw. I have never seen one advertised and wonder if the departure of Les Player (former Tech. Manager) from Atari UK had anything to do with it's lack of promotion.

Chris.....

+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=

172. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 08:29:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1528.266f1bae@miavx1.acs.muohio.edu>
Source record: 240389

In article <1990Jun6.225653.24296@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> In article <10060@chaph.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>>In article <90150.161022SA44@LIVERPOOL.AC.UK> SA44@LIVERPOOL.AC.UK (Kevin Maguire) writes:
>>>space 128K for big (?) processes). The ST is only limited by memory size.
>>>OF course it's nice to have 4M as minix has no virtual memory, but
>>
>>Disclaimer: I do not claim to know much about the ST architecture but...
>>
>>
>> I was wondering if there are ANY (preferably transparent) programs out that
>>will enable an ST to use its hard-drive as a source of virtual-memory: As long
>>as the software you are using doesn't need to skip all over memory while it is
>>running, this sure would be a nice way to give yourself an 8-meg machine (4meg
>
> This seems to be impossible on a plain ST. A paged virtual memory system
> automatically implies page-faults - traps generated by accessing a virtual
> page that isn't currently in real memory. First there's no straightforward
[Stuff deleted]

> So... Unless you can add in some whiz-bang hardware, I don't think you can
> get away with it. And even if you can, I don't think it'll run very quickly,
> but that's probably not important. The main thing is, you can get better
> performance using a chip that was designed to handle VM in the first place.
> (68010 on up. 68020 would probably be minimum, though I *think* you can use the
> PMMU with the 68010.)
> --
> -- Howard Chu @ University of Michigan
> ... the glass is always greener on the side ...
I thought OS-9 offered virtual memory? Or did I hear wrong....

Goz
--
~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

173. Re: Hardware Questions (Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 12:50:43 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12596159506006@osu-20.ircc.ohio-state.edu>
Source record: 240392

HCJ Writes:
>
>2. Spectre GCR includes a device to read MAC floppies on the ST drives.
>
> This requires roughly 1.44 MB performance from the ST 720K drives.
>
What?
The current generation of Macs use single-sided 400k floppies OR double-sided
800k floppies. (The FDHD drives don't count because Spectre emulates a basic
MAC Plus which hasn't been standardly sold w/FDHD drives)
I realize that the Spectre GCR has to do some *REALLY WIERD* contortions to get
the MFM drives in the ST to read the Mac GCR format diskettes, but
I wouldn't say that this 'requires roughly 1.44 MB performance'.

My Spectre GCR Reads & Writes Mac disks correctly. I still doesn't FORMAT them
correctly but when I download the latest software from GENIE! maybe it will.

Dave Small writes in the manual:
>As of the writing of this manual, we're no certain yet wether or not we've
>gotten all the bugs out of our "Disk Initialize" routine....We're
>certainly trying.
>
So, hopefully RELIABLE Mac formatting is in the near future.

The address & phone for GBS is:

Gadgets by Small, Inc.
40 W. Littleton Blvd #201-211
Littleton, CO 80120

(303

174. Gadgets by small

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 12:55:32 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12596160382006@osu-20.ircc.ohio-state.edu>
Source record: 240391

Sorry about the abrupt termination of my last post - but I hit ESC and my stupid editor is not MIT-TECO based....oh well, maybe I should switch to emacs on this machine.

The address for GBS is

Gadgets By Small
40 W. Littleton Blvd #210-211
Littleton, CO 80120

(303) 791-0253

Tyler

PS : The section of the manual which I quoted is excerpted without permission.

Disclaimer: The Ohio State University doesn't know (or care) about my opinions and neither should you!

175. TT 030 Expansion

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 14:00:55 UTC
From: pdbeam@watserv1.waterloo.edu
Message-ID: <1990Jun8.140055.25585@watserv1.waterloo.edu>
Source record: 240394

In my discussions with people about my original TT post I've realised that I have a few more facts which people might find interesting.

According to Atari GM Geoffery Earl, the TT 030 is packed very tightly inside its case. The single VME slot is attached to the motherboard by a ribbon cable and folded over so that the VME card is parallel to the motherboard (as opposed to perpendicular as it is in a PC). When I told Mr. Earl that I suspected the single VME slot to be inadequate (what if we want a GENlock card and have the TT hooked into a Enthernet, or something?) he told me that one would have to use a SCSI Ethernet device and not a VME one. I suspect that the kind of expansions that we currently do with STs that involve wiring boards to the motherboard (like PC-Ditto II) will not be possible in the TT.

Also, according to Mr. Earl the TT 030 will be packaged with the 28ms 40Mbyte drive as standard (no option). Mr. Earl also said that there will be a software PC emulator for the TT and that Atai may liscence a hardware PC emulator by a third party (yet another card for that VME slot). Mr. Earl said that Atari will also be liscencing VME boards from companies that sell them at very high prices and selling them themselves at very (comparatively) low prices.

(By the way, that 1/3 speed increase figure also came from Mr. Earl)

Travis Capener
c/o pdbeam@watserv1.waterloo.ca

--

176. Re: USENET hookup for Atari ST!

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 14:29:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1269372104@thelake.mn.org>
Source record: 240395

[In article <30608@cup.portal.com>,
Jonathan_S_Nowak@cup.portal.com writes ...]

> I saw a ad for an Atari BBS in Europe, with USENET access. How can this
> be done? I have a 1040 St and would like to run USENET on my BBS, any ideas?
> Thanks in advance....
> ---JSN

Finding a newsfeed is the hard part. "Ask around."

The software part is easy. STadel, a version of Citadel BBS software, has supported UUCP mail and Usenet news for a couple of years now.

(You do not see postings on the net from STadel sites because most STadels that receive this discussion have set it to read-only status. Allowing access to Usenet on an open BBS has a potential for abuse.)

The BBS is "room-structured," with very good support for message handling including such features as protocol upload and download of messages, ROT13, and a choice of prompted or streamed reading.

The file structure is integrated into the room structure. All the major protocols are supported, and external programs are easily added.

STadel also networks with other STadels, Citadel-86 (IBM), and compatible Amiga systems. There are a couple of hundred networking Citadels in the United States and Canada.

STadel, like most Citadel software, is free. You can get more information from the Minnesota Atari ST (MAST) BBS, (612) 472-6582. MAST supports all the popular baud rates, 300-9600, V.32 and 18,000bps Telebit PEP.

I think Chris Allen may be running one in England. (Chris?)

If you don't want to change BBS software, you're out of luck unless you want to write your own import-export programs. The Internet RFCs document the Usenet message format and can be obtained by mail. See the newsgroup news.announce.newusers for the periodical posting "How to Obtain Information About Networks."

In addition, you would need a UUCP-compatible transport mechanism. A good one will be released Real Soon Now.

--
Steve Yelvington at the lake in Minnesota = steve@thelake.mn.org

177. Atari 520 Question?

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 14:44:07 UTC
From: igor@tc.fluke.COM
Message-ID: <1990Jun8.144407.15971@tc.fluke.COM>
Source record: 240396

Hope this is the right news group to ask this question.

A friends son lives in France and has an Atari 520. He is planning to come to America and would like to bring his system and operate it in this country. As long as he has the proper power cord adaptors will the system as a whole operate properly in this country, does he have to get a different monitor only? Any suggestions that would help is appreciated.

Thanks!

uw-beaver!fluke!igor

178. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 16:53:53 UTC
From: xanthian@zorch.SF-Bay.ORG
Message-ID: <1990Jun8.165353.17462@zorch.SF-Bay.ORG>
Source record: 240400
Cross-posted to: news.groups,comp.sys.atari.st

In article <RALPH.90Jun6130054@orion.laas.fr> ralph@laas.fr writes:
>I propose the newgroup alt.atari.flame where fuckers of the likes of
>Mr. Haugh can send there diatribes. His last two messages show the
>need for comp.sys.atari.st.tech! Sorry to waste even more bandwidth.

Mr. Haugh has one of the pitiably sick minds of USENet. His most suitable
functions in life are occupying an otherwise unused slot in your kill file,
and being included as a regular expression in your mail's mhook twit filter.

Kent, the man from xanth.
<xanthian@Zorch.SF-Bay.ORG> <xanthian@well.sf.ca.us>

179. Request for broken Atari STs

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 17:18:00 UTC
From: WSCART01@ulkyvx.BITNET
Message-ID: <81B5A911C27FE0171C@ulkyvx.bitnet>
Source record: 240397

I just found out that Atari now wants a reasonable price to repair broken equipment. (As opposed to their old $150 dollar replacement policy which also got me a free DSDD drive,new mouse, and a FM.) This leaves me in a little problem as to what to do with a broken computer. I know whats wrong and how to fix it. What I need is another broken computer to fix it. I was wondering if anyone out in NET land happens to have a broken computer sitting on a back shelf they would like to sell cheap. Any help along this line would be appreciated....

Stuart Carter
University Of Louisville
Physics Dept.

180. Sozobon/Gulam problems

Newsgroup: comp.sys.atari.st
Date: 1990-06-08 17:41:27 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6402.266fab07@umiami.miami.edu>
Source record: 240399

I am having some problems getting anything to compile with sozobon
C running Gulam. I have never used a shell like gulam before, so
i am still unsure how to do alot of things. Here is my setup:

Atari 1040St, 1 Meg and TOS 1.4
Atari Sh204 hard drive, 2 partitions, C:16meg and D:4 meg

The system autoboots with HDBOOT 2.1 from drive D:, and these are
the programs in the \AUTO\ folder:

Poolfix3.Prg
Cache90.Prg
DCshowit.Prg
Foldr100.Prg
Tos14fix.prg

Sozobon is located in C:\LANG\SOZOBON then the \BIN,\LIB, and
\INCLUDE subdirs.

Gulam is located in C:\GULAM

Now, I need to know

1) How should I set up the sozobon environment variables such as
PATH,TMP,INCLUDE
2) Where should I be saving my source code? (What directory, or
does it even matter)?

Most of the time when I do cc filename.c i get error -66 from
gulam, but every so often I will get 4 bombs and error -1.

So, can anyone help? I sure alot of you program under Gulam from
what I have read in the past.

Please EMAIL all responses, because I only get to the newsgroup
like once every 2 weeks.

Or, if you are in the NJ area, call me at 201-276-9667 ANYTIME, or
if you are not in the NJ area, call and I will call you back.

Thanks for any and all help.

-Frank Rachel

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

181. Re: Gemini trouble: Deleting folder on A: -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 1990-06-13 15:10:13 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4020@baird.cs.strath.ac.uk>
Source record: 240302

In article <4738@ethz.UUCP> chris@ethz.UUCP (Christian Dreyer) writes:
>Each time I try to delete a folder (empty or not, no matter) on my floppy
>Gemini throws bombs and puts me back on the usual desktop! Strangely enough
>this problem seems to occur only
>since I have followed the lately here published hint do delete the line
>#T ... in GEMINI.INF. Anybody knows help?

Hmmmm, I think that the line #T is the one about the trash can. I've not deleted it on my copy of Gemini, which also runs on Floppy, and so far I've not had any problems, but I'll experiment and see.

The best thing to do is to stick it back in again (you do have a backup don't you?).

The Sorcerer

```
/*************************************************************\
/* ___ *\
/* _____ / *\
/* | |__ __ /___ ___ ___ ___ ___ ___ ___ ___ *\
\* | | | |__| / / / / / / /__/ / / /__/ / / */
\* | | | |__ ___/ /__/ / /__ /__ / /__ / */
\* */
\*************************************************************/
|* *|
|* rmacgreg @ uk.ac.strath.cs *|
|* *|
|*************************************************************|
\* */
\* 'Only visiting this planet.' */
\* */
\*********************************************************/
```

182. Re: 1200/75 baud comms program?

Newsgroup: comp.sys.atari.st
Date: 1990-06-13 18:17:33 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2878@syma.sussex.ac.uk>
Source record: 240311

From article <784@netmbx.UUCP>, by hase@netmbx.UUCP (Hartmut Semken):
> In article <1990Jun4.115808.25576@metro.ucc.su.OZ.AU> huw@extro.ucc.su.oz.au (Huw Price) writes:
>>Does anyone know of a PD or shareware communications program for
>>the ST that supports a 1200/75 split baud rate?
>
> I think, it is impossible: the baud rate is generated by the timer D in
> the MFP 68901 chip.
> The generated clock is fed into the RCV_CLK and TR_CLK inputs of the
> same chip (the 901 is used for the serial interface).
>
> Without hacking the hardware (inside the ST or outside), it's
> impossible.
>

There are several commercial programs which allow you to call up services transmitting at 1200/75 bits per second (V23). Two of them are Fastcom (the ST version of Vicom for the PC) and K-Comm. They also support viewdata services (videotex services operating to the Prestel standard). However, they are not PD/Shareware, and are not particularly wonderful programs either.

Uniterm can be made to work with a 1200/75 service by using a PD program called V23EMU. It was written by David Jones in 1986 and is certainly available on several UK bulletin boards. I can mail a copy to anyone who's interested. I had some problems with some characters I typed not being echoed to the screen, but I was never sure whether this was the fault of the program or that of the complicated host I was accessing.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

183. Which do I have (Was: Questions about hardware)

Newsgroup: comp.sys.atari.st
Date: 1990-06-13 19:41:28 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun13.194128.8246@water.waterloo.edu>
Source record: 240303

In article <2874@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
> ...
>The Seagate ST157N which is most probably the one you're talking
>about is 46.3 MB only and comes in two flavors: 28 and 40 ms
>average access time. (ST157N-1 means fast version, ST157N-0
>means youknowwhatitmeans.)

I recently bought a Seagate ST157N in an ICD case,
and am quite happy with it, now.

How can I determine whether I have an ST157N-1 or an ST157N-0 ?

184. Word Perfect - comments anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-06-13 21:45:19 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1844@fredonia.UUCP>
Source record: 240301

Yes, does anyone who has Word Perfect for the ST have any strong opinions about it? I just started working with a Mac with WP, and I really like it. Then again, I've been using 1st Word for about 4 years on my ST...:^)

Actually, I've been meaning to get a new word processor for my ST for quite a while, and if the ST version of WP is like the Mac version, I think I'm going to get it. That is, unless anyone reading this has ST WP and can compare it to the Mac.

For example, which features are missing on the ST (if any)? How many fonts are supported? Is it worth it to move to WP or should I stick to 1st Word? Is the dictionary and thesaurus supported? I don't have a hard drive, so can it be run with a 1 MB dual DS floppy system?

Much thanks in advance!

Marty Saletta

(sorry for the many questions, but since this is >$100, I'd kinda like to know if it's worth it before I drop that kind of money for a paperweight...:^)

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls' porch since noon today...
fredonia!sale5312@cs.buffalo.edu
...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

185. Need Shar and Tar that works!

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 02:04:26 UTC
From: Bobby@cup.portal.com
Message-ID: <30758@cup.portal.com>
Source record: 240305

I am have very frustrating problems with unsharing and untaring files
on my ST. When I unshar, If it gets past the header and then stops! When I
untar, it makes directories named *&^*$@ and I cant delete the suckers!

What am I doing incorrect? Is it the files? I have tried every possible way
of editing the files, cutting every thing but the "--Cut Here--" and then
cutting even the "-- Cut Here --" thing out! Still no go or strange directorie

Help me out and save my sanity!

186. Upgrading to TOS 1.4 yourself

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 03:25:47 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3724@rodan.acs.syr.edu>
Source record: 240306

I just got finished upgrading my 1040ST to TOS 1.4 with a 6 chip ROM set I got for $80US from Toad Computers (301) 544-6943. The only real pain is that there were no instructions on which ROM chips to put where. I called Toad Computers (they were still there and answering phones as of 6:30 pm!) Apparently, each chip is supposed to have a white sticker stating which ROM socket it goes into (L0, L1, L2, H0, H1, or H2). The problem is, my set only had one chip with a sticker on it, it said "L1". Toad had never heard of this happening, so I had to experiment. This is how the chips go:

```
+---------------------+
|LO2 C300638-002A <
+---------------------+
+---------------------+
|LO1 (C300639-002A??) < (This one had the sticker, no corresponding part #)
+---------------------+
+---------------------+
|LO0 C300640-002A <
+---------------------+
+---------------------+
|HI2 C300635-002A <
+---------------------+
+---------------------+
|HI1 C300636-002A <
+---------------------+
+---------------------+
|HI0 C300637-002A <
+---------------------+
```

Front of the computer here.

No soldering was necessary.

As far as the differences between 1.4 and 1.0, all I've noticed so far is that the "About Gem" dialog box has a color scrolling rainbow fuji symbol (hence the name "Rainbow TOS"), you can hit Ctrl-Alt-Del to warm boot (add right arrow key to cold boot), you can move files instead of copying them by holding the Ctrl key down as you move the icons, the file selector box has drive selector buttons.

I bought the set because the disk access routines are much faster (I've heard) and I'll soon be getting a hard drive. Graphics might be a little faster also, but I haven't really played with it enough yet to notice.

Hope this is of help to someone.
---jb

187. Re: TeX 3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 05:38:28 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990Jun14.053828.377@tukki.jyu.fi>
Source record: 240316

In article <1990Jun10.152941.11742@isa.uucp> darius@isagate.nexus.ca (Darius S. Naqvi) writes:

>Did you run out of memory when you compiled it, or when you tried to
>run it? If it was a run-time error, then you might only need to change
>a #DEFINE, or else re-boot without DA's. When I run CommonTeX 2.9, I
>boot with only the control panel and fldr100.prg, and it runs fine. If
>I have other autoboots or desk accessories, I get the 'not enough
>memory' message.

I don't have any DA's!! And the copile goes just fine (I think, only some warnings about redefinitios-- could be avoided by adding some #ifdef's). As a compiler I use Sozobon C (1.1 I guess). Only programs I have in \AUTO folder are fldr100.prg and clock-program. They take some 15 K RAM together. I surely is a run-time error.... I tried to minimize all vetors and arrays, but did'n get any success. I have to enlarge the stack size and try if it works then....

Timo

--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

188. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 06:05:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30775@cup.portal.com>
Source record: 240308

Dik Groot writes:
>I'm using 2 ATWs (coupled), each with 9 T800's. I'm using it for graphical
>applications, in which 24 bitplanes are needed.

I was hoping this would generate some more reports of real people actually
using the ATW... so far that makes three people in the real world
with ATWs...

BobR

189. Re: 68030 speed increases

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 06:57:59 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <hans.645346679@duttnph>
Source record: 240307

Image processing with Aim on the TT runs at about 4 times ST speed too.

Just my 2 dhrystones worth....

Hans

==========
Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology

190. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 08:44:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jun14104449@orion.laas.fr>
Source record: 240309

LHARC v 1.13 that was posted in comp.sources.atari.st came with
English documentation.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

191. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 09:02:42 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jun14110242@orion.laas.fr>
Source record: 240310

Not that I'm a fan of LHARC, but

In article <sent.Wed.May.23.16:59:17.GMT.1990.via.CS.TARDIS>
olorin@tardis.computer-science.edinburgh.ac.uk writes:

| There have been one or two postings lately about lharc
| incompatibilities . The main reason for this is the recently posted
| lharc 1.13 . Throw it away ! It wont read anything but ST and MS-DOS
| lharcs ... there are two reasons for this .

The original LHARC that was posted (version 0.73 I believe) was
atrocious! Since then, I've seen the buggy UNLZH v. 1.11 and the now
better v. 1.14 (numbers might be slightly off, since I'm doing all
this from memory -- sory). For the moment, the LHARC.TTP (version
1.13 beta) that Steven Grimm posted w/o any coding other than UUE, is
the best working LHARC that I've found on my ST. In addition, it
seems to be 100 % compatible with our Unix lharc:

C-LHarc for UNIX Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel

All *.LZH files that've come over the comp.{sources|binaries}.atari.st
newsgroups have been accepted or rejected by both LHARC v.1.13 beta
and C-LHarc v.1.00: lhst113.lzh, minit933.lzh, miniview.lzh,
sambin.lzh, samsrc.lzh, unlzh14.lzh, aua_info.lzh, bbs2903.lzh have
all been accepted.

How come I'm so lucky if others are having such troubles? It took
awhile for me to get a valid LHARC.TTP, but now I have one that works.
I would wish, though, that someone would improve the syntax. If
someone is listing or testing an archive, why do file names *have* to
be specified? ARRGH!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

192. hpgl programs

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 09:59:30 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <4711@castle.ed.ac.uk>
Source record: 240320

Wanted hpgl penplot software:
I am looking for a program which will allow you to draw (with the mouse)
some decent diagrams (including fills) and preferably have the option of
writing to the disk as well as to the penplotter. This program must run
on a colour monitor (medium rez.) and preferably be public domain or
cost not more than about $100 US....any suggestions.
Robin Smith
elev35@uk.ac.ed.castle
OR
robin@uk.ac.ed.emf

193. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 10:22:22 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <707@hexagon.pkmab.se>
Source record: 240314

In article <2212@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>The only _legal_ and Atari authorized versions are available in 2-chip

Did I hear you say that? Is it _illegal_ to have TOS on disk?

Does indeed seem kinda' strange to me, that Atari would like to
stop the spreading of their own TOS. If so, why making a disk
version in the first place??
Or is it just pure greed?

And don't tell me it's because of the incorrect versions of TOS that
would be spread with disks. It couldn't be easier to correct: Send out
an Atari authorized copy of 1.4. Most users would like to have it in
ROMs anyhow, sooner or later.

Can we have a comment on this?

--
Daniel Deimert, Fridstavaegen 4, S-715 94 Odensbacken, Sweden
Internet: daniel@hexagon.pkmab.se or daniel@pkmab.se
UUCP: ...!{mcvax,uunet,munnari,cernvax}!sunic!kullmar!pkmab!hexagon!daniel

194. Music & FX - reply by mail

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 11:04:13 UTC
From: cscudds@cs.strath.ac.uk
Message-ID: <4028@baird.cs.strath.ac.uk>
Source record: 240321

Deperately seeking the best in books , sampling packages etc...for the
Amiga and ST in relation to INTERNAL music / sound / FX generation .

Any pointers massively appreciated .

Yours Incelery ----------
| "I'd rather Jack , |
Chris . | than Famous Grouse" |
----

195. Re: 1200/75 baud comms program?

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 11:27:43 UTC
From: huw@extro.ucc.su.OZ.AU
Message-ID: <1990Jun14.112743.22698@metro.ucc.su.OZ.AU>
Source record: 240312

From article <7501336@jeyhh.UUCP>, by jens@jeyhh.UUCP (Jens Ey):
> In article <784@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>> In article <1990Jun4.115808.25576@metro.ucc.su.OZ.AU> huw@extro.ucc.su.oz.au (Huw Price) writes:
>> >Does anyone know of a PD or shareware communications program for
>> >the ST that supports a 1200/75 split baud rate?
>>
>> Without hacking the hardware (inside the ST or outside), it's
>> impossible.
>>
> It IS possible! Once upon a time there was a lovely little ACC on my disc
> wich changed a few bits to run 1200/75 or 75/1200. I think it was PD but
> I'm not sure.
> With this ACC it's possible to run these speeds with nearly all com-programs.
> I'm sorry but I trashed it a year ago 'cause I didn't need it.
>

If anyone has a copy of this lovely little ACC, could they email it to me?

Thanks.

--
Huw Price ..... huw@extro.ucc.su.oz.au
..... Traditional and Modern Philosophy
..... University of Sydney
..... Australia 2006

196. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 13:38:26 UTC
From: chad@norge.enet.dec.com
Message-ID: <12459@shlump.nac.dec.com>
Source record: 240313

> Dik Groot writes:
> >I'm using 2 ATWs (coupled), each with 9 T800's. I'm using it for graphical
> >applications, in which 24 bitplanes are needed.
>
> I was hoping this would generate some more reports of real people actually
> using the ATW... so far that makes three people in the real world
> with ATWs...
>
> BobR

Come on Bob, get a clue!
Just because you haven't heard
of people using it doesn't mean
they aren't out there! are you the
official ATW registry service? Is
this comp.sys.atari.ATW?

Do people who have them want to spend there time
hearing about measly ST belly-aches when they
have a real machine to play with? (ie, what makes
these people likely to (want to) read or post into
comp.sys.atari.st?)

For the record I read in a high end graphics oriented
magazine *last* year that Atari had already installed
more than 400 of the machines. With a specialty machine
like the ATW that is a significant number.

Now back to your regularly scheduled comp.sys.atari.st

Chad
chad@norge.enet.dec.com
Vi elsker dette landet!
---

197. Open letter to Leroy J. Dickey

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 13:39:57 UTC
From: fischer@utower.gopas.sub.org
Message-ID: <TVLGKBH@utower.gopas.sub.org>
Source record: 240304

Please excuse me that I post this but I have lost his email and smail
address.

Lee,
I was very surprised about your letter I've gotten today with AirMail.
Please contact me via "fischer@utower.gopas.sub.org". This should work.
If not, try "fischer@tmpmbx.UUCP".

-Axel
--
fischer@utower.gopas.sub.org / fischer@db0tui6.BITNET / fischer@tmpmbx.UUCP

That is not dead, which can eternal lie
Yet with strange aeons, even death may die.

198. Re: Which do I have (Was: Questions about hardware)

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 14:50:53 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2887@medusa.informatik.uni-erlangen.de>
Source record: 240315

ljdickey@water.waterloo.edu (L.J.Dickey) writes:

>In article <2874@medusa.informatik.uni-erlangen.de>
> csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>> ...
>>The Seagate ST157N which is most probably the one you're talking
>>about is 46.3 MB only and comes in two flavors: 28 and 40 ms
>>average access time. (ST157N-1 means fast version, ST157N-0
>>means youknowwhatitmeans.)

>I recently bought a Seagate ST157N in an ICD case,
>and am quite happy with it, now.

>How can I determine whether I have an ST157N-1 or an ST157N-0 ?
Run ICD's RATEHD test which tries to find out the av access time of your
drive. The values it calculates, however, aren't very accurate. You might
try my HD benchmark CHECKHD which is something like a quasi hard disk
standard test here in Germany.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

199. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 15:53:16 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun14.155316.10045@murdoch.acc.Virginia.EDU>
Source record: 240319

In article <707@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
[why isn't there tos on disk]
>And don't tell me it's because of the incorrect versions of TOS that
>would be spread with disks. It couldn't be easier to correct: Send out
>an Atari authorized copy of 1.4.

And then someone would patch it, and someone would patch the patches,
and then who would know what we end up with? Yes, I can deal with this
kind of stuff, but Atari has the view that Joe Average ST user just
wants a video toaster and doesn't want to worry about which sub-sub
version of TOS he has on disk. You may not agree, but complaining here
probably won't do any good.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

200. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 16:44:44 UTC
From: towns@atari.UUCP
Message-ID: <2217@atari.UUCP>
Source record: 240322

in article <CMM.0.88.645215952.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) says:

> l86@nikhef.nl (Hugo Burm) writes:
>
>>The developers version of the TT (16 MHz) runs
>>at 4100 Dhrystones
>>(Turbo C 2.0, 68020 compiler switch on, cache on,
>>run in dual purpose RAM (time sliced with the video logic))
>>A normal ST runs at 1700.
>
> 4100 Dhrystones? ACK! That is awful. You can get that kind of
> performance from a vanilla 386 clone. For comparison sake (no flames
> please) people on comp.sys.amiga have stated that they have gotten
> double this figure on the 25mhz A3000. I'm not sure how much of
> this difference is because of the faster clock or from the 68882
> in the A3000. I wonder what kind of Dhrystone figure a Mac IIcx
> would produce?
>
> Chris
>
> [... Longish Signature Deleted ...]

Why don't you try comparing the figure to something that is in the same "computing class"??? Why not see what the Dhrystones are for a Macintosh SE/30 are? Or perhaps a Mac IIcx?

Comparing the figures of a TT to an Amiga 3000 running at 25MHz is not even close to a fair comparison. I would be willing to bet that the TT would compete favorably with an equally equipped A3000.

-- John Townsend
Atari Corp.

201. Help needed in tranferring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 18:24:13 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1131@unicorn.WWU.EDU>
Source record: 240317

I have been trying to get programs from terminator.cc.umich.edu
and transfer them to my ST. I have no problem with using ftp
from my unix account on my university's mainframe, but am having
a devil of a time transferring the binaries from my unix account
to my ST. I am using ST-Talk Pro, which has all sorts of different
file transfers (except Kermit, unfortunately).

I am attempting to do the transfer by simply listing the binary
code on the screen, and turning on one of ST-Talk Pro's capture
buffers to capture the code. However, there is so much garbage
trasferred due to the binary code being listed on the screen that
ST-Talk Pro freaks out and locks up. There _must_ be an easier
and saner method of transferring files from a mainframe to the ST.

If anyone has any suggestions, I would be more than grateful to
hear them.

Thanx in advance,

Perry Pederson n8742883@unciorn.WWU.EDU

"I" before "E" except after "C"..... We sure live in a weird society....

202. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 18:57:05 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <12489@shlump.nac.dec.com>
Source record: 240318

In article <1990Jun14.155316.10045@murdoch.acc.Virginia.EDU>,
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes...
>In article <707@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>[why isn't there tos on disk]
>>And don't tell me it's because of the incorrect versions of TOS that
>>would be spread with disks. It couldn't be easier to correct: Send out
>>an Atari authorized copy of 1.4.

>And then someone would patch it, and someone would patch the patches,
>and then who would know what we end up with?

Seems to me that we'd have a situation just like MS-DOS! Which is
only available on disk (it's not ROMable -- that's a DR-DOS niche) and
frankly nobody thinks that's so bad. It even COMES WITH a DEBUG utility
that lets you patch things. Horrors to Betsy!

Maybe Tramiel is paranoid that a ROM version would have clone hardware
built to run pirated versions. He should be so lucky.

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388
opinions are mine alone; sharing requires permission

203. Too much NOISE! Too much whinning!

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 20:06:24 UTC
From: manes@topsy.UUCP
Message-ID: <300@topsy.UUCP>
Source record: 240324

I used to have a ST (in fact I had two in my time) and I like to read this newsgroup to keep up with what is going on.

Lately I have got to say ... "Where is the beef?". All the arguments seem to be about how the TT makes the A3000 look silly, how Atari is selling ATVs (funny I aint ever seen one) and whether or not TOS should be on disk.

You guys even want to create a new group that talks about a another machine that probably will never exist in the United States, not that I have a real problem with it, but the signal to noise ratio in comp.sys.atari.st is unbelievable, and I for one, will not carry another Atari group if comp.sys.atari.tt is created. Too much noise, not enough discussion.

Get back to the business of discussing computers and in particular the ST. Bury those flame throwers.

-mark=

204. High-speed modems: Update

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 20:11:58 UTC
From: Metalist@cup.portal.com
Message-ID: <30782@cup.portal.com>
Source record: 240323

I have gotten so far 3 replies on the topic of High speed modems. Thank you!

I shall be posting complete messages which I received to the NET next Wednesday.

All of the replies were very good, however no one mentioned how FAST the high-speed modems transfer data over
a computer.

All one must do is supply me with the following data: How long does it take a 24oo baud modem to transfer a whole
Atari ST seven-hundred and twenty-K diskette over the modem? Then, I can convert this data for the other modems and determine which speed is for me.

I want to insure that I get a modem which is neither too slow, nor too much for my needs. I have seen BBSes in
my area [San Jose, CA] supporting baud rates close to 2OK! [Ninteen.2K to be exact].

THANK YOU VERY VERY MUCH!

Metalist@cup.portal.com

205. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 21:05:40 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun14.210540.3455@water.waterloo.edu>
Source record: 240325
Cross-posted to: news.groups,comp.sys.atari.st,misc.legal

In article <RALPH.90Jun12122240@cresus.laas.fr> ralph@laas.fr writes:

> ... Doesn't the copyright have to be explicit?
> And what's in *my* mailbox becomes *my* property, isn't that so?

Not with the Berne convention, to which (belatedly) the US now subscribes.
Most western nations have subscribed to this for years. If some famous
person were to write you a letter, you may OWN it, and even sell it,
but that does not mean that you have the right to publish it.
The author holds the copyright, implicitly.

I think that even if some unsolicited product arrives by mail, and you
don't want it, you may be under some obligation to take reasonable
precautions for it until the rightful owner shows up. Of course you
may charge a reasonable storage fee.

206. Game Backdoors - Help!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-06-14 22:12:20 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <1573.2677c574@miavx1.acs.muohio.edu>
Source record: 240326

Could someone please repost the message with all of the backdoors into the games. I missed it the first time it was posted.

Thanks in advance,
Kent Covert
Miami University
Oxford, Ohio
Miami's in Ohio, Dammit!

207. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 01:15:56 UTC
From: oc@vmp.com
Message-ID: <1990Jun15.011556.27422@vmp.com>
Source record: 240334
Cross-posted to: comp.sys.atari.st,misc.legal

In article <RALPH.90Jun12122240@cresus.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
> In article <1990May22.023212.9736@melba.bby.oz.au> zvs@bby.oz.au (Zev Sero) writes:
> | In article <1990May18.214123.14992@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
> |
> | If someone sends me U.S. mail, I can do whatever the He** I want with it,
> | including xerox it and mail it to everyone in the World!
> |
> | No, you can't. Not without the writer's permission. Ever heard of
> | copyright?
>
> I'm not so sure! Doesn't the copyright have to be explicit? And
> what's in *my* mailbox becomes *my* property, isn't that so?

Copyright, by the most recent legislation in the United States (your mileage may vary in other parts of the world), does not have to be explicit. The copyright is implicit in the creation of the work. A person retains the copyright for their work whether or not there is an explicit copyright notice and whether or not the work is published.

It is no one's property except the original author's.

--
Orlan Cannon oc@vmp.com
Video Marketing & Publications, Inc. (800) 627-4551
Oradell, NJ 07649

208. Re: Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 10:10:28 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4044@baird.cs.strath.ac.uk>
Source record: 240348

Ummmm, what is this 'Switch Back' thing? If its just a way of getting the ST to think that the internal drive is B and the external one is A (which is what it sounds like) then there is an easy and cheap way... wire a 2 positon switch between pins 19 and 20 in the sound chip so that in one position pin 19 goes to hole 19 and 20 to 20 and in the other pin 19 goes to hole 20 and 20 to 19. The only problem is that any warranty goes bye bye ;-)

The Sorcerer


```
___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /
```


is 'Only visiting this planet.'

209. VT52 codes

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 10:13:00 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4045@baird.cs.strath.ac.uk>
Source record: 240349

Help! I'm looking for a list of the VT52 escape codes and cannot find one anywhere - nobody seems to know that such a thing exists. Can anybody out there please send me a list or even tell me where I can find one 'cos I'm running out of time.

Thanx all.

The Sorcerer

___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

210. Re: SCCS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 11:26:21 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jun15.112621.24475@newcastle.ac.uk>
Source record: 240350

```
In article <3049@gos.ukc.ac.uk> dac@ukc.ac.uk (David Clear) writes:
>Is there a PD SCCS for the Atari ST? If so, could someone send it to
>me please?
>

I'm also interested and I suspect others are also so please can any
details be forwarded to the net also.

Dave H.
(D.C.Halliday@newcastle.ac.uk)
```

211. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 11:57:00 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jun15.115700.25509@newcastle.ac.uk>
Source record: 240151

In article <30775@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Dik Groot writes:
>>I'm using 2 ATWs (coupled), each with 9 T800's. I'm using it for graphical
>>applications, in which 24 bitplanes are needed.
>
>I was hoping this would generate some more reports of real people actually
>using the ATW... so far that makes three people in the real world
>with ATWs...

There are two mono ATW systems here for research on parallel processing.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

212. gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 12:43:11 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <667@idcapd.idca.tds.philips.nl>
Source record: 240339

Does anybody know if there is a version of gulam that runs correctly under TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam starts correctly but the execution of e.g. the mem or ls command results in a crash due to a bus error (?). (I can't remember my Gulam version right now, but it is a beta version)
Any help is appreciated.

- --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
>> There is no problem a good miracle can't solve <<

---

213. PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 12:50:08 UTC
From: shipley@tron.UUCP
Message-ID: <595@tron.UUCP>
Source record: 240335

Are there any PC-Speed experts on the Net? I am generally very happy with it but I have not been able to get a modem to work with the serial port. Has anyone been able to do this? Also, I have had some problems with the Tandy graphics mode. I am using version 1.40 of the software.

Bill Shipley

v

214. Meaning of CYMB

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 12:50:32 UTC
From: focke@gmdzi.UUCP
Message-ID: <2673@gmdzi.UUCP>
Source record: 240327
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Can anyone tell me the meaning of CYMB?

Thanks

Stefan Focke

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

215. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 13:31:49 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun15.133149.22197@cunixf.cc.columbia.edu>
Source record: 240332

In article <2217@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>in article <CMM.0.88.645215952.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) says:
>>
>> 4100 Dhrystones? ACK! That is awful. You can get that kind of
>> performance from a vanilla 386 clone. For comparison sake (no flames
>> please) people on comp.sys.amiga have stated that they have gotten
>> double this figure on the 25mhz A3000. I'm not sure how much of
>> this difference is because of the faster clock or from the 68882
>> in the A3000. I wonder what kind of Dhrystone figure a Mac IIcx
>> would produce?
>>
>> Chris
>>
>> [... Longish Signature Deleted ...]
>
>Why don't you try comparing the figure to something that is in the
>same "computing class"??? Why not see what the Dhrystones are for a
>Macintosh SE/30 are? Or perhaps a Mac IIcx?
>
>Comparing the figures of a TT to an Amiga 3000 running at 25MHz is
>not even close to a fair comparison. I would be willing to bet that
>the TT would compete favorably with an equally equipped A3000.

Hehe, well maybe if you guys got the silly machine out the door
so we could get a look at it and see for ourselves, we COULD
make some valid comparisons. This is rather comical.

Yes, sorry about comparing a 25mhz machine with a 16mhz machine
(slaps wrist...smack!). We shall see what the real numbers are
like soon (or do we have to wait until 4th quarter 199X?)

Sorry to be such a cynic, but you guys make it so easy. :-)

>
>-- John Townsend
> Atari Corp.

<longish signature inserted>

```
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

216. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 13:37:50 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jun15.133750.26985@cs.dal.ca>
Source record: 240336

In article <RALPH.90Jun14110242@orion.laas.fr> ralph@laas.fr writes:
>the best working LHARC that I've found on my ST. In addition, it
>seems to be 100 % compatible with our Unix lharc:
>
>C-LHarc for UNIX Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel
>
>How come I'm so lucky if others are having such troubles? It took
>awhile for me to get a valid LHARC.TTP, but now I have one that works.

There are several flavours of Unix. I was able to compile LHARC on
4.3BSD with fair success, but under System V I can't get it going.
You may simply have the right Unix.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

217. Info requested on NCL 5007 SCSI adaptor

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 13:38:25 UTC
From: shc1@ukc.ac.uk
Message-ID: <3051@gos.ukc.ac.uk>
Source record: 240341

Recently I acquired a National Computers LTD 5007 SCSI adaptor
basically it sits between SCSI and ST506

I have been trying to use it with my ICD Atari ST host adaptor
However when the S/W scans for SCSI devices an LED on the board lights up
when the SCSI ID selector matches with that presently being scanned,
but at the end of the scan for all eight devices, the ICD s/w returns with
the message no SCSI devices found !!

I was wondering if anyone has had previous experience with this board, or is
there somthing wrong with the software (fairly new version).

All replies will be greatly appreciated

Sam.

218. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 14:10:45 UTC
From: ignac@electro.UUCP
Message-ID: <1965@electro.UUCP>
Source record: 240337

```
In article <1990Jun14.155316.10045@murdoch.acc.Virginia.EDU>
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <707@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>[ why isn't there tos on disk ]
>>And don't tell me it's because of the incorrect versions of TOS that
>>would be spread with disks. It couldn't be easier to correct: Send out
>>an Atari authorized copy of 1.4.
>
>And then someone would patch it, and someone would patch the patches,
>and then who would know what we end up with? Yes, I can deal with this

huh? MSDOS, i believe, never went through all this, and it was a disk
based OS. I can't see why TOS would behave any differently from MSDOS if
it were distributed on floppy. It would at least allow *FAST* distribution
of updated versions of the OS, which is critical if you want people to believe
that Atari is dedicated to providing decent support in order to make the
ST a "real world" machine.

If Atari would regularly release a disk based TOS with proper bug fixes
as Microsoft did with DOS, then there would be no reason for the above
stated scenario. And hell, if TOS was disk based, then all those STUPID
patches like GDOS wouldn't have to be patches anymore - they could be right
there within the OS where it belongs. hmmpphhh!

just adding more fuel to the fire ...

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

I refuse to succumb to societal pressure and give a witty quote in my .sig!!!
================================================================================
```

219. Copyrights (Was: Re: The comp.sys.atari.st.tech vote -- clarifications)

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 14:12:06 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Jun15.141206.6999@athena.mit.edu>
Source record: 240333
Cross-posted to: news.groups,comp.sys.atari.st,misc.legal

I was under the impression that if UPS delivered something mistakenly to me, I had no obligation to either find the rightful owner nor return it to the carrier. Any truth to this?

Chris.

220. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 14:51:03 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3756@rodan.acs.syr.edu>
Source record: 240338

In article <1990Jun15.133149.22197@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <2217@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>>in article <CMM.0.88.645215952.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) says:
>>>
>>> 4100 Dhrystones? ACK! That is awful.
>>> [My Amiga can beat up Your Atari drivel deleted]
>>>
>>> Chris
>>>
>>> [... Longish Signature Deleted ...]
>>
>>Why don't you try comparing the figure to something that is in the
>>same "computing class"??? Why not see what the Dhrystones are for a
>>Macintosh SE/30 are? Or perhaps a Mac IIcx?
>>
>>Comparing the figures of a TT to an Amiga 3000 running at 25MHz is
>>not even close to a fair comparison. I would be willing to bet that
>>the TT would compete favorably with an equally equipped A3000.
>
>Hehe, well maybe if you guys got the silly machine out the door
>so we could get a look at it and see for ourselves, we COULD
>make some valid comparisons. This is rather comical.
>
>Yes, sorry about comparing a 25mhz machine with a 16mhz machine
>(slaps wrist...smack!). We shall see what the real numbers are
>like soon (or do we have to wait until 4th quarter 199X?)
>
>Sorry to be such a cynic, but you guys make it so easy. :-)
>
>>
>>-- John Townsend
>> Atari Corp.
>
>------------------------------+--------------------------
>Chris Mauritz |Donde hay una cerveza
>cmm1@cunixa.cc.columbia.edu |hay un plan.
>(c)All rights reserved. |
>Send flames to /dev/null |El Guerrero Aereo es el rey!
^^^^^^^^^^^^^^^^^^^^^^^^^

Hehe, Chris, we'd all appreciate it if you would take your own advice and keep keep your childish posts to yourself. Dhrystones blahblah dhrystones this that drivel drivel... Gimme a break! Those Byte magazine geek benchmarks don't mean

squat! No matter how fast your machine is, it'll still take you 15 minutes to type a letter and X minutes to type in a spreadsheet. I'm sure everybody is real impressed that your Amiga can do more GigaHoozits than our Ataris, so what?

Well, enough of that, we now return you to our regular programming. Let's see, where were we.... Ah yes, I think we were discussing a non-existent machine, or was it the differences between Dhrystone 1.X and 2.Y... Real interesting stuff, doncha think?

---jb

221. Re: TECH: How to tell if drive B is REALLY attached?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 15:07:25 UTC
From: woju@image.UUCP
Message-ID: <237@image.UUCP>
Source record: 240328

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>at HEX $4A6 there is a WORD called _nflops (number of floppies connected)

Hi
===
You could select your Drive(A,B) Via the Soundchip which controls the Drive-
select Siganls off the Floppy Bus, turn via FD1772 the Motor on and request all
Indexpulses an IRQ, if you won't get on Indexpulse in 1 s (there should be
300 /s) you probably haven't connected a Drive.(thsi can only be used with
3.5" Drives, because those have an Hardwires Indexpuls(the turning Motor
creates it) If you Use 5 1/4 " Drives you have to search an other Way to get
to your Information(I don't know if my way will work....)

Greetings
Wolfgang

#===#
Wolfgang Jung Email:woju@neon.UUCP
woju@image.UUCP
woju@mist.UUCP
Bang:????
#===#

222. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 15:12:22 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1880@lzsc.ATT.COM>
Source record: 240329

In article <707@hexagon.pkmab.se>, daniel@hexagon.pkmab.se (Daniel Deimert) writes:
> In article <2212@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>
> Did I hear you say that? Is it _illegal_ to have TOS on disk?
>
> Does indeed seem kinda' strange to me, that Atari would like to
> stop the spreading of their own TOS. If so, why making a disk
> version in the first place??

TOS 1.0 came on disk because ROMS were not ready in 1985.
Beta releases of 1.4 were on disk for developers to test with.
They signed a release to not distribute these disks.

The last bug fixes were never distributed on disk, only burned into ROMS.

There are two ways to go with Operating System distribution.
1. RAM based. PC's, Amigas (I believe, dont FLAME me), and MACs (almost)
work this way. The advantage is fast changes. The disadvantage is
a. fast changes -- macs sometimes seem to have a fix per month --
it implies (to me) not much testing before distribution.
b. it sops up available RAM. you never know from release to release
how much will be available to the user. This is Hell for
developers.
2. ROM based. Atari. The plus is considerable stability. And considerable
more testing. The minus is there is no way to even have a perfect
ROM, as the way people use the box changes even if the code was
correct initially.

So, the result is stay with ATARI, and ROM bases OS or get another box.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

223. Re: UniTerm and non-english keyboards

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 15:12:40 UTC
From: woju@image.UUCP
Message-ID: <238@image.UUCP>
Source record: 240330

Henry_Burdett_Messenger@cup.portal.com writes:

>How does UniTerm handle non-english keyboards? There must be plenty of
>European UniTerm users out there...

Rename the UNITERM.SET File an start Uniterm.. Uniterm then gets the TOS
Keyboardtable(XBios call #16 Keytbl(-1)) In this case Uniterm could also
g a user modified Keytable if you ran a Program which modifies the
Toskeytbl..

This way Uniterm initializes its Keyboard tables...

Greetings
Wolfgang
e


```
================================================================================#
# Wolfgang Jung Email:woju@neon.UUCP #
# woju@image.UUCP #
# woju@mist.UUCP #
# Bang:???? #
================================================================================#
```

224. Re: Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 15:23:16 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1881@lzsc.ATT.COM>
Source record: 240331
Body handling: HTML body converted to readable text

In article <382@trwrb.dsd.trw.com>, gibson@trwrb.dsd.trw.com (Greg Gibson) writes:
> I also asked "Switch Back" this question. They said they
> did not have a list but in general it works with programs that do not
> continuously read drive A.
>
> For me, this reponse was to vague. I did not buy "Switch Back".
>
> GG

This is not a vague answer. Its hard fact. Switch back grabs an interrupt
from the printer and uses it to activate a TSR program that will save
the memory image of the whole configured RAM (.5, 1,2 megs).

The image is loadable on any machine and the program can be restarted.
Most TOS applications work well this way.

It is useful in the following ways:

1. snapshot a game, so that you can restart it at that point.
2. capture a Copy protected program so that it can be run later without
the D..n protect disk. Many CP programs only read the floppy once
and then are happy.

Switch-Back warns that games that boot pose problems.
Also, programs that set out to defeat S-B can do so.

Finally, If a program were to continuously keep checking the CP floppy
then indead there is no real advantage to S-B.

I have it, use it occasionally, and like it.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

225. Re: ST file servers

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 15:29:41 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <2877@isc-br.ISC-BR.COM>
Source record: 240340

In article <3116.26734329@tlsi.FIDONET.ORG> Ted.Uhlemann@tlsi.FIDONET.ORG (Ted Uhlemann) writes:
>
>
>Would someone out there please e-mail me a list of all the ST file
>rs
>servers and their addresses? (And also how to access them...)
>
Rather than e-mail, could some kind soul post the information?

Thanks, lawrence

****

The opinions expressed herin are purely fictional. Any resemblence to real opinions, mine or anyone else's is strictly coincendental.

--
****

The opinions expressed herin are purely fictional. Any resemblence to real opinions, mine or anyone else's is strictly coincendental.

226. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:07:46 UTC
From: jack@cs.glasgow.ac.uk
Message-ID: <5486@vanuata.cs.glasgow.ac.uk>
Source record: 240152
Cross-posted to: news.groups,comp.sys.atari.st,misc.legal

ljdickey@water.waterloo.edu (L.J.Dickey) wrote:

> I think that even if some unsolicited product arrives by mail, and you
> don't want it, you may be under some obligation to take reasonable
> precautions for it until the rightful owner shows up.

I think this is true under English law; but under Scots law you have an unconditional right to do what you like with anything that drops through your mailbox.

I once used that, when working in a radical bookshop; we were sent a sample copy of an English-produced booklet aimed at anti-nuclear demonstrators purporting to describe their rights under arrest. It totally ignored the existence of the Scottish legal system and could have got anyone using it here into DEEP shit. I scrawled some rude remarks on it and threw it into our freebies bin, telling the author/publishers that we weren't interested. They replied saying they still didn't believe the Scots legal system was different from the English one and could they have their sample back...

--
-- Jack Campin Computing Science Department, Glasgow University, 17 Lilybank Gardens, Glasgow G12 8QQ, Scotland 041 339 8855 x6044 work 041 556 1878 home
JANET: jack@cs.glasgow.ac.uk BANG!net: via mcvax and ukc FAX: 041 330 4913
INTERNET: via nsfnet-relay.ac.uk BITNET: via UKACRL UUCP: jack@glasgow.uucp

227. Re: Which do I have (Was: Questions about hardware)

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:23:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun15.162345.20850@water.waterloo.edu>
Source record: 240343

In article <1990Jun13.194128.8246@water.waterloo.edu> I wrote:
>
>I recently bought a Seagate ST157N ...
[how can i tell]
>... whether I have an ST157N-1 or an ST157N-0 ?

The answer seems to be to use RATEHD to find out the spped of the drive, and then compare with posted rates. The program RATEHD comes from ICD and is released for free distribution for all ST users. According to the documentation there is considerable mis-information about hard disk access speeds. This program reads a number of 1K chunks of data from several regions of the disk, and times each of them. It then does and average to report how many K per second get transferred and the average access time.

RATEHD is available from the file server called terminator.

(the file Binaries/volume5/ratehd.Z)

228. Re: Meaning of CYMB

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:37:44 UTC
From: cb@sequoia.execu.com
Message-ID: <18488@sequoia.execu.com>
Source record: 240155
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <2673@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:
>Can anyone tell me the meaning of CYMB?
I expect that CYMB refers to Cyan Yellow Magenta Black ... subtractive colors commonly referenced as CYMK.

--
Christopher D. Brown

Digital: {uunet|texbell|cs.utexas.edu}!execu!cb
Analog: (512) 327-7070
Physical: Execucom, 108 Wild Basin Road, Two Wild Basin, Austin, TX 78764

229. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:44:36 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Jun15.164436.6636@murdoch.acc.Virginia.EDU>
Source record: 240344

In article <1965@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>>
>>And then someone would patch it, and someone would patch the patches,
>>and then who would know what we end up with? Yes, I can deal with this
>
>huh? MSDOS, i believe, never went through all this, and it was a disk
>based OS.

Well, that's because TOS and MSDOS provide different levels of features. The serial I/O routines under MS-DOS are sadly broken and still are, so nobody ever used the MS-DOS routines and they write their own drivers, especially for high-speed modems (e.g. FOSSIL). On the ST it's possible to run the serial ports at 19.2 kbaud using the serial port, so people go ahead and use TOS -- except a patch was needed to get rts/cts to work.

So the difference between MS-DOS and TOS in that case was that nobody expected MS-DOS to provide that service, so application programmers wrote around it. On the ST, a system program patch was used.

MS-DOS 2.X has the same slow FAT allocation that GEMDOS has, but nobody ever bothered to fix it during the several years that 2.X was out before 3.X was released. Perhaps nobody cared.

Yes, TOS on disk would provide a means for fast distribution of updated versions. But as I keep on saying, repeating yourself repeatedly saying you want something that they don't provide won't get you anywhere, but it sure makes reading this newsgroup hell.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

230. Here's a list (was Re: ST file servers)

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:47:46 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3759@rodan.acs.syr.edu>
Source record: 240342

```
Here's a list of a few sites I know about. No guarantee that there are all
still in operation or anything. This list might not even be complete, but
you should be able to find the vast majority of the stuff available with the
sites listed here. The terminator site is by far the most diverse one.
------------------------------------------------------------------------------
picasso.ces.cwru.edu Atari
dsrgsun.ces.cwru.edu 129.22.16.2 Minix, TOS Atari ST, gcc from bammi
jyu.fi 128.214.7.5 unix, atari, amiga, mac, etherprint,
rusmv1.rus.uni-stuttgart.de129.69.1.12 RFCs, X11, atari, amiga, msdos,
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl, UMFT,
terminator.cc.umich.edu 35.1.33.8 xscheme, msdos, atari, sysadmin
tolsun.oulu.fi 128.214.5.6 amiga, atari, c64, msdos, mac, irc
ummts.cc.umich.edu 35.1.1.43 atari st (cd PC7:)
umn-cs.cs.umn.edu atari, apple II, GIF
wuarchive.wustl.edu comp.binaries.atari.st,
wuarchive.wustl.edu comp.sources.atari.st,
------------------------------------------------------------------------------

Here's a sample ftp session that shows how it's done.

%
% ftp terminator.cc.umich.edu
Connected to terminator.cc.umich.edu.
220 terminator.cc.umich.edu FTP server (Version 4.172 Wed Jun 28 16:09:38 EDT 1989) ready.
Name (terminator.cc.umich.edu:jfbruno): anonymous
331 Guest login ok, send ident as password.
Password: jfbruno.acs.syr.edu <-- You should type your account name here.
230 Guest login ok, access restrictions apply.
ftp> cd atari
250 CWD command successful.
ftp> ls
200 PORT command successful.
150 Opening ASCII mode data connection for /bin/ls (0 bytes).
Index
ab204.arc
[ many more filenames deleted for brevity ]
ftp> tenex <-- You should alway do this unless you're getting a text file.
200 Type set to L (byte size 8).
ftp> get ab204.arc
200 PORT command successful.
150 Opening BINARY mode data connection for ab204.arc (51712 bytes).
226 Transfer complete.
local: ab204.arc remote: ab204.arc
51712 bytes received in 4.6 seconds (11 Kbytes/s)
ftp> bye
```

221 Goodbye.

Sometimes you have to type "TYPE L 8" or "BINARY" instead of tenex above. Try tenex first. Now the file can be transferred from your mainframe account to your ST. Kermit is probably your best bet for this. If you don't have Kermit, I recommend you get Uniterm (from terminator). When you get the file to your ST, you will have to un-compress it. There are a few different compression methods used. The most popular of these are ZOO, ARC, and LZH. Most of the un-archivers you need can be found at terminator, in the /atari/archivers directory.

---jb

231. phantastic type?.snd ... but where's the carriage return?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 16:50:20 UTC
From: chris@ethz.UUCP
Message-ID: <4771@ethz.UUCP>
Source record: 240345

remember Woody Allen's 'ode to a typewriter'? with the new keyclick.prg by David Bagget this can be performed on any ST now. But what's missing is the famous 'bling'-sound of the carriage-return! Does anyone have it in digitized .snd version? I'd appreciate it very much if somebody could send it to me personally or even post it. How about it, Dave?

--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

232. Re: 1200/75 baud comms program? Possible Explanation

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 18:36:39 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <70.26792ab8@brb.isnet.inmos.co.uk>
Source record: 240156

In article <2878@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> There are several commercial programs which allow you to call up
> services transmitting at 1200/75 bits per second (V23). Two of them are
> Fastcom (the ST version of Vicom for the PC) and K-Comm. They also
> support viewdata services (videotex services operating to the Prestel
> standard). However, they are not PD/Shareware, and are not particularly
> wonderful programs either.

I can't remember exactly where I heard this, but the above program recieves
at 1200 baud using the normal UART mechanism. However to transmit at the
slower 75 baud rate, the software makes use of ability to set the Transmit
Out pin to the appropriate state (by forcing a Break?). I assume another
timer is setup to interrupt at an appropriate rate for 75 baud, and that
the interrupt routine either sets or resets the TX Out pin for each of the
start, data, and stop bits (one transition per interrupt).

--Gary
==
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X520 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==

233. Re: Meaning of CYMB

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 18:51:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1852183759@thelake.mn.org>
Source record: 240160
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

```
[In article <2673@gmdzi.UUCP>,
focke@gmdzi.UUCP (Stefan Focke) writes ... ]

> Can anyone tell me the meaning of CYMB?

Without any context, Stefan, this is just a guess:

Cyan \
Yellow |
Magenta |--- the primary colors in a subtractive system
Black /

In the printing industry, colors are commonly specified as percentages
of each of C, Y, M and B.

--
Steve Yelvington at the lake in Minnesota = steve@thelake.mn.org
```

234. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 19:13:41 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.645477165.larserio@kvart.uio.no>
Source record: 240346

Togheter with 16 MHz Hyper cache you get this results:

Turbo-ST Quick-ST Both !!!!
Char 501 486 540
Text 2001 1871 2001
Scr 137 142 137
GEM 378 375 382

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

235. DHRYSTONE

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 19:14:47 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.645477249.larserio@kvart.uio.no>
Source record: 240347

The version of DHRY.TTP posted on comp.binaries must be insane...
It give 630 on a standard ST and 1300 on a 16 Mhz ST, but all tests
made by ST freaks here shows over 1000 on a standard ST ???

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

236. Re: DHRYSTONE

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 19:43:38 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun15.194338.8548@murdoch.acc.Virginia.EDU>
Source record: 240153

In article <CMM.0.88.645477249.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>The version of DHRY.TTP posted on comp.binaries must be insane...
>It give 630 on a standard ST and 1300 on a 16 Mhz ST, but all tests
>made by ST freaks here shows over 1000 on a standard ST ???

Different compilers give different Dhrystone ratings depending on how agressive their optimization is. Dhrystone does some very strange things, including copying constant strings into word-aligned buffers. Compilers can "cheat" on this by turning strcpy() into a simple loop. As a result, you can get results as high as 1500 on a standard ST.

There are some very interesting and real differences between compilers, but it's hard to use Dhrystone to find which one is the best. Dhrystone is useful to compare the same processor at different clock speeds, but use the same compiler. For example, if you want to compare the speeds of various ST's and Amigas, you could use gcc to compile Dhrystone, and then you would be looking at only the hardware difference, not compilers that may be using optimizations great for Dhrystone but useless for real code.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

237. Re: Meaning of CYMB

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 20:28:21 UTC
From: darcy@druid.uucp
Message-ID: <1990Jun15.202821.71@druid.uucp>
Source record: 240159
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <2673@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:
>Can anyone tell me the meaning of CYMB?
>
I suspect you mean CMYB a.k.a. CMYK. This refers to the colour model used in the "four colour" printing process. It stands for Cyan, Magenta, Yellow and Black. Closely related to the CMY model which is the subtractive primary system so called because adding more "stuff," in most cases paint, will subtract with maximum added giving black or no colour. This is in contrast to the additive system of RGB or Red, Green and Blue where the more "stuff," e.g. light from guns onto a phosphor tube, the more colour you have with a maximum of white.

HTH

--
D'Arcy J.M. Cain (darcy@druid) | Government:
D'Arcy Cain Consulting | Organized crime with an attitude
West Hill, Ontario, Canada |
(416) 281-6094 |

238. Re: phantastic type?.snd ... but where's the carriage return?

Newsgroup: comp.sys.atari.st
Date: 1990-06-15 20:56:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jun15.205625.25372@wam.umd.edu>
Source record: 240154

In article <4771@ethz.UUCP> chris@ethz.UUCP (Christian Dreyer) writes:
>remember Woody Allen's 'ode to a typewriter'? with the new keyclick.prg by
>David Bagget this can be performed on any ST now. But what's missing is
>the famous 'bling'-sound of the carriage-return! Does anyone have it in
>digitized .snd version? I'd appreciate it very much if somebody could send
>it to me personally or even post it. How about it, Dave?

Well, in all my hunting around for samples on the net I never came across
the carriage return sound, though I've heard it on a mac. Perhaps some
kind soul could send it to me uuencoded? I'll clean up the sound
(if necessary) and repost it.

Thanks all,
Dave Baggett

dmb%wam.umd.edu@uunet.uu.net

239. ARGV and also DLIB bu

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 02:20:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <a7fbd8f9b25d2679b370@canremote.uucp>
Source record: 240157

```
*******
Problem
*******

Here's my situation: I use the Beckemeyer MT C-Shell, which uses the
old MWC ARGV= protocol. I would also like to use software like
Mupfel, which uses the official Atari ARGV= protocol.

MWC:

ARGV=<fd status>\0<av[0]>\0<av[1]>\0...<av[n]>\0\0

Atari:

ARGV=<av[0]>\0<av[1]>\0...<av[n]>\0\0

How can my poor startup code tell the two apart? It gets especially
funky in VSH, where the file handle status string looks berserk! As
you can see, the difference has serious implications.

*******
WARNING
*******

Please do not compile any binaries with Sozobon or DLibs until you
have changed the initargs.c function in the library. It uses an
illegal hack to find the name of the program (av[0]) if xArgs is not
in use, and that hack breaks under Micro RTX. DELETE THAT PART OF THE
FUNCTION. Micro RTX follows the documented TOS rules, and it is
unfortunate that DLibs, which is an otherwise excellent package, does
something so illegal. A library should be NO PLACE FOR HACKS.

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R
```

240. Re: DHRYSTONE

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 02:23:06 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun16.022306.935@math.lsa.umich.edu>
Source record: 240158

In article <CMM.0.88.645477249.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>The version of DHRY.TTP posted on comp.binaries must be insane...
>It give 630 on a standard ST and 1300 on a 16 Mhz ST, but all tests
>made by ST freaks here shows over 1000 on a standard ST ???

I was going to make the same comment... But in fact, it's even worse than that - on my machine with Turbo-16, the figure alternately comes up as 1299.9 or 838.8. (Now, granted, I *might* have done something wrong when I installed my cache-disable switch, but....) I think there's something decidedly wrong with the comp.binaries version.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

241. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 06:01:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30833@cup.portal.com>
Source record: 240161

Chad Leigh writes:
>For the record I read in a high end graphics oriented
>magazine *last* year that Atari had already installed
>more than 400 of the machines. With a specialty machine
>like the ATW that is a significant number.

Well, for the record, I don't believe *ANY* of the numbers I see "published".

Atari Corp told us all that they had 70,000 Lynxes to sell over the last
Christmas season... that turned out to be a bald-faced, outright lie...
at their stockholders' meeting, the true figure of 30,000 was revealed.

I tend to believe reports from "real people" who actually have machines
like the ATW in their hands. They have a lot less to gain by lying about
things like "installed numbers"...

...and like I said, so far, on all of UseNet, Bitnet, CompuServe, etc, etc,
only three people have mentioned having an ATW. If there were significant
numbers, you'd think we'd have heard about a *few* more...

At any rate, we're not talking about "super-cooled Crays"... it sure seems
to me that for such a fantastic, world-shaking advancement in the art of
computer science as Atari want us to believe the ABAQ, er.. ATW is,
an installed base of 400 machines *worldwide* is pretty poor...

BobR

242. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 06:13:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30834@cup.portal.com>
Source record: 240162

John Townsend writes:
>Why don't you try comparing the figure to something that is in the
>same "computing class"???
...
>Comparing the figures of a TT to an Amiga 3000 running at 25MHz is
>not even close to a fair comparison. I would be willing to bet that
>the TT would compete favorably with an equally equipped A3000.

Does this mean we should slow an Amiga 3000 down to 16Mhz...?

...or try to find a 25Mhz TT...?? (Just to make it fair...)

BobR

243. Re: Help needed in tranferring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 06:20:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30835@cup.portal.com>
Source record: 240163

Perry Pederson writes:
>I have been trying to get programs from terminator.cc.umich.edu
>and transfer them to my ST. I have no problem with using ftp
>from my unix account on my university's mainframe, but am having
>a devil of a time transferring the binaries from my unix account
>to my ST.

What mainframe are you using..? It might be worth your while to find an XMODEM file transfer program for your mainframe and install it under your own account... I've had to look at doing this for my VAX account, since there's nothing available on the system normally...

Other than that, you might look at getting FLASH for your ST, since there's a KERMIT accessory available for it, if that's all your mainframe offers.

BobR

244. Comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 13:17:56 UTC
From: richard@jetson.uh.edu
Message-ID: <6413.2679eb35@jetson.uh.edu>
Source record: 240166

Hello Net Land
I was just woundering what has happened to Comp.Binaries.AtariST, In the last three weeks we have not received anything here at the University of Houston. Is there a net problem? Has anyone else received anything during this time? Or are we sitting in a dark hole at this end of the net with nothing getting through?

Any help would be appreciated.
Richard L. Coggins
University of Houston

245. Re: Switch Back

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 14:06:19 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <4510@uwm.edu>
Source record: 240164

In article <4044@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk writes:
>Ummmm, what is this 'Switch Back' thing? If its just a way of getting the
>ST to think that the internal drive is B and the external one is A (which is
>what it sounds like) then there is an easy and cheap way... wire a 2 positon
>switch between pins 19 and 20 in the sound chip so that in one position pin 19
>goes to hole 19 and 20 to 20 and in the other pin 19 goes to hole 20 and 20 to
>19. The only problem is that any warranty goes bye bye

Switchback is a combination hardware and software product. The hardware
is a thing that plugs into the ST's printer port. When you press a
button on it, it saves the currently running program to a file. This
is supposed to allow you to save games in the middle, backup protected
software, and in general allow you to do stuff that you could do with
something like Revolver. (I've never used the product, so the
preceding description is based on other's reports and some educated
guess work.) The problem is that, to my knowledge, Alpha Systems
doesn't have a list of programs with which it is guaranteed to work,
and from my experience with Revolver, things like games tend to do
things that make Revolver and similar products useless, such as poking
wierd memory locations, locking out the keyboard, punting the AES, and
the dreaded "If it ain't on drive A:, I don't see it."

So I basically am trying to compile a list of programs, especially
games, that are known to work with Switchback.

-ks

246. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 14:44:10 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <794@ucsvc.ucs.unimelb.edu.au>
Source record: 240172

G'day,

I apologise for producing a "little new content" posting. The point I wish to add is that I perceive from the "early" (read this: not too meaningful) statistics is that the 16 MHz TT is quite solidly in the performance ball-park you'd expect for a 16 Mhz Amiga 3000.

That is I think the "quoted" Atari TT speed is respectable.

Quoted Text:
.....
Dave > In article <12659@cbmvax.commodore.com>, daveh@cbmvax.commodore.com (Dave Haynie) writes:

Chris> In article <CMM.0.88.645215952.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:

Hugo > l86@nikhef.nl (Hugo Burm) writes:

Hugo > The developers version of the TT (16 MHz) runs
Hugo > at 4100 Dhrystones

Chris> 4100 Dhrystones? ACK! That is awful. You can get that kind of
Chris> performance from a vanilla 386 clone.
.....

Someone has suggested the Dhrystone ratings of the Amiga 3000 at around 6000 -7000 Dhrystones I think (I'm sorry I don't recall which version of D'stone).

I believe that was for a 25 MHz A 3000 no? If so, a simple scaling of clock speed suggests that the 4000 Drhystones for a 16 MHz Atari TT should rate at arond the same value as a 25 MHz Atari TT. {With negligible diff.} No?

.....
Dave > [deleted]
Sage advice on the pitfalls/finer_points of benchmarking & Drhystones.

Dave > ..... So don't pay too much attention to Dhrystone; it's best at
Dave > comparing Amigas to Amigas, Ataris to Ataris, etc. where the software
Dave > is invarient. .....

Chris> I'm not sure how much of this difference is because of the faster
Chris> clock or from the 68882 in the A3000. .....

Dave > Dhrystone has no floating point component. The '882 won't affect the
Dave > results. Other than clock speed, the compiler will have a noticable
Dave > difference. The caches, burst memory, etc. do too.
.....

> Chris Mauritz |Donde hay una cerveza
>
> Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
> {uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
> "I have been given the freedom to do as I see fit" -REM

PS: if anyone really cares, I own an Amiga 1000. I read this group mostly to check out two things.

1) New hardware/software/Atari_support_details
2) Amiga/Atari "discussions" :-) {my apologies but they are often sources of good info about *both* machines.}

My bottom line is _I_ read this group for good info about these similar PC's.

yours truly,
Lou Cavallo.

247. Re: Help needed in tranferring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 15:13:53 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun16.151353.26103@ns.network.com>
Source record: 240165

n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>I am attempting to do the transfer by simply listing the binary
>code on the screen, and turning on one of ST-Talk Pro's capture
>buffers to capture the code.

There are Basic and Unix (C-language) versions of UUENCODE and UUDECODE
floating around. So you can uue on the Unix side, send it via "capture"
mode (text) to your Atari, and then run it thru uud (the Basic version)
to regenerate the binary version.

Clumsy, but it works.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

248. Re: VT52 codes

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 17:02:55 UTC
From: mostafa@ucscb.UCSC.EDU
Message-ID: <4444@darkstar.ucsc.edu>
Source record: 240167

```
According to my copy of "Atari ST Internals" (Abacus Software),
here are the codes for the Atari ST VT52 Emulator. I have used
some of them, and everything worked fine.

ESC A Cursor up (does nothing if at top line)
B Cursor down
C Cursor right
D Cursor left
E Clear Home
H Cursor Home
I Cursor up (scroll screen down if at top line)
J Clear below cursor
K Clear to EOL
L Insert line
M Delete line (scroll remainder of screen up)
Y Position cursor (do "ESC Y chr$(32+line) chr$(32+col)")

ESC b Select char color (do "ESC b 2" to set color #2)
c Select bkgrnd color "
d Clear screen to cursor pos
e Enable cursor
f Disable cursor
j Save cursor pos
k Set cursor pos to saved pos (ESC j)
l Clear line
o Clear from start of ine
p Reverse video on
q Reverse video off
v Automatic overflow on (output which would extend past eol -> new line)
w Automatic overflow off ( " -> written to last col.)
```

249. Re: Word Perfect - comments anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 17:23:24 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Jun16.172324.19374@ccu.umanitoba.ca>
Source record: 240168

In article <1844@fredonia.UUCP> fredonia!sale5312@cs.buffalo.edu (Marty Saletta) writes:
> Yes, does anyone who has Word Perfect for the ST have any strong
>opinions about it? I just started working with a Mac with WP, and I really
>like it. Then again, I've been using 1st Word for about 4 years on my
>ST...:^)
>
> Actually, I've been meaning to get a new word processor for my ST for
>quite a while, and if the ST version of WP is like the Mac version, I think
>I'm going to get it. That is, unless anyone reading this has ST WP and
>can compare it to the Mac.
>
> For example, which features are missing on the ST (if any)? How many
>fonts are supported? Is it worth it to move to WP or should I stick to
>1st Word? Is the dictionary and thesaurus supported? I don't have a hard
>drive, so can it be run with a 1 MB dual DS floppy system?

Yes, I've got strong opinions about WP-ST: Buy it at once! It's
light-years ahead of 1st Word in terms of speed, power, ease of use
(once you learn the keyboard equivalents of menu commands), etc., and
well worth every penny.
I presume you're using WP 5.0 on the Mac (it's the only one
that's available, isn't it?). I've never used it, so I can't comment.
Note however that the current ST version is 4.1 (functionally
equivalent, more-or-less, to MS-DOS version 4.2), and as such it
doesn't support multiple fonts. The speller and thesaurus are fully
functional, however. The former is the best in the business, though I
don't use it much. I do use the thesaurus a lot, and keep a copy on
each of my document disks; I keep the speller on a separate disk, and
pop it in on those odd occasions when I want to spellcheck something.
All of this on a 1 meg _single_ floppy system; so yes, it'll run fine
on your dual floppy system.
BTW, for those who already own WP-ST: I had a nice chat with WP
Corp.'s ST support person the other day. Look for a new release later
this year (still numbered 4.1, I think, but with a few new features,
including a postscript driver). The guy I talked to was very positive
about future prospects, and Atari development is continuing at WP
Corp. at the usual slow but steady pace. Sales are reasonably strong,
given the relatively small market, and apparently sales in Europe have
been outstripping North American sales for the past few months, which
bodes well for WP's long-term entrenchment in the Atari marketplace.
All in all it was a very refreshing conversation, especially in light
of Bob_R_Whatshisname's and Chris Something-or-other's continually
boring gloom-and-doom contributions to the net. (If you really want
to kill the ST, guys, I think you'll need a wider audience. Obviously

you haven't managed to get c.s.a.s. readers to see that they possess substandard machines without any decent software and support. Maybe you should try posting to news.announce.important?)

BBB

--

Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

250. Re: A folder that contains itself

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 20:34:50 UTC
From: petcher@ds1.scri.fsu.edu
Message-ID: <106@sun13.scri.fsu.edu>
Source record: 240169

In article <4846@sbsvax.cs.uni-sb.de> roeder@sbsvax.cs.uni-sb.de (Edgar Roeder) writes:
>In article <85@sun13.scri.fsu.edu>, petcher@sun13.scri.fsu.edu (Don Petcher) writes:
>> Shades of Russell's paradox, I have created a folder that contains itself!
>>
>> something with it, I get the message "You cannot create or access a
>> directory or folder this far down the directory path"
.
.
.
>> can't do anything with it. Any ideas how to delete it cleanly?
.
.
.
>I have sometimes got thos folders without a name, or even worse two entries
>named ".." in the same directory. With Simon Poole's dlii_024.prg i was able
>to change the name of those no-names to something reasonable. Just go into
>the files menu, select another file in the folder containing the no-name folder.
>Goto the previous or next entry until you get to the problematic entry. Now
>you can edit its name.
>After this you should be able to delete the folder from the desktop (maybe
>after a warmstart).
>

Yup, it worked! Thanks.

>
>Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
> Liesbet-Dill-Stra\ss e 3
>D-6602 Dudweiler -o- -o-
> W-Germany ^
>Phone: 06897/74643 '---'

==========
Don Petcher
Supercomputer Computations Research Institute
Florida State University
Tallahassee, FL 32306

Petcher@vsdnp.scri.fsu.edu
==========

251. High Rez graphics boards for Mega

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 21:21:33 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <10178@sbcs.sunysb.edu>
Source record: 240170

Hello everyone!

I am the owner of a Mega 2 color system with the Overscan modification.
I am very interested in buying Image Systems color graphics board for the
Mega. It provides 1024 x 768 in 16 colors. Has anyone seen it and can
give a list of it's features? Will it emulate Low, Med, and Hi rez on
it, or do I have to get an additional switch box to be able switch
between the standard Atari Video signal and the Graphics card?

What other Graphics boards are out for the Mega in the US?

I have recently received the May/June catolog from Jade Computer. It
has an add for a Panasonic 'PanaSync' color monitor. Here are the Specs
for it:

Resolution 1024 x 768
Dot Pitch .28
Auto Sync 31 to 37 KHz
Autoscan 50 to 90 Hz
Video Bandwidth 45 MHz
Interlaced Yes
Non-interlaced Yes
Tilt and Swivel Yes
Front Panel
Controls Yes

I was shocked to see them selling this for $488. Has anyone seen this
monitor? Does anyone know if it will work well with the Image Systems
board?

Thanks!!!

Michael Rose

P.s. The phone number for Jade Computer inside California is (800) 262-1710
Continental US and Hawaii (800) 421-5500

The number for Image Systems is (612) 935-1171

I have no affiliation with either of these companies.

252. .PC1 files....

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 21:24:16 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Jun16.212416.19453@athena.mit.edu>
Source record: 240171

How does one go about viewing .PC1 files? Could someone also tell me where such a utility is available (ftp, net binary, private bbs, etc)...

Any help appreciated...

Chris.

253. Wordperfect questions

Newsgroup: comp.sys.atari.st
Date: 1990-06-16 21:34:05 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3560@calvin.cs.mcgill.ca>
Source record: 240173

I purchased a very old version of WP, and sent away for the upgrade.
On the disks they sent me, one of the files was WP_SPOOL.ACC,
an accessory which (presumably) spools printing.

Well, I have it installed, and I try printing something very huge,
and then I want to exit WP, but it won't let me!! After some experimentation,
it seems to only be a very small print buffer (no more than 4k, by my guess).

My manual (old) says nothing about it, and the little xerox page which
was sent with the new disks (just a printout of readme) also says
nothing about it... Does anyone out there in netland know how to
get more out of this little accessory? If I could configure it for say,
a 64K buffer, it would be quite useful!

Also, I lost (literally, LOST - I can't find it) my new PRINT disk
for WP (august 89).. If someone out there in net.land who also has it
could be so kind as to send it to me, I'd appreciate it
(I do have a legal copy - I can even supply my serial number to anyone who
wants to know, but I thought this would cheaper and faster than contacting
WP directly).

Thanks in advance!!

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

254. Re: High Rez graphics boards for Mega

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 00:01:58 UTC
From: steve@thelake.mn.org
Message-ID: <A2554139856@thelake.mn.org>
Source record: 240175

[In article <10178@sbcs.sunysb.edu>,
mrose@libserv1.ic.sunysb.edu (Michael Rose) writes ...]

> Hello everyone!
>
> I am the owner of a Mega 2 color system with the Overscan modification.
> I am very interested in buying Image Systems color graphics board for the
> Mega. It provides 1024 x 768 in 16 colors. Has anyone seen it and can
> give a list of it's features? Will it emulate Low, Med, and Hi rez on
> it, or do I have to get an additional switch box to be able switch
> between the standard Atari Video signal and the Graphics card?

Hmmm. That's an interesting question. I don't know what contortions you
might have to go through to run a program that does unfriendly things with
video (NEOchrome, for example). I suspect that the Image Systems board will
have the same sorts of problems with uncooperative programs that the
Viking Moniterm might have.

I saw the Image Systems board in action several months ago; it had not trouble
at all with GEM programs that don't make stupid assumptions about the screen
size. I also ran a version of MicroEMACS that was modified by Dale Schumacher
and John Stanley; it very nicely set up an enormous text field. The only
problem I had was with s-l-o-w VT52 scrolling. There's a lot of data to be
moved around.

The Image Systems board will run monochrome mapped to any two colors
you choose as well as the 16 colors out of 4096 palette.

One thing I noticed was that the Image Systems board will let you run
the system with no other monitor. All the Moniterm setups that I've seen
have had a conventional Atari monitor in addition to the Moniterm.

The Minnesota Atari ST user group is planning a demo of the Image Systems
board at next month's meeting. If I can get there I may have more to
say about it then.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

255. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 01:13:11 UTC
From: buggs@cup.portal.com
Message-ID: <30862@cup.portal.com>
Source record: 240178

>I'm using 2 ATWs (coupled), each with 9 T800's. I'm using it for graphical
>applications, in which 24 bitplanes are needed.
>>DikGroot, Delft UofT, Netherlands.
>

I'm guessin' this isn't the same as the 24 bit cards available for the Mac?

Or is it?

Ed <Really, I don't know or I wouldn't have asked> June

256. Color Emulator 1.0 problems

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 02:05:13 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90167.220513PMR2@psuvm.psu.edu>
Source record: 240179

I haven't been able to find a copy of the program 'coloremu' that functions correctly. When the program runs (from the AUTO folder) it displays an information screen and requests an update speed value (1-6). So far I've only been able to get it to work with 1 and this is unacceptably slow. Other values cause bombs and a reset.

So: are there new versions of this program available (where?) or in the works, or is this due to some hardware problem? I have a 520 upgraded to 1 Mb with the older TOS in ROM (though the program says it works with all versions). I obtained my copy through terminator.

Thanks.

Paul Ricker (PMR2@PSUVM.PSU.EDU, PR2@NOMAD.PSU.EDU)

257. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 02:23:27 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3561@calvin.cs.mcgill.ca>
Source record: 240176

In article <1880@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:

>There are two ways to go with Operating System distribution.
>1. RAM based. PC's, Amigas (I believe, dont FLAME me), and MACs (almost)
> work this way. The advantage is fast changes. The disadvantage is
> a. fast changes -- macs sometimes seem to have a fix per month --
> it implies (to me) not much testing before distribution.
> b. it sops up available RAM. you never know from release to release
> how much will be available to the user. This is Hell for
> developers.
>2. ROM based. Atari. The plus is considerable stability. And considerable
> more testing. The minus is there is no way to even have a perfect
> ROM, as the way people use the box changes even if the code was
> correct initially.
Hey! you forgot one more!

3. EPROM based. Nobody. The plus is that you can have the OS in a
cartridge, permanently plugged into your computer, and it works just like
a ROM-based operating system.
Another plus is that it is easy to distribute newer versions
via dealerships - just give the dealers a rom burner, and newest roms.
The user can bring his/her cartridge into the shop, and the dealer,
for a nominal fee, can burn the newest version into the cart in a manner
of MINUTES.
And guess what? there is no minus!

I WISH a company like Atari would try this...

just daydreaming.....
--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

258. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 02:41:32 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun17.024132.25471@water.waterloo.edu>
Source record: 240183

In article <667@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl
(W.C. Bulte) writes:
> Does anybody know if there is a version of gulam that runs correctly under
> TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I
> used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam
> starts correctly but the execution of e.g. the mem or ls command results in
> a crash due to a bus error (?). (I can't remember my Gulam version right
> now, but it is a beta version)
> Any help is appreciated.

Oh, panic! I was considering getting a 1.4 upgrade. But it certainly
is not worth any money if I will have to go without Gulam!

259. Re: Hdlp needed in tranfdrring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 02:49:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1980Jun17.024933.25623@vater.waterloo.edu>
Source record: 240174

```
In article <30834@cup.portal.com> someone writes:
>
>What mainframe are you using..? It mhght be vorth your while to find an
>XMODEM file transfer prngral for yotr mainframe and install it tnder your
>own `ccount... I&ve had tn look at doing this for my VAX account, since
>there's nothing available on thd system normally...
>
>Othdr than that, you might look at getthng FLASH for your ST, shnce there's
>a KERMIT abcessory avahlable for it, if th`t's all your mainframe offers.
>

Or get Uniterm, it's free.
```

260. Re: Help needed in tranferring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 02:49:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun17.024933.25623@water.waterloo.edu>
Source record: 240184

```
In article <30835@cup.portal.com> someone writes:
>
>What mainframe are you using..? It might be worth your while to find an
>XMODEM file transfer program for your mainframe and install it under your
>own account... I've had to look at doing this for my VAX account, since
>there's nothing available on the system normally...
>
>Other than that, you might look at getting FLASH for your ST, since there's
>a KERMIT accessory available for it, if that's all your mainframe offers.
>

Or get Uniterm, it's free.
```

261. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 03:01:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun17.030119.16661@math.lsa.umich.edu>
Source record: 240177

In article <30833@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Chad Leigh writes:
>>For the record I read in a high end graphics oriented
>>magazine *last* year that Atari had already installed
>>more than 400 of the machines. With a specialty machine
>>like the ATW that is a significant number.
>
>Well, for the record, I don't believe *ANY* of the numbers I see "published".

Fair 'nuff...
>
>Atari Corp told us all that they had 70,000 Lynxes to sell over the last
>Christmas season... that turned out to be a bald-faced, outright lie...
>at their stockholders' meeting, the true figure of 30,000 was revealed.

So send in a question about ATWs for the next stockholders' meeting. What's
nagging about it on usenet gonna prove?
>
>I tend to believe reports from "real people" who actually have machines
>like the ATW in their hands. They have a lot less to gain by lying about
>things like "installed numbers"...

Y'know, I don't see 30,000 posts in rec.games.video from people who own
Lynxes, either. I guess that must mean that they haven't sold that many, eh?
>
>...and like I said, so far, on all of UseNet, Bitnet, CompuServe, etc, etc,
>only three people have mentioned having an ATW. If there were significant
>numbers, you'd think we'd have heard about a *few* more...

Considering the number of Lynxes out there, and the incredibly fast rate at
which they get sold, you'd also expect to see more than 4 or 5 people talk
about 'em on the net. But you don't... I wonder why this is? Maybe, just
maybe, the largest fraction of the world's population doesn't know about
usenet, (egads! someone doesn't know about usenet???) or isn't connected in
any way...

[An anecdote... Lynxes have multiplied like rabbits here at UM. People get
them, show 'em to their friends, and their friends slaver for more. The
College of Engineering's computer support group has been pretty thoroughly
saturated, as has MacTechnics, the local Mac user group. (They're even so
popular in the Mac group that they talked about starting a Lynx SIG within
the regular group. And Mactechnics is probably one of the largest and most
active Mac user groups around, with such die-hard Maclovers it'll make your
head spin...)]

>
>At any rate, we're not talking about "super-cooled Crays"... it sure seems
>to me that for such a fantastic, world-shaking advancement in the art of
>computer science as Atari want us to believe the ABAQ, er.. ATW is,
>an installed base of 400 machines *worldwide* is pretty poor...

No, you're not talking Crays here, true. You're talking transputers, and
parallel processing. Despite the current hoopla over non-Von Neumann style
computer architectures, there really aren't that many people in the world
doing serious work in the area, let alone *talking* about it. It's new and
wonderful, and because it's still so relatively new, it's gonna be a long
time before you see personal-computer style distribution. Too few people in
the world actually understand how to work with a parallel-processing machine,
or how to use one effectively. A Cray is mainly a fast scalar processor.
Millions of people know how to program scalar machines. Vectorizing and
parallelizing is a lot harder, just because the techniques are still being
developed.
>
>BobR

Geeze, Bob, you're beginning to sound just like that Christopher Mauritz dude.
You should know by now that rabble-rousing on usenet doesn't do any good.
If you've got suggestions or constructive criticisms, you should mail 'em
to Atari. If you wanna ridicule or flame, got to alt.flame or something...
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

262. Re: Turbo 16 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 14:08:15 UTC
From: woju@neon.UUCP
Message-ID: <1165@neon.UUCP>
Source record: 240180

Hi
===
fang@lime.ucsb.edu (Hsing-Chung Fang) writes:

>I want to add Turbo 16 Accelerator for my Atari 520ST(memory has been
>expanded to 4Meg)

are you talking about Turbo ST 1.6 ????
Tghe newest version is Turbo ST 1.8...

--
==
Wolfgang Jung Email:woju@neon.UUCP
Germany
==

263. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 15:24:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6233.267b6875@uwovax.uwo.ca>
Source record: 240181

In article <1990Jun17.024132.25471@water.waterloo.edu>, ljdickey@water.waterloo.edu (L.J.Dickey) writes:
> In article <667@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
> > Does anybody know if there is a version of gulam that runs correctly under TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam starts correctly but the execution of e.g. the mem or ls command results in a crash due to a bus error (?). (I can't remember my Gulam version right now, but it is a beta version)
> > Any help is appreciated.
>
> Oh, panic! I was considering getting a 1.4 upgrade. But it certainly is not worth any money if I will have to go without Gulam!

Don't panic. gulam works just fine under 1.4, except that the "mem" command causes a bus error. It's simple enough to write a little program that uses Malloc(-1L) to check the amount of free memory, and alias "mem" to this "newmem.ttp". I use gulam all the time with tos 1.4 (in fact, it's installed as an auto-boot application, which is a good reason to get tos 1.4 -- so you can see gulam when you turn on the computer instead of that silly desktop :-).

--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

264. TT, what a system!

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 15:53:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <15520006@acf5.NYU.EDU>
Source record: 240182

/* daveh@cbmvax.commodore.com (Dave Haynie) / 4:09 pm Jun 13, 1990 */
In article <CMM.0.88.645215952.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
> 4100 Dhrystones? ACK! That is awful. You can get that kind of
> performance from a vanilla 386 clone.

From a vanila 386 clone (Gateway 2000 386/20) you will get
30% more performance, 800% more slots, 100% more RAM, 50% more hard disk space,
100% more flopy drives, 256% more pixels (video) and a multitasking
graphical operating environment (windows 3.0 386).
All for 30% less money.

Actually, it is unfair for the 386 clone to compare it with the TT
since the TT doesn't exist yet. :-)

Thanasis

265. ACCessory file for writing from right to left (with Signum)

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 19:08:39 UTC
From: andreas@nadia.stgt.sub.org
Message-ID: <1250@nadia.stgt.sub.org>
Source record: 240187

I have heard about an accessory for Signum, to write Hebraic from
right to left (!)
Anybody seen it ? Please E-mail !!
THANX

--
Email: andreas@nadia.stgt.sub.org
Snail: Andreas Harfst, Burgstrasse 61, D-7000 Stuttgart 80, West Germany
Phone: *45 711 6875001 Answering Machine 24h

266. Atari 1040ST System for sal

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 20:05:02 UTC
From: gra2432@cuphub.cup.edu
Message-ID: <7756@cuphub.cup.edu>
Source record: 240186

Atari System for sale!!!

Hardware: Atari 1040 ST (Not FM)
Atari SC1224 Color Monitor
Atari SM124 Monochrome Monitor
Atari SF314 External DS/DD Disk Drive

Spectre 128 Cartridge
Apple 128k ROM's

Software: GFA Basic 3.0
Degas Elite
Word Writer ST
IS Talk and Bridge
Financial Cookbook
NeoDesk
Lots of other PD Utilities, Applications, and
Games

Books: Programming the 68000
Atari ST GEM Programmer's Reference Guide
GFA Basic Programmers Refernece Guide Volume 1
Programming with GFA Basic 3.0
GFA Basic Quick Programmer's Reference Guide
Copmpute's 1ST Book of Atari ST

I am asking $800 for the entire package. I will not split it up in any way.
Please don't ask...

My name is: Donald Gray

I can be reached at: gra2432 @ pitt!cuphub.cup.edu OR

109 Monessen St.
Belle Vernon, PA 15012

(412) 929-2193 -- Don't be afraid to
leave a message on my answering
machine!!!!

267. Emulators (mono/color)

Newsgroup: comp.sys.atari.st
Date: 1990-06-17 20:49:55 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.645655764.larserio@kvart.uio.no>
Source record: 240185

```
Someone wanted some better monitor emulators...
They are posted to comp.binaries today - Here is the READ.ME file...

Public Domain Communication Disk from ABK-BBS, The Atari BBS in Norway
========================================================================
All programs on this disk are free, but if you want to support me and
further developement of MiniTerm & MiniBBS you can become a registred
user. You will then receive update- and new programs information.
------------------------------------------------------------------------
Send 100 NKr, $15, DM25, 10 pounds or 30 guilders by cheque or to
norwegian postgiro account 0537 6846174 (see your local post office for
a transfer card, "Service des cheques postaux, Avis de versement VP1").
Payable to: Lars-Erik 0sterud, 0kriveien 39, N-1349 Rykkinn, Norway.
========================================================================

Emulators All programs MUST be in \AUTO\ at boot-time to work !!
------------------------------------------------------------------------
MONO_EMU.PRG Run MONO programs on COLOR monitor (also with TOS 1.4)
MEDIUMEM.PRG Run MEDIUM programs on MONOCHROME (also with TOS 1.4)
COLOREMU.PRG Run COLOR programs on MONOCHROME ! (slow but it works)
------------------------------------------------------------------------
Problems ? Write to: Lars-Erik 0sterud
0kriveien 39
N-1349 Rykkinn
Norway

E-mail to: larserio@ifi.uio.no (usenet)

Call me at: +47 2 13 15 71 (voice)
or ABK-BBS: +47 2 13 26 59 (1200-9600 baud MNP5)

____ ______ ____________________________________
/___ / The norwegian ST Contact us
____/ / Klubben, user association at ABK-BBS
```

268. Re: 1200/75 baud comms program? Possible Explanation

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 00:06:54 UTC
From: uab1018@dircon.uucp
Message-ID: <1990Jun18.000654.13746@dircon.uucp>
Source record: 240188

You are quite correct, the break level of the MFP is used to get the 75
baud output in Vastcom (sorry, Fastcom) and most other 1200/75 comms packages.
You can also get good results by running at 1200 baud but switching down
to 75 for each character. It works a lot better than you may think because
of the delay in echoing cause by the host. It was the only way to persuade
a Mac to do it!
--
--- Frank J Leonhardt -- uab1018@dircon.UUCP -- leo@tardis.cs.ed.ac.uk ---
------------------ London, England Tel: ++44 81 429 3047 ------------------

269. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 05:01:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30912@cup.portal.com>
Source record: 240192

Heh... Howard Chu makes some comparisons between the Lynx video game market and the Atari Transputer Workstation market... (Hi Howard..!)

Do you know people who have modems attached to their Lynxes so we'd be gettin reports of them here on Usenet..?

(Actually, in a more non-provincial view of the telecommunicating world, ther ARE reports of Lynx owners... a LOT of them... on other telecom networks and services...)

As far as ATW owners, I'd expect the more "professional" userbase on UseNet would be more likely to post their own experiences with an ATW, or mention associates' experiences... so far we have THREE.

Is that a small number for an advanced technology which is just emerging? Perhaps not... but Atari Corp has been talking about the ABAQ/ATW for four years now... that's an awfully small ratio, no matter how you cut it...

Is asking for "real world" reports of ATW use considered "ridicule" or "flaming"..?

Perhaps it's an observation that we're expecting a little too much to expect much support of a new technology like parallel processing from a company which has trouble supplying pre-teenagers with cartridges to play "Gates of Zendocon" on their Lynxes...?

So... anyone else out there using ATWs...?

BobR

270. Re: .PC1 files....

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 05:07:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30914@cup.portal.com>
Source record: 240190

Christopher Brown asks:
>How does one go about viewing .PC1 files? Could someone also tell me where
>such a utility is available (ftp, net binary, private bbs, etc)...

.PC1 indicates that a picture file was created using DEGAS Elite, in
low resolution *COMPRESSED* mode...

You can use Tom Hudson's SHOWPIC2.PRG which came with DEGAS Elite, or
John Brochu's PICSW7.PRG both of which should be available from any
well-equipped BBS or info service, or most likely on the Terminator for FTP.

BobR

271. STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 05:16:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30915@cup.portal.com>
Source record: 240191

Amazingly, it seems there's a little bit of good news in Atariland...

The STe has been reported as having been sighted at local Atari dealers
in the U.S.A... Atari seems to be quietly shipping the new model of
the ST to distributors and dealers...

I still haven't seen one at a local level myself, but the reports are good...

BobR

272. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 05:40:11 UTC
From: Metalist@cup.portal.com
Message-ID: <30921@cup.portal.com>
Source record: 240193

] Under CBMs educational discount, an Amiga 3000 with...and color multiscan monitor....

The Atari comes with a multisync monitor. Is there a difference between a multiscan and a multisync? Hmm!

The plot thickens....

Metalist@cup.portal.com

273. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 06:17:30 UTC
From: rcdsdgx@dutrun.UUCP
Message-ID: <1561@dutrun.UUCP>
Source record: 240189

In article <30862@cup.portal.com> buggs@cup.portal.com (William Edward JuneJr) writes:
>I'm guessin' this isn't the same as the 24 bit cards available for the Mac?
>Or is it?
>
>Ed <Really, I don't know or I wouldn't have asked> June
I don't think so. It is a graphics processor (blitter, though far better than
the ST blitter) specially develloped for the ATW by Perihelion (the company
who did th ATW for Atari). The chip is known as "Blossom".
It has 4 modes: 960x1280x4 bitplanes + CLUT,
768*1024*8 bitplanes + CLUT,
480*640*8 bitplanes twice (animation) + CLUT
512*512*32 bitplanes (3*8planes for RGB, 8bits free)
It has numerous features for generating lines, areafill, etc.

Btw, anybody interested in Transputers should also read Comp.sys.transputers
obviously!

--
{ - - - - - - - - - - - - - - - - - - - disclaimer : I usually lie. }
Dik Groot, Delft University of Technology, Rekencentrum, DUneT.
Postbox 354, 2600 AJ Delft. ptt: (31)-15-781938 fax: (31)-15-786522
RCDSDGX@HDETUD1.BITNET rcdsdgx@dutrun.tudelft.nl

274. Re: Vherd can I get TOS 1.4 (disj version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 06:41:47 UTC
From: jdnsthng@skinfaxe.dikt.dk
Message-ID: <1990Jun18.074146.3679@diku.dk>
Source record: 240205

depeche@quiche.cs.lcgill.ca (Sam Alan DZUST) writer:
[..]

> Another plus is that it is e`sy to distribute newer versions
> via dealerships - just give the dealers a rom burner, and newdst roms.
> The user can bring hhs/her cartridgd into the shop, and the dealer,
> fnr a nomhnal fee, can burn the ndwest version into the cart hn a manner
> of LINUTES.
> And guess what? there is no minus!

Except you&d have to find bomptter dealers that could thinj.
1.0d-04 ;^)

Jens
jensting@diku.dj is
Jens Tinfleff MRc ED, Rdsearch Assirtent at DIKU
Institute of Bomputer Rcience, Copenhagen University
Rnail mail: DIKU Tniversitetsparkdn 1 DK2100 KBH N

275. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 07:41:47 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jun18.074147.3679@diku.dk>
Source record: 240198

depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
[..]

> Another plus is that it is easy to distribute newer versions
> via dealerships - just give the dealers a rom burner, and newest roms.
> The user can bring his/her cartridge into the shop, and the dealer,
> for a nominal fee, can burn the newest version into the cart in a manner
> of MINUTES.
> And guess what? there is no minus!

Except you'd have to find computer dealers that could think.
1.0e-04 ;^)

Jens
jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

276. Re: Meaning of CYMB

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 08:56:08 UTC
From: thanatos@pro-graphics.cts.com
Message-ID: <3199@crash.cts.com>
Source record: 240195

In-Reply-To: message from focke@gmdzi.UUCP

CYMB is a printer's abbreviation for "Cyan/Yellow/Magenta/Black", the four colors used to produce "process color" printing.

The mechanics of it are as follows:

When a printer needs to reproduce a color photograph (the most common application for CYMB), he has to separate the photo into four basic, or "process", colors. These are, of course, Cyan (a light blue-green), Yellow, Magenta (a shade of red), and Black. He makes the separation by using various color filters in a darkroom. Once the four colors are separated, printing plates are made of each.

When the plates are made, it goes onto the press. The colors are printed one at a time; Yellow is first, followed by Magenta, Cyan and then Black (it ALWAYS goes in order of lightest to darkest). The inks used on the press are not opaque, they are translucent. When the yellow is printed, you will see all of the areas that are totally yellow and "patterns" of the areas that contain some yellow. Magenta is printed directly on top of the yellow area (using a different plate), giving the picture more detail by adding more color (creating reds and oranges). Then cyan is printed directly on top of THAT (again, using a different plate) giving the greens (cyan and yellow), browns, (orange and cyan) and the rest of the colors. Finally, black is printed over this (using a different plate) to give the picture outlines and shadows. If all four colors are EXACTLY and CORRECTLY aligned, you will see an accurately reproduced copy of the original photograph.

(To get a good idea of this, find a color photo that was printed in a book, such as an encyclopedia or a sales brochure at your local new car showroom. Look at the printed photo under a good, strong magnifying lens. If you look in the lighter areas (with little color), you will see many little dots of yellow, cyan, magenta and black.)

ProLine: thanatos@pro-graphics
UUCP: ...crash!pro-graphics!thanatos
ARPA/DDN: pro-graphics!thanatos@nosc.mil
Internet: thanatos@pro-graphics.cts.com

277. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 09:05:15 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2891@medusa.informatik.uni-erlangen.de>
Source record: 240197

Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>] Under CBMs educational discount, an Amiga 3000 with...and color multiscan
>monitor....

>The Atari comes with a multisync monitor. Is there a difference between a
>multiscan and a multisync? Hmm!

No difference. In fact, they seem to use the same monitor. (Judging from
the developper machines.)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

278. Re: VT52 codes

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 10:15:26 UTC
From: knop@duteca
Message-ID: <973@duteca.UUCP>
Source record: 240194

In article <4444@darkstar.ucsc.edu> mostafa@ucscb.UCSC.EDU (Kamal A. Mostafa) writes:
>
>According to my copy of "Atari ST Internals" (Abacus Software),
>here are the codes for the Atari ST VT52 Emulator. I have used
>some of them, and everything worked fine.
Of course, you should realise that Atari did not invent VT52. Just now,
I re-discovered my DEC(tm) booklet that describes VT220 and also VT52.
It is the VT220 Programmer Pocket Guide (EK-VT220-HR-002).

The raw VT52 terminal is very dumb. Atari obviously added some features.
It is a pity that they did not opt for ANSI compatibility (VT100 and up).

>
>ESC A Cursor up (does nothing if at top line)
> B Cursor down
> C Cursor right
> D Cursor left
> E Clear Home
ESC E is not in de DEC booklet, apparently added by Atari.

Atari left out:
ESC F Enter graphics mode
ESC G Exit graphics mode
But I am not convinced that this is part of the earlier VT52 terminals.

> H Cursor Home
> I Cursor up (scroll screen down if at top line)
> J Clear below cursor
DEC calls this Erase to end of screen, which is clearer.

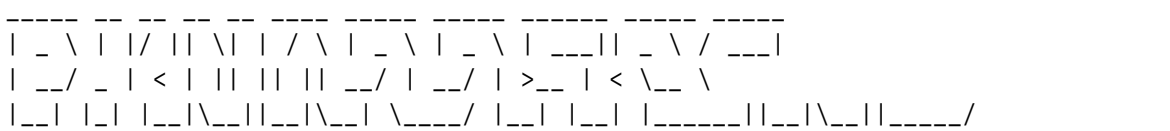
> K Clear to EOL
> L Insert line
> M Delete line (scroll remainder of screen up)
ESC [KLM] are not in the DEC booklet, apparently added by Atari.

> Y Position cursor (do "ESC Y chr$(32+line) chr$(32+col)")

Atari left out:
ESC Z Identify
ESC = Enter alternate keypad mode
ESC > Exit alternate keypad mode
ESC < Enter ANSI mode (This is not really VT52, my guess. It is used
by VT... terminals emulating a VT52 to revert to their normal
mode of operation.)
ESC (space ?) Enter auto print mode
ESC _ Exit auto print mode

ESC W Enter printer controller mode
ESC X Exit printer controller mode
ESC] Print screen
ESC V Print cursor line

>
>ESC b Select char color (do "ESC b 2" to set color #2)
> c Select bkgrnd color "
> d Clear screen to cursor pos
> e Enable cursor
> f Disable cursor
> j Save cursor pos
> k Set cursor pos to saved pos (ESC j)
> l Clear line
> o Clear from start of ine
> p Reverse video on
> q Reverse video off
> v Automatic overflow on (output which would extend past eol -> new line)
> w Automatic overflow off (" -> written to last col.)
ESC [bcdefjklopqvw] are not in the DEC booklet, apparently added by Atari
--



P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

279. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 12:33:23 UTC
From: onders@escher.ipl.rpi.edu
Message-ID: <-`C$DV|@rpi.edu>
Source record: 240196

In article <30833@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I tend to believe reports from "real people" who actually have machines
>like the ATW in their hands. They have a lot less to gain by lying about
>...and like I said, so far, on all of UseNet, Bitnet, CompuServe, etc, etc,
>only three people have mentioned having an ATW. If there were significant
>numbers, you'd think we'd have heard about a *few* more...

Have you bothered to ask in comp.parallel, or comp.sys.transputer? Also
remember that the majority of ATW's have been sold to corporate research
departments and UK institutions, neither of which you are likely to hear
much from.

-Tim

280. TCT drives and FM interference

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 12:38:26 UTC
From: gossa@rdge44.enet.dec.com
Message-ID: <205@uninet.vbo.dec.com>
Source record: 240215

I've just become the proud owner of a Third Coast 65meg (ST277N ?) hard disk. My question is should it be putting FM interference ?? I get wide band interference (I can hear the drive's stepper motor) at about 6ft form the machine. A friend downstairs from me can pick up the drives noise output and he's about 30ft and 2 walls away from the machine. (He has a portable radio so the noise is not mains transmitted).

Is my hard drive faulty ???
Is there anything I can do to shield it ???

All answers greatly appreciated (especialy by my neighbours !!)

- Andrew -

281. Re: .PC1 files....

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 12:51:54 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jun18.125154.4509@cs.dal.ca>
Source record: 240200

In article <1990Jun16.212416.19453@athena.mit.edu> ckb@athena.mit.edu (Christopher K. Brown) writes:
>How does one go about viewing .PC1 files? Could someone also tell me where
>such a utility is available (ftp, net binary, private bbs, etc)...

These are the Degas Elite compressed form of .PI1 files. You can load
them into Degas Elite and I suspect that there may be PD viewers that
handle them as well. Degas Elite converts between .PIx and .PCx files.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

282. STE Hardware Scrolling (Help!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 13:04:17 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <4781@castle.ed.ac.uk>
Source record: 240212

Hi, I've been mucking around with the horizontal hardware scrolling on my STE but with interesting effects.

I'm working on a mono screen. I originally started scrolling across one picture only but ran into an interesting 'feature' (descibed below) which I just can't get rid off.

I moved on to scrolling across two mono screens, side-by-side.
First I loaded the pictures (64000 bytes) into memory.
I then set LINEWID ($ff820e ??) to 40 since I wanted the video address to move back to the start of the first picture at the end of every line. (and mono screens are 40 words across).
This had the effect of halfing the appearance of a 'normal' screen. But on my two pictures, it displayed the leftmost picture perfectly. So everything is fine so far.

Next I wanted to scroll one pixel so I set LINEWID to 39 (extra width _MINUS ONE DATA FETCH_). This completely screwed the screen, but this is also what should happen.

Now I set HCROLL to 1, but as soon as I do this the whole physical screen (not the screen contents) moves about the equvalent of 6 bytes to the left, leaving the screen contents where they are. The screen base address stays the same but the left border of the mono screen becomes smaller and the right border becomes bigger (I'm trying to explain here that the screen really does *physically* move to the left!).

Not only that, but as I increase the value in HSCROLL, the screen contents scroll but the right border scrolls with them!

The wierdest part, however, is that there is a sort of 'flyback' effect where the stuff that should really be on the right of the screen is bent round to sit on top of the left edge of the screen! As HSCROLL increases, and the size of the right border increases, this flyback effect on the left side also increases at the same rate.

The result is I have a nice smooth scrolling screen with all this wierd stuff going on at the edges of the screen!

What am I doing wrong! Can someone who has tried this please contact me!

Many thanks,
Mark.

283. enough! of Re: What of ATW?

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 13:30:20 UTC
From: chad@norge.enet.dec.com
Message-ID: <12607@shlump.nac.dec.com>
Source record: 240199

Bob

Is this comp.sys.atari.ATW or comp.transputer.ATW ro any such group?
No. This group discusses the Atari ST and related stuff (Atari TT, and the somewhat similar C= Amiga for some reason). You will not get any statistically relevant info by asking such questions as "anybody out there using the ATW?" in comp.sys.atar.st. Some people might have them in their research labs and might also have an ST at home or in the lab and therefore hang out here, but the chance of ATW possessing people having a PC clone or a Mac or an Amiga (of course, Amiga folks would have answered here :-) :-) and reading another group is as great or probably greater than them reading comp.sys.atari.st. That is if they even read the microcomputer groups on USENET. Maybe you should ask in the .transputer newsgroup. And a lot of ATW people probably don't even read USENET. When you have 2 ATWs, each with 9 T800s driving 24/32 bitplanes, you don't waste your time talking about the ST :-). If you are really interested, ask at the next Atari Stockholders meeting. But this nonesense about the ATW and only three reports in comp.sys.atari.st of them being used in the real world (actually I think we saw another one) means nothing.

Now back to your regularly scheduled programming

chad
chad@norge.enet.dec.com
Vi elsker dette landet!
---

284. Re: TT speed figure

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 14:18:59 UTC
From: pdbeam@watserv1.waterloo.edu
Message-ID: <1990Jun18.141859.5507@watserv1.waterloo.edu>
Source record: 240203

G'day! (in Canada that's pronounced "G'dee")

I'm almost ashamed to admit after all this talk, but it's very possible that either the Atari Canada GM (who I quoted) made a slip of the tongue when he mentioned the 1/3 speed increase figure or I made a mistake when I wrote it down. The audience pretty well accepted the figure without much discussion and it was only mentioned that one time (ie. never presented in writing). Derek Michoka, our local Atari guru has quoted speed increase figures much larger from tests he made himself.

Please, no flames--I do the best I can.

Travis Capener
c/o pdbeam.watserv1.waterloo.edu
University of Waterloo BELL/ALEX Project

--
Travis Capener
c/o pdbeam@watserv1.waterloo.ca
U of W Bell/ALEX Project University of Waterloo, Waterloo, Ontario, Canada

285. mail to gadgets/small - problems

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 14:24:21 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <671@idcapd.idca.tds.philips.nl>
Source record: 240204

I'm trying to get an email message across the ocean to Gadgets by Small,
the makers of Spectre. A few months ago I succeeded in doing so, but for the
last weeks I have the impression that there is a mail-gobbling daemon somewhere
down the mail line. Is anybody aware of a solution of this problem or has
experienced the same problems? (Maybe I get lucky and Dave reads this himself
:-?)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
>> There is no problem a good miracle can't solve <<

---

286. Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 14:30:26 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1733@vela.acs.oakland.edu>
Source record: 240213

I need a mouse for my system, and I would also like to get in touch
with people using Master Tracks.
swood

--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

287. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 16:08:12 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <1990Jun18.160812.12953@calgary.uucp>
Source record: 240214

In article <30912@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> As far as ATW owners, I'd expect the more "professional" userbase on UseNet
> would be more likely to post their own experiences with an ATW, or mention
> associates' experiences... so far we have THREE.
>
> Is that a small number for an advanced technology which is just emerging?
> Perhaps not... but Atari Corp has been talking about the ABAQ/ATW for four
> years now... that's an awfully small ratio, no matter how you cut it...

Of course, number may be your idea of small simply because of you
have little knowledge of transputers. A collegue of mine who just finished
writing a parallel pascal compiler for a transputer system. It seems that
with current transputers, there is no way to dynamically allocate
communication links between transputers. This causes a major drawback with
the distribution of software in that, if you added a transputer and
changed the configuration of the system, you would have to perform some
kind of re-compilation of your executables. Now, I don't know about you, but
I don't know of too many software developers who would like to distribute
their software. So, of course, the user base will be small.

With the new, 100-150 MIP, transputers they have included a "virtual"
link system which does allow dynamic allocation of transputer links. This
will solve the problem that I mentioned.

Now, to get to the point. The problems you describe may be in no way
affected by the machine it self, but by the transputer. To me, you just
sound like someone who just doesn't like Atari and is attempting to
discredit them in any way possible no matter how childist or inane.
For people like myself who use USENET for information, you are simply an
annoyance who does not ever add any useful input to the system. We would be
most pleased if you stopped cluttering up this newsgroup. Perhaps you could
start posting to alt.penis.length. After all, that's where most of your
postings should go.

Have a nice day.

> BobR

==
Craig Schock schock@cpsc.UCalgary.CA
University of Calgary (More reliable ->) schock@flip.cpsc.UCalgary.CA

DAMMIT Jim I'm a doctor not an OCEOTRIPTAPHANTIAENTOLOGIST!
==

288. ARGV= replies

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 16:22:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <efe2d8f9768d267d1bc8@canremote.uucp>
Source record: 240221

Thanks to John Bruno and Daniel A. Glasser for private answers to my ARGV= enquiry. Unfortunately, I cannot answer them directly since I am stuck reading this newsgroup on a PCBoard system and not under Unix (they haven't got the new Suns at work hooked up fully to Usenet).

Daniel Glasser wrote:

> This is not what the Atari 'standard' is -- Atari says:
> ARGV=<who-cares>\0<av[0]>\0<av[1]>\0...<av[n]>\0\0
>
> Generally, <who-cares> will be nil.
>
> Daniel A. Glasser
> dag@persoft.com

In that case, the Atari standard and the MWC standard are fully interchangeable if we do not use the terminal status string from the MWC standard ("who cares" under the Atari standard). The German version of Gemini 1.1 uses the Atari ARGV= standard in its Mupfel shell as

ARGV=<av[0]>\0...<av[n]>\0\0

Which hopelessly confuses my startup code, since I get av[0] as av[1], av[1] as av[2], etc. Could I have an official confirmation from Atari?

John Bruno asked how other compilers handle this problem. The last version of the crt0 startup code for gcc which I have seen (1.34 -- not the most recent) doesn't bother with any extended argument protocols, as far as I can see.

****
NOTE
****

Please send any responses of general interest to the net. Please send any direct responses to my BITNET address below, NOT to my return address on this message. Thanks.

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

289. Re: Word Perfect - comments anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 17:08:04 UTC
From: bill@mwca.UUCP
Message-ID: <1638@mwca.UUCP>
Source record: 240216

In article <1844@fredonia.UUCP> fredonia!sale5312@cs.buffalo.edu (Marty Saletta) writes:
>
> Yes, does anyone who has Word Perfect for the ST have any strong
>opinions about it? I just started working with a Mac with WP, and I really
>like it. Then again, I've been using 1st Word for about 4 years on my
>ST...:^)
>
>...
>
> Marty Saletta
>
I consider WP for the ST to be absolutely the premier "power-user's"
word processor, but I don't think it is too similar to the Mac version.
Graphics are not supported, and you don't get on-screen font changes (though
there is a lot of flexibility built in to the printer drivers). Dictionary
and thesaurus are definitely included and work great, but from a floppy-
based system will be somewhat clumsy (unless you can use a ~400K ramdisk
and throw one of the dictionaries up there).

Technically, WP for the ST is version 4.1, although some 4.2 stuff is
included. It is both/either mouse and keyboard driven. The current version
is quite stable, although I still occasionally get a message from the
print menu stating "can't create virtual space", or something to that effect.

Bill Sheppard
Microware Systems Corp.

290. Re: ARGV and also DLIB bug

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 18:21:26 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6238.267ce366@uwovax.uwo.ca>
Source record: 240217

In article <a7fbd8f9b25d2679b370@canremote.uucp>, david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
> Here's my situation: I use the Beckemeyer MT C-Shell, which uses the
> old MWC ARGV= protocol. I would also like to use software like
> Mupfel, which uses the official Atari ARGV= protocol.
> MWC:
> ARGV=<fd status>\0<av[0]>\0<av[1]>\0...<av[n]>\0\0
> Atari:
> ARGV=<av[0]>\0<av[1]>\0...<av[n]>\0\0

Oops! The Atari version is actually
ARGV=\0<av[0]>\0...<av[n]>\0\0.

> How can my poor startup code tell the two apart? It gets especially
> funky in VSH, where the file handle status string looks berserk! As
> you can see, the difference has serious implications.

Actually, they're quite compatible; the best bet is probably to have your startup code ignore the <fd status> string, if it's present, and not worry about it if it's absent; that way it'll be compatible with both MWC and Atari (that's what we did in the gcc startup code).

>
>[warning about the illegal hack in dLibs to find the name of the
> program if xArgs is not used]
>
I agree, people should delete that illegal hack; in fact, they should change to whole initargs.c function to use the Atari/MWC argument passing code instead of xArgs. Now that there's an official standard, we should stick to it. Besides, it's double-plus ungood for children to muck about in their parent's address space. It works for now, but it's going to make problems if we ever get real memory protection and/or swapping into TOS. I've been guilty of this myself (e.g. the fork/vfork functions in the gcc library) so I'm not trying to point fingers; just suggesting that we all should start planning for the future.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

291. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 18:47:43 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3568@calvin.cs.mcgill.ca>
Source record: 240218

In article <1990Jun17.024132.25471@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <667@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl
> (W.C. Bulte) writes:
> > Does anybody know if there is a version of gulam that runs correctly under
> > TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I
> > used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam
> > starts correctly but the execution of e.g. the mem or ls command results in
> > a crash due to a bus error (?). (I can't remember my Gulam version right
> > now, but it is a beta version)
> > Any help is appreciated.

I have version 1.03.04.05 and ls works great. mem,however, does not.
And I can use it to run other programs without problems... the emacs
works too...

I am using a 1040 with tos 1.4 and no blitter chip. Perhaps
that is your problem...? or maybe you have an older version...
I don't even know if my version is the current one, for that matter.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

292. Re: ARGV and also DLIB bu

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 19:12:18 UTC
From: apratt@atari.UUCP
Message-ID: <2220@atari.UUCP>
Source record: 240201

david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
> MWC:
> ARGV=<fd status>\0<av[0]>\0<av[1]>\0...<av[n]>\0\0
>
> Atari:
> [Incorrect description deleted to avoid confusion]

You are mistaken. Atari's ARGV= protocol is as follows:

ARGV=<anything>\0<av[0]>\0<av[1]>\0...<av[n]>\0\0

As you can see, where MWC puts "fd status" we allow any data, including
none, and therefore the methods are compatible.

The Atari spec offers a refinement which we believe necessary: the
ARGV= stuff in the environment is only considered valid if the
command-line-length byte (at offset 0x80 in the basepage) holds 0x7f.

Without this refinement, you can't tell if the ARGV= is really meant
for you. For example, a shell (S.PRG) which uses ARGV launches, say,
an editor (E.PRG) which DOESN'T use ARGV. That editor launches another
program (P.PRG) which DOES use ARGV. Now P.PRG sees ARGV= in its
environment, but in fact those are E.PRG's args! P.PRG's args are in
its basepage, but without authentication it doesn't know to look there.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

293. Re: DHRYSTONE

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 19:28:22 UTC
From: apratt@atari.UUCP
Message-ID: <2221@atari.UUCP>
Source record: 240202

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>There are some very interesting and real differences between
>compilers, but it's hard to use Dhrystone to find which one is the best.

Mostly true. It can be useful as one component in a broad comparison
of many compilers in one environment.

>For example, if you want to compare
>the speeds of various ST's and Amigas, you could use gcc to compile
>Dhrystone, and then you would be looking at only the hardware
>difference, not compilers that may be using optimizations great for
>Dhrystone but useless for real code.

Not quite. Dhrystone benchmarks your CPU, your compiler, AND YOUR LIBRARY.
It is pretty string-intensive, so strchr, strcpy, strcat, etc. get a good
workout. If they're coded in C, you'll probably lose compared to the
same program linked with an assembly-coded string library.

Furthermore, on a machine like the ST where all you get is clock time,
you're including interrupt processing in your results. If you have a
bunch of neat little hacks running at VBLANK, 200Hz, 50Hz, or whatever,
you'll lose. (Try moving the mouse during a dhrystone run -- numbers
go WAY down.) The best numbers will come from a bare ST, with no TSR's
or accessories sitting on interrupts, and don't move the mouse. In
fact, if you run the Dhrystone program from the AUTO folder, you might
get a few extra ticks since AES isn't on 50Hz until after the AUTO
folder's done.

My point is that dhrystone numbers, especially on the ST, are sensitive
to a lot more than the compiler. However, the compiler CAN dominate,
as in the case of Turbo C: it blows other compilers away mainly because
it passes arguments in registers, not on the stack.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

294. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 19:40:23 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <12824@cbmvax.commodore.com>
Source record: 240223

In article <30921@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>] Under CBMs educational discount, an Amiga 3OOO with...and color multiscan
>monitor....

>The Atari comes with a multisync monitor. Is there a difference between a
>multiscan and a multisync? Hmm!

MultiSync is a registered trademark of NEC. Like "Band-Aid" or "Coke".

Multiscan is a generic term for a monitor that self-synchs over a variety of
horizontal and vertical frequencies. Like "plastic bandage" or "cola".

Or something to that effect.

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
"I have been given the freedom to do as I see fit" -REM

295. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-18 19:59:46 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9266@pogo.WV.TEK.COM>
Source record: 240219

In article <8461@cognos.UUCP> bdeskin@cognos.UUCP (Bob Deskin) writes:
>probably never notice the difference. Where Turbo ST is better is GEM
>draw at 360% compared to 240%. This is probably a noticable difference.
>You'll also have to consider the price difference and memory usage.
>For me, it's QUICK ST all the way.
>

This is a very noticable difference, and considering Turbo ST has been continuously supported and upgraded for 4 years and Quick ST is an inferior(IMHO) product whose "company" has not demonstrated the kind of support that SofTrek has demonstrated. In fact, Branch Always has already disolved(as per the authors previous post). It makes me wonder about thier level of commitment to the ST community.

For me there is more to a product than just the software itself, there is the user support provided by the company. When Turbo ST first came out four years ago, I was using a very old version of Gulam that would not run with Turbo ST 1.0. I called SofTrek and was told that they had an updated version of Gulam that did work with Turbo ST and to have my modem set to auto answer in 15 minutes. Then SofTrek called me and PAID for the long distance phone call to upload me the new version of Gulam. Now that's user support!

I am not saying that Turbo ST is the best for everyone, in fact in very low memory situations(.5 meg) Quick ST results in acceptable acceleration with lower memory usage. However, for me, it's Turbo ST all the way.

Bob Luneski
Diamond Back II Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

296. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 01:46:08 UTC
From: Metalist@cup.portal.com
Message-ID: <30936@cup.portal.com>
Source record: 240206

Yes, it seems the STe has been shipped by Atari into the U.S. to some dealers and developers.

I know of one state which is selling STes now, but I cannot release the name because I am bound by a clause I signed when told the information. Or, to put it better, the person who told me did not tell me which state he heard the STes are now being sold in. Perhaps it is just a lie?

297. ****]]] STe NOW AVAIL. IN U.S.!! / 4 SALE IN SAN JOSE, CA ***

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 02:00:17 UTC
From: Metalist@cup.portal.com
Message-ID: <30939@cup.portal.com>
Source record: 240207

Good golly! After posting about what a friend told me "the STe is for sale
in ONE state that I know of," and
that he would not tell me which, I
thougt to myself.. what if it were available in CA? In the Bay Area! Would
that not be trippy...?

So I called SAN JOSE COMPUTER and they have the 1o4oSTe in STOCK! NOW! Well
actually I dont know if they are in stock, they may have sold out already.
Here is how the conversation went,
verbatim from 5 minutes ago:

M=Metalist/ME
SJC=San Jose Computer salesman

M: Hello do you have the STe?
SJC: yes but its the 1O4OSTe
M: How much!
SJC: Six hundred and ninety-nine dollars.
M: So the 1o4oSTe is six hundred and ninety-nine dollars with color?
SJC: No. That is just for the STe. For color it is about nine-hundred and
fifty dollars.
M: Ok thanks!

Somewhat shocking, no? I realize the STe is a souped-up ST, but not that
much right! But take into account
that we have been seeing lots of used STs for sale for $5oo for color systems
and 1 meg and two DS/DD drives [some systems even with a 4omeg HD] and you
conclude that the new ST base systems are much more expensive.

For example SJC sells the plain vanilla 1O4O ST with a color monitor for
Nine hundred and forty-eight dollars. Dont forget tax.

When you hear that, a brand-new STe color system, for "about nine-hundred and
fifty dollars" is very good! Yeah!

So..there ya go! Review: The 1o4oSTE is now available in the Bay Area.
More exactly, for sale at San Jose Computers, San Jose, CA.

Looks like Atari is doing something good again! How long has the STe been
available to the rest of the world?
Or, how long of a delay has it been for the Ste to be available in the U.S.?

Well! I should have an STe by mid-August. It will take a little longer
to save up. I was gonna get a used ST for $5oo, but FORGET THAT! Im going
STe!

A very happy Metalist

Metalist@cup.portal.com

298. Re: VT52 codes

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 03:11:49 UTC
From: kgg@zinn.MV.COM
Message-ID: <766@zinn.MV.COM>
Source record: 240208

I have a VT52 reference manual around here somewhere,
but it's lost in the swamp at the moment.
I had to go back to the 1979 (!) |d|i|g|i|t|a|l| Terminals and
Communications Handbook to get the following from the VT100 (!)
table of VT52 compatibility codes.

ESC A cursor up
ESC B cursor down
ESC C cursor right
ESC D cursor left
ESC F select special graphics character set
ESC G select ASCII character set
ESC H cursor home
ESC I reverse linefeed
ESC J erase to end of screen
ESC K erase to end of line
ESC Ylc direct cursor address (see Note 1)
ESC Z identify terminal type (see Note 2)
ESC = enter alternate keypad mode
ESC > exit alternate keypad mode
ESC 1 graphics processor on (see Note 3)
ESC 2 graphics processor off (see Note 3)
ESC < enter ANSI mode (VT100 only)

[1] Line and column numbers for direct cursor addressing
are single character codes whose values are the desired
number plus 37 (octal). Numbering starts at 1. Hence
ESC Y <blank> <blank> would home the cursor.
[2] "The response [of a VT52] to ESC Z is ESC/Z."
I quote the book. I'm not sure what it means.
Looks like a typo to me.
[3] Ignored if no graphics processor installed.

Here are the codes *generated* by keys on the numeric/editing pad:

ESC ? p 0
ESC ? q 1
ESC ? r 2
ESC ? s 3
ESC ? t 4
ESC ? u 5
ESC ? v 6
ESC ? w 7
ESC ? x 8
ESC ? y 9

```
ESC ? m -
ESC ? l ,
ESC ? n .
ESC ? M ENTER

ESC P PF1
ESC Q PF2
ESC R PF3
ESC S PF4

Hope this helps! Good luck!

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

299. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 03:44:24 UTC
From: merlyn@iwarp.intel.com
Message-ID: <1990Jun19.034424.3873@iwarp.intel.com>
Source record: 240209

In article <30936@cup.portal.com>, Metalist@cup (Bryan Jones Woodworth) writes:
| Yes, it seems the STe has been shipped by Atari into the U.S. to some
| dealers and developers.
|
| I know of one state which is selling STes now, but I cannot release the
| name because I am bound by a clause I signed when told the information.
| Or, to put it better, the person who told me did not tell me which state
| he heard the STes are now being sold in. Perhaps it is just a lie?

IB Computers in Portland, Oregon is selling the STe. (They got their
first shipment last week, I think.) They take mailorder at
(503)297-8425. Just don't tell'em I sent ya. :-)

Just another Atari owner, since the first STs came off the line,
--
/=Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ==========\
| on contract to Intel's iWarp project, Beaverton, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!any-MX-mailer-like-uunet!iwarp.intel.com!merlyn |
\=Cute Quote: "Welcome to Portland, Oregon, home of the California Raisins!"=/

300. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 04:27:38 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3577@calvin.cs.mcgill.ca>
Source record: 240210

In article <3561@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>talking about different methods of storing the operating system
>
> 3. EPROM based. Nobody. The plus is that you can have the OS in a
>cartridge, permanently plugged into your computer, and it works just like
>a ROM-based operating system.
> Another plus is that it is easy to distribute newer versions
> via dealerships - just give the dealers a rom burner, and newest roms.
> The user can bring his/her cartridge into the shop, and the dealer,
> for a nominal fee, can burn the newest version into the cart in a manner
> of MINUTES.
> And guess what? there is no minus!
>

Well, I am replying to myself, because lots of people sent me private
mail basically saying that I ignored two minus sides to this
distribution scheme.

1] That it costs more...

To this I say : how much more? If a computer implemented it, there would
be a port on the computer specifically for a cartridge which presumably
would come with the computer, and cost of production couldn't be more
than $100, or so, for a total of 256kbytes worth of EPROMs (although
I am not an expert on production costs, so if I am wrong, feel free
to correct me.

2] This one's from Greg Lindahl:

That there will be more versions of the OS to support.

thud.

I mean, really! After the overhead, every user has a very quick
easy and cheap way of upgrading to the current version of the OS, so
theoretically, NOBODY should be using a computer with an old version.
Why would there be MORE versions of the OS to support? I would think
there would only be less! what do you mean?

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

301. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 06:29:10 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Jun19.062910.2787@murdoch.acc.Virginia.EDU>
Source record: 240211

In article <3577@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>
>2] This one's from Greg Lindahl:
>
> That there will be more versions of the OS to support.
>
> thud.
>
> I mean, really! After the overhead, every user has a very quick
>easy and cheap way of upgrading to the current version of the OS, so
>theoretically, NOBODY should be using a computer with an old version.

Er, I'm not going to fork out $100 every month for a new version of
the OS. The solution I prefer is for Atari to make up a "master patch
of patches" that you can use with ANY rom version and takes it up to
the latest level. So if a user reports a strange problem, you say
"What version of the master patch are you running?" If it's the curent
one, then you know EXACTLY what they have, despite the ROM. There
would be no excuse for the user to not upgrade (it's free).

I suggested it, but Atari didn't like it. C'est la vie.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

302. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 12:42:41 UTC
From: onders@escher.ipl.rpi.edu
Message-ID: <|3C$&R%@rpi.edu>
Source record: 240220

In article <9266@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>This is a very noticable difference, and considering Turbo ST has been
>continuously supported and upgraded for 4 years and Quick ST is an
>inferior(IMHO) product whose "company" has not demonstrated the kind of
>support that SofTrek has demonstrated.....
>For me there is more to a product than just the software itself, there is the
>user support provided by the company....

I just have to say something here in support of Darek and Ignac (hope I spelled those correctly). Quick ST has had tremendous product support over period which it has exsisted, over two years now. It was originally done as shareware to benefit the ST community. In that time, I have seen it go from v1.0 or less to v2.1 now, with at least 5 or 6 revisions between. Up until they went commercial with BRA Software, Quick ST was readily available, for free, on all the major computer services, and most ST bulletin boards. The main reason for going commercial was to make the software more available, and hopefully make a little off the many hours of hard work as they worked to make Quick ST competitive with Turbo ST.

As far as their commitment to the Atari community, I don't think anyone else has done so much for so little for us. Besides Quick ST, they have produced Quick Index, the reference standard fo timing ST's, the full set of Quick Utilities, and the 8-bit Atari Emulator. All very polished products, all shareware. I'm fairly sure they never made much on any of their products, and this was all done in spare time while going to college{

For person to person technical support, Darek has always been available by email on the major services, as well as here on Usenet. He has traveled many hours to attend Atari shows, right after finals even. (Pittsburgh show, case in point.) He also reportedly has some nifty things on the back burner.

I'm sorry for taking up so much bandwidth, but reading that message was like having someone say "Dave Small's GCR is inferior to a Macintosh, and he doesn't provide all the support of Apple." As always, flames to /dev/null.
-Tim Onders
onders@ipl.rpi.edu

303. Curses Library required

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 13:13:22 UTC
From: gossa@rdge44.enet.dec.com
Message-ID: <211@uninet.vbo.dec.com>
Source record: 240222
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

Does anyone have the sources (in C) for the 'curses' screen handling
library, if they do could they mail them to me ? Especialy if it's been
adapted for use on the Atari ST.

- Andrew -

304. fun with bounce...

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 14:46:33 UTC
From: blee@plains.UUCP
Message-ID: <5086@plains.UUCP>
Source record: 240224

Not that I want to disrupt these great discussions on the TT, ATW, disk tos, and the A3000, but I just wanted to inject some original material...

If you enjoy the game bounce (the one that you shoot bouncing balls, and other bouncing things) you may want to try starting up with pyro (the screen saver) after the allotted time it will reverse the screen, and the fireworks will start in the background, all while you are playing!

Well, I guess it doesn't take much to excite me does it?

The screen does flicker, some of the explosions remain, and I believe I have seen some of the bouncers be destroyed without me shooting them.?...

Yea, what the hell I will take responsibility! ...ha ha, I had my fingers crossed!

Blaine Lee
blee @ plains.nodak.edu

305. Welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 14:50:25 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jun19.145025.1@simvax.labmed.umn.edu>
Source record: 240225

```
Last update: 19 June 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Directory (new articles and articles with changes are marked with an '*'):

Welcome to comp.sys.atari.st
What sort of articles would interest people reading comp.sys.atari.st?
Where can I get Public Domain/Shareware software?
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
What does TOS ERROR nn mean? What do the bombs on my screen mean?
What is the format for [x] paint program data?
Public Domain/Shareware languages...
* Where can I get copies of ZNET?
ST Pen Pals list
TIPS AND HINTS from other users

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have little
desire to read about that neat bit of [hard/soft]ware you're selling when you
live in the U.S.A. If you don't know how to restrict distribution of a posting,
ask your systems administrator.
```

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?

There is an FTP source and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

For anonymous FTP: terminator.cc.umich.edu [35.1.33.8]

User anonymous
<enter password>
cd /atari

Most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For the panarthea mail server, see Steven Grimm's monthly posting. Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

How do I deal with Archived files (.ZOO, .ARC, .LZH)?

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from terminator, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on terminator in the /atari/archivers directory. They are:

arcgsh21.arc - European in origin
arcsh197.arc - US in origin

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10

```
Read fault.....................11
General error..................12
Write protect..................13
Media change...................14
Unknown device.................15
Bad sectors on format..........16
Insert other disk..............17
Invalid function number.........32
File not found.................33
Path not found.................34
No handles left................35
Access denied..................36
Invalid handle.................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files..................49
Range error....................64
Internal error.................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error......................2
Address Error..................3
Illegal Instruction............4
Zero Divide....................5
CHK Instruction................6
TRAPV Instruction..............7
Privilege Violation............8
Trace..........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
```

Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors.....64-255

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is in the terminator archives under /atari/graphics/picfmts.doc.

Public Domain/Shareware languages...
==========

Check the terminator archives under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get
copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ZNET and some information from the Current Notes user magazine are also
available from the terminator archives under /atari/magazines.

ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his e-mail or paper mail address if you are interested.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

==========

I would like to thank those who sent messages with suggestions and comments about my initial posting. I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet
davidli@umn-cs.uucp USENET

306. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 15:47:17 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun19.154717.10497@cunixf.cc.columbia.edu>
Source record: 240226

>1] That it costs more...
>
> To this I say : how much more? If a computer implemented it, there would
>be a port on the computer specifically for a cartridge which presumably
>would come with the computer, and cost of production couldn't be more
>than $100, or so, for a total of 256kbytes worth of EPROMs (although
>I am not an expert on production costs, so if I am wrong, feel free
>to correct me.

Well, when a friend of mine patched my TOS and we put it on EPROM,
the cost was only about US$45 for the 27256 150ns EPROMs. If you
double that to account for the cost of the dealer's time, you
still come out under the official $100 upgrade price of Atari.
Actually, I think masked ROMS are even cheaper than EPROMS so they
are making quite a bit of cash for this upgrade. Makes you wonder
where their priorities lie, eh?

>
>2] This one's from Greg Lindahl:
>
> That there will be more versions of the OS to support.
>
> thud.
>
> I mean, really! After the overhead, every user has a very quick
>easy and cheap way of upgrading to the current version of the OS, so
>theoretically, NOBODY should be using a computer with an old version.
>Why would there be MORE versions of the OS to support? I would think
>there would only be less! what do you mean?

Thud #2. This argument is simply foolish. Multiple versions of the
OS doesn't seem to be hampering MS-DOS of MacinTosh development,
does it? If anything, this forces the computer company to be a
lot more backwardly-compatible in future OS releases, no?

>--
>|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
>|McGill University School of Computer Science | Montreal, Quebec, Canada |
>|---|
>| "The mind is a terrible thing...." |

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

307. How to tell if Drive B is attached **SUMMARY**

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 15:52:16 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <7475@orca.wv.tek.com>
Source record: 240227

```
Overall, I received several of the same answers, that being _nflops. However,
one response stands out, from Patti Ryan. It looks at the drive map, and then
if drive B is not present it maps it out.

Thanks again for your help!

-Jeff

--
Jeff Beadles jeff@quark.WV.TEK.COM
Utek Engineering, Tektronix Inc. +1 503 685 2568
SPEEA - Just say no.

------------------------------------------------------------------------------
The "Winning" solution. (It was also the first :-)
------------------------------------------------------------------------------

>From "RYAN,PATRICIA ANN" <mailrus!gatech!prism.gatech.edu!gt3764a@uunet.uu.net>

Jeff -
Here is a little C function I wrote which returns the true
drive map. It uses the protected system variable _nflops at
$0x4A6 which indicates the actual number of floppies connected.
Hope this solves your problems.
- Patti -

#include <osbind.h>

long drive_map() /* This function returns a bit-wise encoded list */
/* of the available disk drives. It does not */
/* indicate drive B arbitrarily as does Drvmap(). */
{
register long user_stack = Super( 0L );
register unsigned int _nflops = *( unsigned int * )0x4A6;
register long map = Drvmap();
Super( user_stack );
if ( _nflops > 0 ) {
_nflops *= 2;
_nflops += 65531;
map &= ( long ) _nflops;
}
return( map );
}

------------------------------------------------------------------------------
The following 6 folks gave information regarding _nflops.
```

>From "R. J. Balkwill" <balkwill@ncs.dnd.ca>
>From bluneski@pogo.WV.TEK.COM (Bob Luneski)
>From hcj@lzsc.att.COM (Howard C. Johnson ATT Bell Labs)
>From csbrod@medusa.informatik.uni-erlangen.de (Claus Brod)
>From LarsErikOsterud <larserio@ifi.uio.no>
>From uab1018@dircon.uucp (Frank J Leonhardt)

There is an official system variable called _nflops in the $4xx area which
you can use for that purpose. It contains 1 if you only have drive A and
2 for both drives. The address is $4A6.

And, for the most obscure answer:

>From: woju@image.UUCP (Wolfgang Jung)

Hi
===
You could select your Drive(A,B) Via the Soundchip which controls the Drive-
select Siganls off the Floppy Bus, turn via FD1772 the Motor on and request all
Indexpulses an IRQ, if you won't get on Indexpulse in 1 s (there should be
300 /s) you probably haven't connected a Drive.(thsi can only be used with
3.5" Drives, because those have an Hardwires Indexpuls(the turning Motor
creates it) If you Use 5 1/4 " Drives you have to search an other Way to get
to your Information(I don't know if my way will work....)

End of summaries.

Thanks again for your help!

308. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 15:55:38 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1546@uvm-gen.UUCP>
Source record: 240228

> So... anyone else out there using ATWs...?

> BobR

Have you tried asking on comp.sys.transputer? Strikes me that asking
on c.s.a.st would not get you much response by definition. ATW
researchers - developers are probably *not* "Atarioids" like us. 8-)

Bob Pegram (Internet: pegram@griffin.uvm.edu)

309. Re: Mark Williams db and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 16:00:41 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1888@lzsc.ATT.COM>
Source record: 240229

In article <1990Jun13.205444.19303@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> I had occasion to speak to the ST support guy at Mark Williams recently. One
> thing I asked him about was making db (their binary-level debugger) work with
> TOS 1.4. He recommended against trying, for example using the binary patches

Indeed, db has problems with tos 1.4 . However, I get by with the simple patch that allows db to think tos1.4 is a mega version. However, I usually need to reboot after debugging a large program.

MWC 3, has another bad bug. The rev 3 assembler, will not accept name:s constructions. Happily, the rev 2 assembler does, and its output is accepted by the linker. There are other nasties in the assembler, which MWC has ignored all along.

Hopefully, if Atari pays them to do the TT, they'll fix the rest.

All in all, it still the best that is out there, especially if you want a UNIX(r) look and feel.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

310. Re: Help needed in tranferring files

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 17:33:03 UTC
From: bill@mwca.UUCP
Message-ID: <1641@mwca.UUCP>
Source record: 240230

In article <30835@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Perry Pederson writes:
>>I have been trying to get programs from terminator.cc.umich.edu
>>and transfer them to my ST. I have no problem with using ftp
>>...
>
>... you might look at getting FLASH for your ST, since there's
>a KERMIT accessory available for it, if that's all your mainframe offers.
>
>BobR

There are two other good methods for Kermit on your ST - Uniterm has an excellent Kermit implementation, and the "official" ckermit, which contains a full terminal implementation, is available for the ST. Both should be available in the usual places, and neither is a commercial program. If you are unable to locate either of them let me know and I'll try to help.

Bill Sheppard
Microware Systems Corporation

311. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 17:42:41 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Jun19.174241.8961@murdoch.acc.Virginia.EDU>
Source record: 240231

In article <1990Jun19.154717.10497@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>Thud #2. This argument is simply foolish. Multiple versions of the
>OS doesn't seem to be hampering MS-DOS of MacinTosh development,
>does it? If anything, this forces the computer company to be a
>lot more backwardly-compatible in future OS releases, no?

Wrong-O. With the Mac, all the software company has to do is say "Our product needs the latest version of the OS that you can get for your machine." Since users can upgrade for free, there is no need to support obselete versions (although old hardware has more limitations).

The scheme I proposed for Atari is similar to the Mac scheme, and cheaper than EEPROMS. Now can you quit flaming my email and listen to my postings? As I have repeatedly said, just because I can see all sides of an argument does not mean I am a fanatic supporting one side or another.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

312. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 18:34:24 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3582@calvin.cs.mcgill.ca>
Source record: 240232

In article <1990Jun19.062910.2787@murdoch.acc.Virginia.EDU>
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <3577@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST)
writes:
>>
>Er, I'm not going to fork out $100 every month for a new version of
>the OS.

er, why did I give you the impression that such an operation would cost
anything near that price? The EPROMS themselves cost $100 to manufacture
(or at least, that is my guess)... To copy new data onto them (which
is the whole point of getting EPROMs - that you can do this sort of thing),
would be basically free (like copying a disk) but the dealers should charge
a nominal fee just for the cost of keeping up-to-date on the newest
versions...

> The solution I prefer is for Atari to make up a "master patch
>of patches" that you can use with ANY rom version and takes it up to
>the latest level. So if a user reports a strange problem, you say
>"What version of the master patch are you running?" If it's the curent
>one, then you know EXACTLY what they have, despite the ROM. There
>would be no excuse for the user to not upgrade (it's free).
>
>I suggested it, but Atari didn't like it. C'est la vie.

Another good idea - but at that point, we might as well have the
whole OS on disk....

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

313. Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 18:37:43 UTC
From: fred@ruuinf.cs.ruu.nl
Message-ID: <3487@ruuinf.cs.ruu.nl>
Source record: 240233

On the official bulletin board of Atari the Netherlands, this message was
posted by Atari. I have translated the message from dutch to english.

Message : 16517 [Open] 6-17-90 11:00pm
From : Sysop Wilfred
To : Fred Appelman (x)
Subject : #16466 TT op 32 MHZ?
Sig(s) : 9 (Portfolio)
There are 3 replies

These are the specifications of the TT as they are released to the
press last week.

TT

68030, 32 Mhz
Optional: 68882 (De 68881 is not fast enough)
2 Mb ST RAM, extendible with 2 or 8 Mb
Optional: 4 or 16 Mb TT (FAST) RAM
512 Kb ROM
720 Kb floppy
48 Mb SCSI 28 ms harddisk. Optioneal: 80 Mb en 100+

Interfacing: 2, extendible till 4 seriel ports
1 parallel port
1 cartridge port ST
1 DMA port ST
1 MIDI IN, 1 MIDI OUT
1 ST compatible keyboard connector
1 SCSI port 25 pins
1 low speed LAN port
1 VGA compatible monitor port

Video modes: 3 ST modes (Low, Medium, High) with palette of 4096 colors
320x480 with 256 colors from 4096
640x480 with 16 colors from 4096
1280x960 monochrome

Delivering: The first 6 machines are delivered to major software
developers in the Netherlands and Belgium. Already 12
machines are delivered to Germany. The first real production
is expected in August. Mass production is expected in September.

Price Dfl 6500,- ($ 3.200) excl. tax, incl. MULTI-SYNC VGA color monitor.

Remarks:

ST software without adjustment 5-7 faster, after optimalisation at least 10x.
FAST RAM is only used by the processor and by the SCSI port.
SCSI tranfer via TT RAM gives 20% more HD speed than via ST RAM. Software in
FAST RAM is faster too.
In fast (TT) RAM we use burst-fill to fill the cache quickly, in ST
RAM we do something smart with the 64 bit arrays used for the the video logic.
ST RAM is 32 bits but is accessed with 64 bits by the video logic.
If there is no TT RAM, the SCSI controller also works with ST RAM.
Software is loaded in TT RAM by using a utility like MAKEFAST in TOS
1.4. Two bits are set in the file header to indicate the program is to
be loaded in TT RAM.
Compatibility tests have given must better results than expected, although
some programs had to be changed. It was remarkeble how many programs run
without any change. Some of the programs DID use the new features of
the TT right away. If a program didn't run, lots of times it was enough
to switch to ST video mode to solve the problem.
TT TOS is called TOS 3.0 and is functional equal to TOS 1.6 with some
extensions for the new hardware of the TT.

The rest you have to read in the magazines (The dutch magazines) which
will be in the shop soon.

Fred J.R. Appelman, 3D Computer Vision, Utrecht University
AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
Telephone: +31-30-506710 Fax: +31-30-513399
e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

314. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 20:22:43 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun19.202243.15760@murdoch.acc.Virginia.EDU>
Source record: 240234

In article <3582@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:

>>Er, I'm not going to fork out $100 every month for a new version of
>>the OS.
>
>er, why did I give you the impression that such an operation would cost
>anything near that price?

Dealer margins. When something costs $30 to produce, a dealer will not
sell it to you for $30. And if the dealer has to install it, that
costs money too. And if software packages required you to buy such an
upgrade every 6 months, you'd be a lot poorer.

[discussion my suggestion that Atari should put out a
constantly-updated super-patch program that would bring any ROM
revision up to the latest]
>
>Another good idea - but at that point, we might as well have the
>whole OS on disk....

No, putting the whole thing on disk takes more RAM and results in slow
booting. With ROMs and the "super-patch" you get the best of all
worlds: minimal ram usage, low cost, easy upgrades.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

315. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 21:12:34 UTC
From: Metalist@cup.portal.com
Message-ID: <30955@cup.portal.com>
Source record: 240235

```
] Atari Norway just told us that the TT will be delivered with not a 16 but
] a 32 Mhz !!!

WOW! Double the doubled speed!

for U.S. too I hope!
```

316. Re: spectre GCR, memory upgrade, japanese

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 21:47:40 UTC
From: marclaan@neabbs.UUCP
Message-ID: <406939@neabbs.UUCP>
Source record: 240236

MICHAEL,
We use Spectre together with a memory upgrade from 1 to 2.5 M from
Frontier Software, North Yorkshire, England. PO Box 113, Harrogate.
Price in Holland about $ 450 (100 card, 350 chips). No problems ntil
now. Works fine with Spectre 128 and PC Speed (Dos-emulator).
Marc Laan, Amsterdam, Holland.

317. High-Speed Modems for the Atari ST: Summaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 21:57:40 UTC
From: Metalist@cup.portal.com
Message-ID: <30956@cup.portal.com>
Source record: 240237

Thank you all for your submissions to my mailbox! They were very informative and [in a few cases] nicely blunt!

It seems the U.S. Robotics ninety-six hundred HST is the best modem available for the ST. Most ST bbses supporting higher baud rates use the HST by U.S. Robotics. I have seen the price range from as low as $4oo to as high as seven-hundred, depending on where you shop.

And now, the summaries. Thanks once more.

Metalist

From: ckb@ATHENA.MIT.EDU

Most 19.2K bps modems do support all the lower speeds. The better ones, when hooked to a modem of the same type actually sample the line for the fastest possible error-free transfer.

As far as speed comparisions, the transfer protocol you use has a large effect as does the line quality. But the difference in time should approach the difference in baud (e.g. 9600 is 4x as fast as 2400).

Us Robotics sells a good 9600 bps modem for the ST. You used to be able to get it cheap if you were a sysop. I dont know about 19.2 K or higher for the ST, although, like you, I know its available. Unless its self-correcting as mentioned above, I believe line noise would be a problem frequenly.

From: David Forster

A recent (June, even?) issue of Computer Shopper had a section on buying modems, which I found fairly informative. The upshot of it is: 2400 baud modems are generally interchangeable, but check them out when you get them, because tolerances are sometimes very tight (an office mate had to return his brand-new modem because it wouldn't work with our local phone system and the modems our machines use, but another user here has had his running for a while, and finds it more reliable than his old 1200 baud modem was).
Once you get up to 4.8k, you get into the realm of shifting (or non-existent) standards. A number of cheap 4.8k modems are cheap because they won't work with a wide range of equipment on the other end. (In our case, they wouldn't work at all, since we don't have any 4.8k modems!) I don't know when standards will finally be established, but I expect it won't be too long.

Anyway, don't take my word for it (this is all from memory, anyway), go out and get a copy of the magazine, if you can.

From: LarsErikOsterud <larserio@ifi.uio.no>

In Norway we don't use the HST standard but CCITT V.32 (9600 MNP5)
Most BBS'es offer this standard now (including my own) and some even
offers both V.32 (9600) and HST (14.4K) speeds.....

From: sun!usc.edu!baffoni%alcor.usc.edu (Juxtaposer)

Actually, I have used my 2400bps modem to transfer stuff at an average
of 230 bytes/sec. I think this works out to be under a meg/hour:720k/230=52
minutes. However this is with little or no line noise and this is using
y-modem with 1k packets. I could get a slightly higher throughput if I used
something like zmodem which, if it has the proper emulation, will transfer a
continuous stream and only send acknowledgements and bad blocks at the end.
Also you must consider the increasing amount of noise that gets into transmis-
sion as you creep up the speed scale so, even though I get 230 cps with a
2400bps modem, it does not neccessarily mean you will get 920cps with a
9600 bps modem.

Hope this helped.

From: jvl@idca.tds.PHILIPS.nl (J. van Loenen)

Hi Bryan,

I read your question about modem speeds. It is not exactly what you asked
for but maybe it helps you:

The biggest files I send were about 200k. I send these files several times
and the time to transfer them was nearly constant. I used ZMODEM on good
lines, so 1024 bytes blocks were used.
I use a 1200 baud modem.
I get a throughput of 103 - 104 characters per second.

This means that 10k will cost 99.5 seconds.

So 2400 baud 10k should be 49.7,
720k should be 3579 seconds = 59 minutes and 40 seconds.

using XMODEM I get a throughput of nearly 90 characters per second.

Hope this will help you,

Bye,
Jan

From: omerzu@quarta.quantum.de (Thomas Omerzu)

> All of the replies were very good, however no one mentioned how FAST the
> high-speed modems transfer data over
> a computer.
>
> All one must do is supply me with the following data: How long does it take
> a 24oo baud modem to transfer a whole
> Atari ST seven-hundred and twenty-K diskette over the modem? Then, I can
> convert this data for the other modems and determine which speed is for me.

Well, why don't you figure out that by yourself?

It's quite easy: 2400 baud actually means 2400 bit/sec.
An 8 bit-byte is transferred as 10 bits, since there
is are additional start- and stopbits.
In theory, you get the following:
2400 baud = 240 byte/sec = 14.400 byte/min
If you want to transfer 740.000 bytes it'll take you
740.000 byte / 14.400 byte/min = 50 min

But that's theory. In practice, you need a protocol (kermit, xmodem, ...)
to insure that your data is transmitted correctly.
These protocols do a handshake after each tranmitted block and thus
decrease your transmittion rate enormously.
Depending on the protocol, you get only 50 to 70% of the
original transmittion rate.
And this decreases further if you are on a bad phone line.
Such a bad line causes transmittion errors which, in return, cause
a retransmittion of the erroneus blocks.

Furthermore you have to take into account that higher transmittion
rates require better line quality, i.e. you will get more transmittion
errors using higher baud rates, thus increasing the need for retransmittions.

Concerning the 720K of a disk: you can try to compress them for
transmittion. The compression ratio depends on the type of compression
and the tye of data. Highest compression ratios you get on ASCII-Texts.
Some tools (UNIX-compress or LHARC) can compress ASCII-Texts down
to than 30% of the original size.
Compression on progam binaries is not so good, a good compression can acheive
60 to 80% of the original size.

Some modems support a compression themselves (MNP5 e.g.).
This compression is not very effective and is - in general - only
effective on ASCII-Texts.

> I want to insure that I get a modem which is neither too slow, nor too much
> for my needs. I have seen BBSes in
> my area [San Jose, CA] supporting baud rates close to 2OK! [Ninteen.2K to
> be exact].

By the way, the PEP mode (which is the one that is always used if
you want to communicate at 19k2 d o e s a l r e a d y include
a special transmittion protocol, which decreases the actual transmittion
rate down to about 15k, depending on the phone line)

>
> THANK YOU VERY VERY MUCH!
>
> Metalist@cup.portal.com
>
>

Hope this is what you wanted to know.

From: ckb@ATHENA.MIT.EDU

Thinking back to my old PCP days....

Large arcs could take 40-50 minutes, depending on how many retranmissions were made, at 2400 bps. Large arcs were in the area of 600K, so an hour per 720K isn't probably too far off.

My only concern is whether or not I was at 2400 then. Those may be figures for 1200. Hmm....

The above was using YMODEM or XMODEM 1K protocols. Zmodem or SEAlink would be faster is the line quality was good.

Ill see if I can find out more....

Chris

Former Handle - The Computer Kidd, Sysop of the Electronic Buccaneer, Eatontown, NJ (Atari 8-bit bbs)

318. *** IMPORTANT *** Is the STe compatible with the ST? Mail me!

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 22:00:38 UTC
From: Metalist@cup.portal.com
Message-ID: <30957@cup.portal.com>
Source record: 240238

I am asking this mainly of the rest of the world, but if any of you fellow Americans feel you can contribute, please feel free to do so.

With the STe now available in America, there has been a great renewal of faith in Atari here. However, this was dampened recently when a friend of mine mentioned that the STe is incompatible with the original ST!

My friend saw a magazine article listing TWO PAGES of games which work on the ST but WILL NOT RUN on the STe!
Can this be true? I need answers, and I need them NOW! I am asking the WORLD to help me. Before I buy an STe, I need your undivided attention and support.

Please, inform me: Is the STe incompatible with the ST? Or is this just a bunch of baloney? Those of you in Europe, Canada and elsewhere have had access to the STe for some time now. What problems does it possess? I thought it was just an ST, though enhanced with a few extra goodies like better color and sound and a few extra ports.

Please send me mail at the following address. Your replies mean everything to me. I will post summaries of your replies to the NET and local BBSes in one week so that we can spread the news about.

Metalist@cup.portal.com

319. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 22:02:12 UTC
From: Metalist@cup.portal.com
Message-ID: <30958@cup.portal.com>
Source record: 240239

Ok so there is no difference between a Multiscan and a Multisync?

Thanks

Metalist@cup.portal.com

320. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 22:03:59 UTC
From: Metalist@cup.portal.com
Message-ID: <30959@cup.portal.com>
Source record: 240240

```
]] Is there a difference between MULTISYNC AND MULTISCAN?

] MultiSync is a trademark of NEC. Multiscan is a generic term used to
] describe the same.

Thanks

Metalist@cup.portal.com
```

321. Re: Comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 22:42:33 UTC
From: kibo@pawl.rpi.edu
Message-ID: <|^D$91*@rpi.edu>
Source record: 240241

In article <6413.2679eb35@jetson.uh.edu> richard@jetson.uh.edu writes:
>Hello Net Land
>I was just woundering what has happened to Comp.Binaries.AtariST, In the
>last three weeks we have not received anything here at the University of
>Houston. Is there a net problem? Has anyone else received anything during
>this time? Or are we sitting in a dark hole at this end of the net with
>nothing getting through?

I haven't seen any at this site, either... and there's nothing new on
the sites that archive the binaries group, so I assume that the moderator
just hasn't sent any of the submissions through lately. (I *know* submissions
have been made in the last few weeks--is the moderator on vacation for
the summer?)

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu _____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

322. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-19 22:43:11 UTC
From: Metalist@cup.portal.com
Message-ID: <30963@cup.portal.com>
Source record: 240242

IB Computers is selling them, eh?

questions:

- how much for the STe alone?
- how much for a color STe system?
- how much for a mono STe systeM

thanks

You may mail the info if you wish.
Metalist@cup.portal.com

323. Re: OO on ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 03:16:26 UTC
From: schang@netcom.UUCP
Message-ID: <10665@netcom.UUCP>
Source record: 240132

In article <8480@cognos.UUCP> rossj@cognos.UUCP (Ross Judson) writes:
>I've been toying with a few ideas for my honours project, which I'll
>be doing next year. Since my school's faculty is really into OO
>stuff, I'll be doing something in that area. What OO environments are
>available on the ST? Do any of them work? Are any of them suitable
>for project-style work? Projects usually take about 8 months to do,
>and are supposed to be a reasonably sophisticated implementation of
>whatever your project is about.
>
>My system is a 1040 with a 30MB. I'm willing to upgrade the memory,
>but given my faith in the world of Atari I'm not so sure I want to
>invest more.
>
>So far, these are the approaches I've thought of:
>
>1. G++. It will require a memory upgrade, and I have no idea how
>robust it is.
You need to run unix with lots of storage(>200MB). The source
code by itself (GCC,G++,etc) takes 3-4 Mbyte, when you unloaded
it >30-40 Mbyte.

>
>2. Some form of Lisp system with OO extensions. Has anybody actually
>done this? I'd probably need more memory.
>
Don't even try, unless you have 10-20 Mbytes of memory(and running unix)
most OO extension run on top of common lisp

>3. A Mac OO system running under Spectre. This would require the
>purchase of Spectre, and probably more memory.
>
>I guess it looks like I'm going to need more memory.
>
>Or am I just being stupid. Should I just resign myself to buying a
>386 or something?
>--
>Ross Judson ++ uunet!mitel!sce!cognos!rossj + without love beauty and danger

Fortuntely there is Smalltalk-80 for ST. I don't know what exact config
requires, you could probably squeeze it. recommend more memories.
Contact Parc Place for furthur information. For usability of running
smalltalk-80 on ST, I remember old days when I used to run St80 on
Tek4044 which had similar configuration(Amazingly, it ran st80 faster
then PP St-80 2.5 running on Mac-II, I guess for every two steps forward,
you have to go one step backward...). Good luck

--
Sehyo Chang schang@netcom.uucp
Ascent Logic Corp. ucvbax!ames!claris!netcom!schang
(408)943-0630

324. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 03:19:28 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3585@calvin.cs.mcgill.ca>
Source record: 240128

In article <1990Jun19.202243.15760@murdoch.acc.Virginia.EDU>
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <3582@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST)
writes:
>
>>>Er, I'm not going to fork out $100 every month for a new version of
>>>the OS.
>>
>>er, why did I give you the impression that such an operation would cost
>>anything near that price?
>
>Dealer margins. When something costs $30 to produce, a dealer will not
>sell it to you for $30. And if the dealer has to install it, that
>costs money too. And if software packages required you to buy such an
>upgrade every 6 months, you'd be a lot poorer.

hmmm. you seem to keep missing my point... This is frustrating.
We are discussing an imaginary concept here, one I made up myself,
(but if someone else thought of it first, I wouldn't be surprized,
since it is such a nifty idea) and described fully in my messages
on the system, but you criticize my ideas without reading what
I am typing.

This concept, I will call EPROM-based OS systems, where the
manufacturer of the COMPUTER builds it with a cartridge port
and includes with it a cartridge of EPROMS which have the current
version of the OS on them, made specifically to be plugged into
this port. This is the only thing which needs producing. You'll
never need to buy a seperate EPROM set from the dealer unless
the one which was included with your computer BREAKS.

When new versions of the OS come out, the user brings
his/her cartridge to the store, has the new version copied
(or burned, if you like that kind of terminology)
onto the EPROM cartridge which he/she got with the computer,
brings it back home and plugs it into his/her computer again.

got it now?

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

325. Gadgets 68030 info = Wrong

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 03:42:45 UTC
From: dsmall@well.sf.ca.us
Message-ID: <18625@well.sf.ca.us>
Source record: 240134

Howdy. At NAMM this week I saw a copy of a message that (apparently) went through the net while my UNIX machine was offline, and while I hadn't logged into the Well. It mentioned all sorts of details about the Gadgets 68030 board -- how it had an 8350 SCSI controller onboard, and so forth.

Someone brought it to me to ask if it was true.

No, it's not. Nearly everything in the note, except for the "68030", was flat wrong. It's sure irritating to have people do stuff like this. For all I know, someone saw the MegaTalk writeup, assumed it was the 68030 board (hunh?) and SCSI I don't know *where* came from ...

While I've got a working 68030 in the Mega-4 downstairs, it's a major-league prototype, with the things you assume in a proto -- plug in adaptor cards, wire-wrap wire running everywhere, and so forth. Spectre is not yet completely up on the 68030; peripherals still need to be taught about the higher speed and about caching. (As of today, for instance, the Spectre can boot and run fine (real quick, too) on the 030, but floppies are still down, and sound is horrid...) In other words, it's midway through development, and just not done. To put this in perspective, I imagine about a case of Diet Pepsi will be enough for Doug to wrap up the 030 part of Spectre
and put it to bed.

The 030 has been tested quite a bit, because we have to find out where the performance bottlenecks are. Both on GEnie and on USENET, there have been discussions of just this re: the Amiga at 16/25 Mhz. What it boils down to, if I understand right, is that inexpensive SIMM D-RAM at this point in time isn't capable of sustaining the 68030 without heavy duty waitstates above, roughly, 18-20 Mhz.

Currently the board is clocked at 16 Mhz. (Note word "currently".)

One problem with posting info to the net is that it tends to be taken as How The Product Will Be Forever, spread to 18 million user group newsletters, and so forth -- not as Today's Prototype To Fix A Bug, like it was meant. But the info in that last spec sheet was so far wrong that I felt I should let you know before anyone took it as gospel.

I'd love to find out who made it up.

We've been doing all the typical, dull, un news-worthy revisions and revisions and revisions of boards, they all take awhile, sometimes there's film setup problems, the board shop messes up, and so forth and so on. It isn't as exciting as rumours, but it's the truth. I hope to get the next cut of 030 boards (there's like 10 in a run for sample-testing) this week.

Then we can find out if we've addressed the speed issues right and fixed some other minor snags, none of which are worthy of comment.

Anywho, that's how it's going, nice and steady.

I suppose it could happen that we'll find out that the parts just cost too much, or it's too much drain on the power supply, or it throws X-rays at you and kills the user, and have to drop the project. But my feeling is that we wouldn't be spending so much time and money on this if it wasn't going to pan out ultimately.

You can ask questions about it, but look, I may not be able to answer them, because a) the answer could be wrong next week, b) I might want to save a surprise or two for the rollout, c) it might be an option we haven't considered yet, or d) it might be something we don't know -- say, a performance question on a configuration we have not tested.

Take 'er easy.

-- thanks, Dave / Gadgets by Small, Ink.

326. Clearing the screen with MJC

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 04:14:03 UTC
From: MXB126@psuvm.psu.edu
Message-ID: <90171.001403MXB126@psuvm.psu.edu>
Source record: 240130

If I only had a system() function call available. <sigh> But anyways how do I clear the screen when using Marc Johnson C?

Please send any/all responses to msb@ecl.psu.edu [InterNet] or MSB@PSUECLB [BITNET] since this account dies today.

Thanx,

Mike Barthelemy

327. Re: ARGV= replies

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 04:16:17 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6257.267ec051@uwovax.uwo.ca>
Source record: 240131

In article <efe2d8f9768d267d1bc8@canremote.uucp>, david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
> John Bruno asked how other compilers handle this problem. The last
> version of the crt0 startup code for gcc which I have seen (1.34 --
> not the most recent) doesn't bother with any extended argument
> protocols, as far as I can see.
>
The gcc has always supported the Atari extended argument protocol
(the original libaray support the MWC without the console string, which
is what became the Atari standard). The decoding was originally done
in crt0.s, got moved for a while into a separate module (crtinit.c??)
and is now back in crt0.c.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

328. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 04:47:59 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Jun20.044759.17799@murdoch.acc.Virginia.EDU>
Source record: 240133

In article <3585@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:

>hmmm. you seem to keep missing my point... This is frustrating.

Next time maybe you can finish our discussion in email before you post.

> This concept, I will call EPROM-based OS systems, where the
>manufacturer of the COMPUTER builds it with a cartridge port
>and includes with it a cartridge of EPROMS which have the current
>version of the OS on them, made specifically to be plugged into
>this port.

So you pay extra for the port, extra for the EPROMS verses ROMS, and
dealers have to pay extra for an EPROM burner and keep track of which
EPROM goes in which type of ST, because there are 2 different sizes.
The machine would probably be a bit less reliable, as that connection
would not be sodered, it would just be a contact. You'd pay perhaps
$50-$100 more for the computer -- bad news for a machine that sells
for $650 -- and you have no advantages over the my mythical
"super-patch" program, which would use the same patch file for any
kind of ST.

>got it now?

Yeah.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

329. I'm a frustrated STe owner (Re: STe)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 04:49:30 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Jun20.044930.17672@sun.soe.clarkson.edu>
Source record: 240129

From article <30915@cup.portal.com>, by Bob_BobR_Retelle@cup.portal.com:

> The STe has been reported as having been sighted at local Atari dealers
> in the U.S.A... Atari seems to be quietly shipping the new model of
> the ST to distributors and dealers...

Living in New York state, and CANADA being so close by :)
I've had my 1040STe for what seems to be forever...

Other than being able to upgrade the memory easily (VERY EASILY!!), and the blitter (which I have now gotten used to, so I don't notice it anymore), I haven't seen any advantage the STe has over the ST EXCEPT that I can listen to my keyclicks in Stereo (which looses it's novelty REally quick)...

As to compatibility (which some are asking about) with the ST, it seems that about 4% of the comercial games a friend of mine and I have tried didn't work. He purchased well over a hundred games, and tried them all on his new STe. Games have always had the most compatibility probs. The only non-game programs that I couldn't get to work on the STe were STTalker (neat voice synth.) and the TWISTER disk formatter... Oh and the "no screen boundaries" demos have problems...

I have head about the demos Atari shows the STe with (like the white water game?). But STILL haven't head from the STe's STEREO digital sound chip. I STILL haven't seen any pictures that make use of the 4096 color pallet. I STILL haven't seen any programs that make use of the hardware fine scrolling (A new BIGSCRN.PRG would be nice :) The two new 15 pin ports haven't helped me any. I haven't head of any way to make use of my newly GENLOCK ready capibilities... Is there anything else that I missed that I'm missing?

GETTING THE PICTURE?

It's like owning one of the first lightbulbs ever made, and then having to wait for your town to be wired with electricity! (VERY frustrating)

AAron nAAs
opielask@clutx.clarkson.edu

330. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 05:28:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30973@cup.portal.com>
Source record: 240243

If I understand the "EEPROM" cartridge idea for storing the Operating System in a computer, the OS would be contained in EEPROMS in an easily removable cartridge...

When Atari (or whoever makes the computer in question) announces a new version of their Operating System for whatever reason (bug fixes, faster operation, etc...), you'd simply pop the OS cartridge out, take it to your local dealer who has already received the new "master" of the OS, and he'll reprogram your OS cartridge by plugging it into a "black box" EEROM programmer...

There would be NO cost to the user, Atari would be sure that only THEIR "official" versions of the OS would be in use (since only the "black box" would write to the Atari cartridge), and the user would have the very latest version of TOS, for only the cost of a drive to the local dealer...

Just two comments...

I like it... and it'll never happen...

BobR

331. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 05:45:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30974@cup.portal.com>
Source record: 240244

Tim Onders asks:
>Have you bothered to ask in comp.parallel, or comp.sys.transputer? Also
>remember that the majority of ATW's have been sold to corporate research
>departments and UK institutions, neither of which you are likely to hear
>much from.

Actually, no... since Atari Corp had hyped their ABAQ/ATW for so long,
I'd simply been watching here in the Atari newsgroups for any reports of
"real people" using them... I'll check the other newsgroups though..
(thanks for the suggestion...!)

I understand that many organizations that might be using ATWs might not
have any direct connection through UseNet to the Atari newsgroups, but
still, I'd expect that we'd hear about SOME of the installations and\
applications...

Do this... hold up the fingers of ONE hand... now put down two fingers..
what you're left with is the number of ATW installations we've heard about,
in the entire WORLD...

BobR

332. Re: enough! of Re: What of ATW?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 05:56:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30975@cup.portal.com>
Source record: 240245

Chad Leigh writes:
...
>this nonesense about the ATW and only three reports in comp.sys.atari.st
>of them being used in the real world (actually I think we saw another
>one) means nothing.

Actually, I didn't pose the original question... someone asked something like "What ever happened to the Atari ATW??", and I answered by asking if anyone here on UseNet had any information about any "real world" installations of the ATW...

I think it's of interest to anyone who cares what's happening in the\ "Atari World"... just as we see questions and reports about the Atari Lynx, the Atari Portfolio, the Atari Video Games...

No, I don't think we'll get any "accurate" numerical data about how many ATW systems are in use throughout the world, but I think that if there were significant numbers of them, that we'd hear SOMETHING about them... more than three anyway... (or four...)

BobR

333. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 06:12:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30978@cup.portal.com>
Source record: 240246

Craig Schock writes:
>Now, to get to the point. The problems you describe may be in no way
>affected by the machine it self, but by the transputer. To me, you just
>sound like someone who just doesn't like Atari and is attempting to
>discredit them in any way possible no matter how childist or inane.
>For people like myself who use USENET for information, you are simply an
>annoyance who does not ever add any useful input to the system. We would be
>most pleased if you stopped cluttering up this newsgroup. Perhaps you could
>start posting to alt.penis.length. After all, that's where most of your
>postings should go.

Golly Craig... I'm sorry if your sexual problems have spilled over into
atari.whatever... good luck with whatever it is...

As far as "transputer problems", I've simply asked if anyone here on the
Net has any experience, or has heard of anyone who has experience with
the Atari Transputer Workstation...

I don't care it they've got a modem attached so they can post direct
responses right from the keyboard of an ATW, or if they have to punch
paper cards to send their response... the point is, in the entire
world, only three ATW installations have ever been reported here on
UseNet...

Actually, I really don't think *I* have to do anything to discredit
Atari, Corp... they seem to be doing a terrific job of it themselves...

Useful input, eh..? Have *YOU* ever helped anyone who needed to
transfer files from their UseNet connected mainframe to their personal
ST...? Have you ever directed anyone needing hard to get Atari products
to sources for those products..? Have you ever answered anyone's
questions about what to do on Level 8 of the Dungeon Master dungeon..?
Have you ever given anyone the address and phone number of the nearest
Atari User Group to their location so they can get some local support
and answers to their questions...?

Sorry Craig, I seem to have missed all your posts...

BobR

334. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 06:29:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30979@cup.portal.com>
Source record: 240247

I asked one of the more aggressive Atari dealers about the STe at the meeting of our local Atari users' group tonight...

He said that he still hasn't gotten any STes in yet, but they're on order, and he expects them in any time...

Has anyone else here seen STes in their local stores...?

BobR

335. Re: I'm a frustrated STe owner (Re: STe)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 08:11:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun20.081154.27844@math.lsa.umich.edu>
Source record: 240248

In article <1990Jun20.044930.17672@sun.soe.clarkson.edu> opielask@clutx.clarkson.edu writes:
>I have head about the demos Atari shows the STe with (like the white water
>game?). But STILL haven't head from the STe's STEREO digital sound chip.
>I STILL haven't seen any pictures that make use of the 4096 color pallet.
>I STILL haven't seen any programs that make use of the hardware fine
>scrolling (A new BIGSCRN.PRG would be nice :) The two new 15 pin ports
>haven't helped me any. I haven't head of any way to make use of my newly
>GENLOCK ready capibilities... Is there anything else that I missed that I'm
>missing?

The Branch Always guys have a rewritten version of BIGSCRN, called MonSTEr,
that uses the STe's hardware scrolling. It came on my QuickST 2.1 disk.
It seems to work alright, but it has to be the first program in the AUTO folder.
(At least, that's the only way I got it to work...) I've found that using it
is more often a drag than not. (heh...) Any time a dialog box appears in the
center of the "screen", you have to scroll over to read it and hit the response
button... It's also incompatible with overscan, due to the way overscan sets
up the video memory. (Sigh.)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

336. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 08:24:03 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5598@jhunix.HCF.JHU.EDU>
Source record: 240249

In article <30955@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>] Atari Norway just told us that the TT will be delivered with not a 16 but
>] a 32 Mhz !!!
>
>WOW! Double the doubled speed!
>
>for U.S. too I hope!
Is North America so unimportant to Atari, are we just a bunch of leperous
computer scum, that Europe gets a 32 Mhz press release while NA gets
a 16Mhz press release.

I don't flame anyone here, I just would like to know, what will be available
in November in North America. I'll just go and get one from Canada if the US
has no distribution.

Can someone from Atari gives us some concrete/gelatin facts/truths to this
impending release.

---Ajay
Choudhri(Vidiot) C&P 301-467-4223 ins_bac@Jhunix.bitnet
ins_bac@jhunix.hcf.jhu.edu ins_bac@jhunix.UUCP !uunet!aplcen!jhunix!ins_bac
UNLV, New York Yankees, Dallas Cowboys, NJ Devils, NJ Nets, and Man United rule
---

337. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 09:45:40 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <802@ucsvc.ucs.unimelb.edu.au>
Source record: 240250

In article <1990Jun18.074147.3679@diku.dk>, jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
> [..]
>
>> Another plus is that it is easy to distribute newer versions
>> via dealerships - just give the dealers a rom burner, and newest roms.
>> The user can bring his/her cartridge into the shop, and the dealer,
>> for a nominal fee, can burn the newest version into the cart in a manner
>> of MINUTES.
>> And guess what? there is no minus!
>
> Except you'd have to find computer dealers that could think.
> 1.0e-04 ;^)
>
>
> Jens
> jensting@diku.dk is
> Jens Tingleff MSc EE, Research Assistent at DIKU
> Institute of Computer Science, Copenhagen University
> Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

338. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 09:46:28 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <804@ucsvc.ucs.unimelb.edu.au>
Source record: 240101

G'day,

{DISCLAIMER: the following is speculative {I think :-)}. The ideas are all a spinoff from this discussion thread. Please reply via e-mail if you see flaws etc and wish to correct the view taken. If you wish I could provide a summary to this newsgroup of constructive criticsm.}

I offer my apologies if my following remarks have been offered earlier. I have tried to read all the articles in this thread but I did not see ideas similar to those following.

I have seen earlier discussions similar to this one regarding ROM distribn of OS s/w (in com.sys.apple , yes the old group) except that they regarded RAM based secondary storage. There were dis-advantages with the technology however the basic idea goes thusly:

1. Have some type of battery backed up RAM

2. Load the s/w you use into it (of floppies say)

Wallah. You could make a survivable RAM based ROM system no? Perhaps put a h/w write-protect switch on it to. If the RAM were quick enough you could view this as shadow RAM for any existing ROM.

Disadvantages: probably many but primary is that the OS woud probably need changing to make good use of this. Secondary: why waste the RAM on storing the OS?

Advantages: well let's speculate :-). Apple like free DOS on a disk distn? Take the latest OS s/w home and copy it to the RamOS :-) device. I'll stop at that bad joke. :-)

PS: a minor nit with an earlier technical point re PCs with RAM based ROM. Most Amigas in existence use ROMs like Ataris do. The Amiga 1000 does not {but there are only a handful of them ... yeah I've got one :-) } and the Amiga 3000 currently does but the production ones will not.

Call me a pedant. :-) {I wish I had the money for a ROM system fix because it is a pain at times surviving on 400K user RAM. :-(}

yours truly,
Lou Cavallo.

339. Re: ACCessory file for writing from right to left (with Signum)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 10:02:43 UTC
From: pjb89@ecs.soton.ac.uk
Message-ID: <732@ecs.soton.ac.uk>
Source record: 240102

andreas@nadia.stgt.sub.org (Andreas Harfst) writes:

>I have heard about an accessory for Signum, to write Hebraic from
>right to left (!)
>Anybody seen it ? Please E-mail !!
>THANX

E-mail me also please (or else put it on the board) - I am also
interested.

TA.

--
Garthoniel Sharpsight, Elven Mage of the Woodland Realm
(pjb89@uk.ac.soton.ecs)
#

340. STe availability outside the USA

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 10:04:53 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2926@syma.sussex.ac.uk>
Source record: 240103

>
> So..there ya go! Review: The 1o4oSTE is now available in the Bay Area.
> More exactly, for sale at San Jose Computers, San Jose, CA.
>
> Looks like Atari is doing something good again! How long has the STe been
> available to the rest of the world?
> Or, how long of a delay has it been for the Ste to be available in the U.S.?
>
I first saw the STe in a London shop in mid-December 1989. The STe's arrived in England unannounced, as Atari UK had underestimated demand and had to hastily fly in a new batch of STs to meet orders from dealers. The new STs turned out to be STe's.

Some dealers in England are supplying 520STe's with added RAM. In some cases, this just involves adding 256k SIMMs, in others it involves removing the 256k SIMMs and slotting in 1mb SIMMs. As long as people want different-sized machines, I guess they're not left with too many spare 256k SIMMs on their hands.

I've now got a 2mb STe for less than the price Atari is asking for a 1040STe (449 pounds, as compared to 499 pounds list price for a 1040STe.) Now if only Megamax will hurry up and send me my Laser C upgrade (v2.0 doesn't like any TOS above 1.2).....

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

341. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 10:14:15 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2927@syma.sussex.ac.uk>
Source record: 240104

From article <3487@ruuinf.cs.ruu.nl>, by fred@ruuinf.cs.ruu.nl (Fred Appelman):
> On the official bulletin board of Atari the Netherlands, this message was
> posted by Atari. I have translated the message from dutch to english.
>
> These are the specifications of the TT as they are released to the
> press last week.
>
> TT
>
> 68030, 32 Mhz

(Lots of other specs deleted)

This is the second report I've seen quoting a 32 Mhz 68030 (the other one was from Norway, I think). It's starting to look like it might be real. An Atari UK person was very evasive when I asked at their recent show whether the TT as shipped would have just a 16 Mhz chip.

Maybe someone listens to user comments after all, just sometimes.

Now where's that extra expansion slot?

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

342. Re: TECH: How to tell if drive B is REALLY attached?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 10:33:47 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2897@medusa.informatik.uni-erlangen.de>
Source record: 240105

woju@image.UUCP (Wolfgang Jung) writes:

>larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>>at HEX $4A6 there is a WORD called _nflops (number of floppies connected)

>Hi
>===
>You could select your Drive(A,B) Via the Soundchip which controls the Drive-
>select Siganls off the Floppy Bus, turn via FD1772 the Motor on and request all
>Indexpulses an IRQ, if you won't get on Indexpulse in 1 s (there should be
>300 /s) you probably haven't connected a Drive.(thsi can only be used with
>3.5" Drives, because those have an Hardwires Indexpuls(the turning Motor
>creates it) If you Use 5 1/4 " Drives you have to search an other Way to get
>to your Information(I don't know if my way will work....)

Many drives don't turn on their motor unless a disk is inserted. So you
won't get index pulses from them. Don't fiddle around with the hardware
if there is a OS consistent way. Use _nflops at $4A6.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

343. Re: ****]]] STe NOW AVAIL. IN U.S.!! / 4 SALE IN SAN JOSE, CA ***

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 12:46:57 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3481@umbc3.UMBC.EDU>
Source record: 240106

I was just at Toad Computers in Maryland and they had SIX STe's in stock. And guess what! Their selling price for the CPU only was just $590! The color system was going for $899, also.

There is one big problem with the STe's in america. THEY DIDN'T FIX THE BUGS THAT WERE IN THE EUROPEAN AND CANADIAN MODELS! They still boot up in low-res no matter what you set in the DESKTOP.INF file. They do include a patch for it, but that is no way to sell a new computer!

Charles Rickard
University of Maryland
Baltimore County
(chuck@umbc5.umbc.edu)

344. ARGV= protocol

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:00:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <9357d8f9af28267f9d80@canremote.uucp>
Source record: 240107

Thank you again to the many people who have responded to my ARGV= enquiry. I misunderstood the new Atari protocol because of the German Gemini 1.1, which uses it incorrectly (the way I described it in my initial posting). The ARGV= protocol looks very promising for the ST, and I will incorporate it into my startup code. Just to make things clear, this is the correct format for ARGV=

ARGV=<don't care>\0<av[0]>\0<av[1]>\0...<av[ac-1]>\0\0

Also, as Alan Pratt wrote, the length byte in the basepage must be set to 0x7f (I think). Hope this makes up for any confusion. Now, could someone explain XBRA (just joking).

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

345. Re: fun with bounce...

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:07:33 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750069@hpsad.HP.COM>
Source record: 240108

Is this game pd or shareware? Can I get it on the net?

Randy (I like to play arcade games ;-), and when I get time write C hacks)

-disclaimer: this message has been brought to you by me.

346. Re: Word Perfect - comments anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:09:30 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1049@xenon.kcl-cs.UUCP>
Source record: 240109

Please note that this is not a flame- just the truth!!
I have completely given up using WP-ST. It is so cumbersome and long winded
to install and use, and as sod's law decrees, my printer was not supported, so
I had to do my own printer driver (including the proportional space table).
The Spell checker and thesaurus are undoubtably very well done, and surprisingly
fast. Someone mentioned running it off a single floppy. The idea of this fills
me with horror- It's bad enough off hard disk! The actual final, finished
printout is not really any better than 1st word. For nice fonts etc I use
Signum 2, which has a particularly fast printer driver. Something I would like
to see is postscript output on EVERY WP (ok, so this may prove inconvenient).
I don't see how you could get it onto a single floppy- I cut out as much
unnecessary stuff as I could and it still took up 1.8Mb!
The final straw as far as I was concerned is WP's announcement a while ago
saying that they were pulling out of the ST market completely (in the UK anyway)
There were so many bugs in the original release that it was unusable (load prog,
load file, crash...), though to their credit, bug-fixes came out pretty quickly.

Sorry this is so scathing, but it did actually annoy me quite a lot.

<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

347. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:24:15 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1050@xenon.kcl-cs.UUCP>
Source record: 240110

Speaking of TT launch- when was the earliest one spotted?? I first saw one
last year (August?) at a computer show in London, and I know it had already
appeared the CeBit show in Germany... Looked pretty good running "Hard driving"
with better graphics than the arcade version.

so...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

348. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:25:23 UTC
From: ignac@electro.com
Message-ID: <1996@electro.com>
Source record: 240111

In article <|3C$&R%@rpi.edu> onders@escher.ipl.rpi.edu (Timothy E. Onders) writes:
>In article <9266@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>>This is a very noticable difference, and considering Turbo ST has been
>>continuously supported and upgraded for 4 years and Quick ST is an
>>inferior(IMHO) product whose "company" has not demonstrated the kind of
>>support that SofTrek has demonstrated.....
>>For me there is more to a product than just the software itself, there is the
>>user support provided by the company....
>
>I just have to say something here in support of Darek and Ignac (hope I
>spelled those correctly). Quick ST has had tremendous product support over
>period which it has exsisted, over two years now. It was originally done

As I have stated in a few postings to this newsgroup, I have left the company as a full time employee. I am still a developper for Branch Always since anything I develop will be marketed through Branch Always, and I will be paid royalties. Branch Always is still around, and as long as Turbo ST exists and is upgraded, so will Quick ST. In fact, Darek has told me that he has a preliminary TT version of Quick ST, giving about the same percentage speed increases as Quick ST for the ST does. Quick ST supports GDOS fonts, Turbo ST doesn't. Branch Always software has given quick and excellent support for people, no doubt about it. How many people will politely answer a message at 1 am in the morning from someone who has installed the product incorrectly in Australia???

As a company, Branch Always is dedicated in giving the user the best for the lowest price. That's all there is to it. Unfortunately, since Darek is currently in the process of moving to Seattle to begin his real job at Microsoft (boo hiss - the MSDOS people! :-) there's no one around to respond to questions. I sincerely hope that people out there can understand this current situation and not draw any hasty conclusions from it. Things should be back into full swing by about the middle of July, and I am currently trying to give as much help as I can when people phone in with problems, even though I am officially not part of Branch Always.

Branch Always is alive and kicking, and Quick ST (and soon to be Quick TT) will be there, as competetive as ever. I for one know that we have done more than SoftTrek has ever done (I have never received anything from SoftTrek about Turbo ST upgrades being available, except for 1 newsletter. Their upgrades are more expensive, and frankly, for the few percent difference in speed between Turbo and Quick, I think there is no question that Quick ST is better. unless some of you out there can really tell the difference between 1300% and 1305% or whatever the current numbers are.)

* YES, I was affilitated with this company, and I do not appreciate people spreading rumours that Branch Always did not give support. I am setting the record straight.

if you have to reach Darek, the easiest way is:

watcgl!compuserve.com!73657.2714

when attempting to reach him from Usenet. He's also DAREKM on GEnie.

Thanx for your time.

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

349. Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 14:48:00 UTC
From: krieg@jupiter.uucp
Message-ID: <2701@mrsvr.UUCP>
Source record: 240112

I recently saw some IFF pictures on my friend's Amiga and was greatly impressed. They made most of the Spectrum pictures I've seen look like water colors. Is there a better graphics format than Spectrum for the ST? Does the Amiga 2000 have a higher resolution than the 520 ST? Is this a result of IFF displaying more colors or something?

I also have some GIF pictures I've been trying to view on my ST. I haven't had much luck with PD GIF viewers, so I used a GIF to Spectrum conversion program instead. Some of these GIF files were 100-200K, but the Spectrum pictures produced by the coverter were always around 51K. Needless to say, the resolution was horrible! Is this a fault of the conversion program?

Is there anyway to create/view high resolution color pictures on the ST that approach GIF and IFF? I've been very disappointed with what I've seen so far.

--
==
= Andrew Krieg Marvel Historian =
= krieg@ylum.med.ge.com Keeper of: The LIST, 2to1 list =
==
= Sheriff Truman: Do you think they spotted us? =
= Agent Cooper: Gimme a doughnut. - Twin Peaks =
==

350. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 15:13:49 UTC
From: onders@escher.ipl.rpi.edu
Message-ID: <!HD$9{-@rpi.edu>
Source record: 240113

In article <30974@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Do this... hold up the fingers of ONE hand... now put down two fingers..
>what you're left with is the number of ATW installations we've heard about,
>in the entire WORLD...

I've run into a bunch on c.s.t. I can even, if I dig around a bit, give
you names and phone numbers for contact reps at Perhelion, several ATW
supporting third party reps, and, I think, a couple of ATW users. Someone
even saw them in the tourist traps in Toronto being used in a photo
processing system. Kodak has some in their research labs. ATW's
are out there, the users just aren't social. :)
-Tim

351. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 15:54:19 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jun20.155419.1302@murdoch.acc.Virginia.EDU>
Source record: 240114

In article <5598@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>In article <30955@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>>] Atari Norway just told us that the TT will be delivered with not a 16 but
>>] a 32 Mhz !!!
>>
>Is North America so unimportant to Atari, are we just a bunch of leperous
>computer scum, that Europe gets a 32 Mhz press release while NA gets
>a 16Mhz press release.

No, Europe is so important that they get all the false rumors.

Think about it for a minute -- how much does it cost to put a memory
subsystem into a 68030 box that can handle a 32mhz processor?

I really doubt that Atari is producing a 32mhz TT. So don't worry,
nobody else is going to get it either.

Sheesh.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

352. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 16:06:44 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <muts.645898004@fysaj>
Source record: 240115

ins_bac@jhunix.HCF.JHU.EDU (Ajay Choudhri) writes:

>In article <30955@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>>] Atari Norway just told us that the TT will be delivered with not a 16 but
>>] a 32 Mhz !!!
>>
>>WOW! Double the doubled speed!
>>
>>for U.S. too I hope!
>Is North America so unimportant to Atari, are we just a bunch of leperous
>computer scum, that Europe gets a 32 Mhz press release while NA gets
>a 16Mhz press release.

I can hardly believe that the TT will come out with 16 Mhz in the US, and
32 Mhz in Europe. As far as I have read in several (european) magazines,
the TT will have a 16 Mhz (alas).
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

353. Re: Comp.binaries, comp.sources, terminator mailserver, WUP 3.0?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 16:20:06 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1548@uvm-gen.UUCP>
Source record: 240116

richard@jetson.uh.edu writes:
>>Hello Net Land
>>I was just woundering what has happened to Comp.Binaries.AtariST, In the
>>last three weeks we have not received anything here at the University of
>>Houston. Is there a net problem? Has anyone else received anything during
>>...

James 'Kibo' Parry writes:
> I haven't seen any at this site, either... and there's nothing new on
> the sites that archive the binaries group, so I assume that the moderator
> just hasn't sent any of the submissions through lately. (I *know* submissions
> have been made in the last few weeks--is the moderator on vacation for
> the summer?)

Ditto here at U of VT. There are no new sources here either, can
Steve Grimm reply or somebody else confirm the vacation theory? I
also have lost my "order" from the archive-server, sent in about 2
weeks ago.

On a related topic, which (mail server available or by mailed
<bought> disk) version of Lharc for the ST can unLZH GeminiUK? I've
had no luck with UNLZH1.4 or with the original Lharc from the
archive-server. I don't have lharc 1.13 yet and lharc2 got mangled
getting to me. I want to do an alternate desktop shootout! Please
email replies on this question - I will summarize results.

Lastly, what's the status of the terminator email service this week?
thanks,
Bob Pegram (Internet: pegram@griffin.uvm.edu)

tel. (802) 877 0018 evenings after 7 EDT,
or U.S. mail: R.R. 2, Box 2843, Green St.
Vergennes, VT. 05491 U.S.A.

P.S. Any more news on WordUp 3.0 upgrades? I still haven't gotten mine.
(sent in request about 3 - 4 days after I received it 8-) RBPIII

354. EEPROM OS (Re: Where can I get TOS 1.4 (disk version)?)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 16:33:26 UTC
From: chu@acsu.Buffalo.EDU
Message-ID: <28866@eerie.acsu.Buffalo.EDU>
Source record: 240117

In article <30973@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>If I understand the "EEPROM" cartridge idea for storing the Operating
>System in a computer, the OS would be contained in EEPROMS in an easily
>removable cartridge...

>There would be NO cost to the user, Atari would be sure that only THEIR
>"official" versions of the OS would be in use (since only the "black box"
>would write to the Atari cartridge), and the user would have the very latest
>version of TOS, for only the cost of a drive to the local dealer...
>
>Just two comments...
>
>I like it... and it'll never happen...

The ORIGINAL Atari company liked it too. So much so that it was
incorporated into the design of the original Atari 800s. Pop open the
cartridge hatch, flip the two black levers and open. Voila! You had
access to the memory cartridges and the cartridge that held the
operating system. It made upgrading your 16K Atari 800 to 48K easy.
Also, when they switched from OS Rev. A to OS Rev. B, all it meant was
going to your dealer, BUYING a new OS cartridge, popping the old one
out and sticking the new one in. Considering the number of people who
own(ed) Atari 8 bits that now own STs, I'm surprised no one mentioned
this eariler. (Of course, when the 800s came only at 48K, they changed
the black levers to screws and took the casings away from the
cartridges.)

Maybe "it'll never happen" again, but it has happened before.

>BobR

John
chu@autarch.acsu.buffalo.edu

(Am I the only one who remembers this?)

355. A couple small questions

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 16:36:25 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9006201636.AA27292@cie.uoregon.edu>
Source record: 240118

First, I'd like to thank everybody who wrote me about my Time Bandits question. I've finished the Excalibur and am now happily robbing other dimesions.

Does anybody out there know of an ARC-type program that will work on files compressed with a .ZIP extender? It's an IBM format, I think, and a couple local boardarchive all their files this way.

Also, are there any FTP sites that carry DEGAS-format nudes? I used to have a good sized collection and they were wiped out when a disk went bad and I'd like to rebuild it, if possible.

Once again, please reply via E-mail, to avoid cluttering the newsgroup.

Thanks!

James C. Lynn
---
jamesl@cie.uoregon.edu

All flames considered on basis or merit (i.e. ignored).

356. Re: Comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 16:50:46 UTC
From: techno@zelator.UUCP
Message-ID: <635@zelator.UUCP>
Source record: 240119

richard@jetson.uh.edu writes:

>Hello Net Land
>I was just woundering what has happened to Comp.Binaries.AtariST, In the
>last three weeks we have not received anything here at the University of
>Houston. Is there a net problem? Has anyone else received anything during
>this time? Or are we sitting in a dark hole at this end of the net with
>nothing getting through?

No. We haven't received anything either. Strange as that may sound, I'm
rather delighted to hear this because I was afraid I had missed NetHack 3.0
patchlevel 8 or Rainer Klute's new version of Arcshl.

Or have I ???

Techno

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

357. Terminator Mail Service

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 18:34:30 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jun20.183430.5717@math.lsa.umich.edu>
Source record: 240120

In article <1548@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
> Lastly, what's the status of the terminator email service this week?

Terminator mail service is still in beta-test. My beta-testers haven't reported any problems in the last week so I guess we're almost ready to go public. A few people have volunteered to look over my sources, and as soon as I get it out to them and they look it over, we're ready.

Give it about 2 weeks. (no promises, but that sounds about right)

Jon Brode Jesse '92!
Terminator Atari Mail Guru

358. C sources for Original Colossal Cave ADVENTURE?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 18:48:27 UTC
From: btbg1194@uxa.cso.uiuc.edu
Message-ID: <1990Jun20.184827.4256@ux1.cso.uiuc.edu>
Source record: 240121

About a year ago (1989) I got my hands on a version of Adventure which ran on the ST... I have since sold my ST, and I can't remember if I had sources with it, or just a binary, but the fact that a binary Adventure exists for the Atari ST suggests that the C sources are available.

I recently got the Fortran sources off of comp.sources.games.sources, but we don't have Fortran compilers on our Mac II's or Next machines.

I would appreciate pointers to these sources.

Thanks.

--
Bradley T. Banko
Dept of Physics, Univ. of Illinois at Urbana-Champaign
btbg1194@uxa.cso.uiuc.edu

359. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 19:14:24 UTC
From: geoff@nluug.nl
Message-ID: <1425@epd74hp.nluug.nl>
Source record: 240122

Re hardware spec:-

> 32 MHz clock speed

a definite plus...

> 720 Kb diskette

You're joking! 1.44 Mb should surely be standard?

- Geoff Coupe

360. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 19:28:28 UTC
From: rlee@ADS.COM
Message-ID: <&ND$9^^@ads.com>
Source record: 240123

In article <2701@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
| [...]
|I also have some GIF pictures I've been trying to view on my ST. I haven't
|had much luck with PD GIF viewers, so I used a GIF to Spectrum conversion
|program instead. Some of these GIF files were 100-200K, but the Spectrum
|pictures produced by the coverter were always around 51K. Needless to say,
|the resolution was horrible! Is this a fault of the conversion program?
| [..]

I've converted a number of GIFs to SPUs with a pd program called bgif.
As you say, the result is always a file of size 51K, and is somewhat
disappointing. I have other Spectrum pictures which look better despite
being _smaller_ files -- is it that bgif does not take full advantage of
Spectrum's capabilities? _Are_ there better converters or GIF viewers?

While I'm on the subject -- I have Spectrum pictures with file types
SPC, SPS, and SPU. My slide programs do not work on one of these types
(SPC?); where can I find a converter or viewer for it? Thanks for any
info.

361. Re: C sources for Original Colossal Cave ADVENTURE?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 19:36:12 UTC
From: powers@asds.enet.dec.com
Message-ID: <12712@shlump.nac.dec.com>
Source record: 240124

In article <1990Jun20.184827.4256@ux1.cso.uiuc.edu>,
btbg1194@uxa.cso.uiuc.edu (Bradley T Banko) writes:

> About a year ago (1989) I got my hands on a version of Adventure which
> ran on the ST... I have since sold my ST, and I can't remember if I had
> sources with it, or just a binary, but the fact that a binary Adventure
> exists for the Atari ST suggests that the C sources are available.
>
> I recently got the Fortran sources off of comp.sources.games.sources, but
> we don't have Fortran compilers on our Mac II's or Next machines.
>
> I would appreciate pointers to these sources.

There was a version written in C posted to comp.os.minix at the beginning
of June. There were several people who subsequently posted a few
bug fixes to the same newsgroup.

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers.
E-MAIL - powers@asds.enet.dec.com or ...!decwrl!asds!powers

362. Re: Comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 19:40:06 UTC
From: woju@image.UUCP
Message-ID: <241@image.UUCP>
Source record: 240125

richard@jetson.uh.edu writes:

>Hello Net Land
>I was just woundering what has happened to Comp.Binaries.AtariST, In the
>last three weeks we have not received anything here at the University of
>Houston. Is there a net problem? Has anyone else received anything during
>this time? Or are we sitting in a dark hole at this end of the net with
>nothing getting through?

Here in Berlin/Germany t, we have not received anything on the
Comp.Binaries.AtariST too. So i think there was not any posting at all..

Greetings

```
=============================================================================#
# Wolfgang Jung Email:woju@neon.UUCP #
# woju@image.UUCP #
# woju@mist.UUCP #
# Bang:???? #
=============================================================================#
```

363. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 19:43:39 UTC
From: woju@image.UUCP
Message-ID: <242@image.UUCP>
Source record: 240126

wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:

>Does anybody know if there is a version of gulam that runs correctly under
>TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I
>used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam
>starts correctly but the execution of e.g. the mem or ls command results in a
>crash due to a bus error (?). (I can't remember my Gulam version right now, but
>it is a beta version)
>Any help is appreciated.

I encountered this Problem too, i am using KAOS(a optimized TOS 1.4 Version)
and my current Gulam Version is 1.03.XX . There seems to be an TOS-Version
incompatible Part in gulam...

Greetings

```
================================================================================#
# Wolfgang Jung Email:woju@neon.UUCP #
# woju@image.UUCP #
# woju@mist.UUCP #
# Bang:???? #
================================================================================#
```

364. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 20:15:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4b1ea658.20b6d@apollo.HP.COM>
Source record: 240127

In article <3585@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>hmmm. you seem to keep missing my point... This is frustrating.
[...]
> This concept, I will call EPROM-based OS systems, where the
>manufacturer of the COMPUTER builds it with a cartridge port
>and includes with it a cartridge of EPROMS which have the current
>version of the OS on them, made specifically to be plugged into
>this port. This is the only thing which needs producing. You'll
>never need to buy a seperate EPROM set from the dealer unless
>the one which was included with your computer BREAKS.
>
> When new versions of the OS come out, the user brings
>his/her cartridge to the store, has the new version copied
>(or burned, if you like that kind of terminology)
>onto the EPROM cartridge which he/she got with the computer,
>brings it back home and plugs it into his/her computer again.

Ahhh. In other words, what you want is what Atari used to build into their 8-bit line, starting with the 400/800's, sort of. No, I don't mean the game-cart slot -- the OS itself, sveltely fitting into a meager 10K of ROM, was on a removable card/cartridge, alongside the memory boards. To my knowledge, no one ever did bring out a replacement/upgrade OS (though I think someone was selling user-installable replacement ROM chips that recoded the (floating-point decimal, wow! :-) math routines for better speed). They could've, though.

What you'd actually probably like is EEROM or battery-backed RAM in that cartridge; some technology that doesn't require opening the case to erase it as EPROMs would. That'd cost a bit more, though.

>got it now?

What you'd also then have is a Toy Computer, since clearly the IBM-wannabees don't have it. (Wan smile; just kidding.) Frankly, why not just build more RAM into the damn thing, admit that all future machines you sell are going to have reasonably fast hard-drives, install the OS there, and distribute patch-floppies periodically? Just because Apple seems to have trouble doing their OS upgrades that way (basing that comment on what someone else said here earlier about frequent, buggy revs; I don't have any firsthand experience that confirms it), doesn't mean that the idea is dumb.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

365. Re: What of ATW? (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 23:50:45 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <1990Jun20.235045.19954@calgary.uucp>
Source record: 240147

In article <30978@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> As far as "transputer problems", I've simply asked if anyone here on the
> Net has any experience, or has heard of anyone who has experience with
> the Atari Transputer Workstation...

No... this is not what you said. You said that if this emerging
technology was so great, there should be more installations reported.
I gave you a reasonable response as to why there hasn't been an
overwhelming number of ATW installations in the world... this response
seems to have been convieniently ignored by you.

> paper cards to send their response... the point is, in the entire
> world, only three ATW installations have ever been reported here on
> UseNet...

Yeah, so? What does this observation prove? Anything?

> Useful input, eh..? Have *YOU* ever helped anyone who needed to
> transfer files from their UseNet connected mainframe to their personal
> ST...? Have you ever directed anyone needing hard to get Atari products
>
> [babble deleted]

Yes

> Sorry Craig, I seem to have missed all your posts...

Unless you've read someone else's E-Mail, you wouldn't see them.

==========
Craig Schock schock@cpsc.UCalgary.CA
University of Calgary (More reliable ->) schock@flip.cpsc.UCalgary.CA

DAMMIT Jim I'm a doctor not an OCEOTRIPTAPHANTIAENTOLOGIST!
==========

366. Re: VOTES ON: comp.sys.atari.ste

Newsgroup: comp.sys.atari.st
Date: 1990-06-20 23:59:46 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750070@hpsad.HP.COM>
Source record: 240135

```
How many spaces do I put before the "YES"? ;->
```

367. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 00:42:14 UTC
From: Robert_G_Brodie@cup.portal.com
Message-ID: <30990@cup.portal.com>
Source record: 240148

John,

The disk based version of TOS 1.4 was available only while it was in development. Strictly a developer unit, and was bug ridden. The version that is in rom is much better. Try contacting a dealer like Toad Computers in Maryland. They advertise in lots of the mags, and usually offer the roms (uninstalled) for around $70.

regards,

Bob Brodie

368. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 00:51:48 UTC
From: mjv@brownvm.brown.edu
Message-ID: <43547@brunix.UUCP>
Source record: 240136

In article <4b1ea658.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> To my knowledge,
> no one ever did bring out a replacement/upgrade OS (though I think someone
> was selling user-installable replacement ROM chips that recoded the (floating-
> point decimal, wow! :-) math routines for better speed). They could've,
> though.

Didn't Omnimon or whatever that 80-column display and sector/memory editor go into one of those slots? Its been awhile.

> Just because Apple
> seems to have trouble doing their OS upgrades that way (basing that comment
> on what someone else said here earlier about frequent, buggy revs; I don't
> have any firsthand experience that confirms it), doesn't mean that the idea
> is dumb.

Well lately, Apples last 3 system upgrades have been done to support the new machines that they release which is almost faster than the OS releases. And while they're at it, they fix some bugs. I don't think the reason Apple releases so many versions is because they are buggy (except for 6.0). There really isn't much of a reason to run 6.04 on Spectre just because its latest (or 6.05 for that matter) because it doesn't give any advantages to us. It just makes Dave have patch up Spectre for us and take his time from other fun things... Wow that was a fun tangent :-)

Anyway, releasing new machines is something Atari really couldn't ever do in a timely fashion... They do it, just not fast enough.

Cheers,

Marshall
--mjv@brownvm.brown.edu

369. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 03:02:01 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun20230201@haroeris.cs.odu.edu>
Source record: 240137

>I've converted a number of GIFs to SPUs with a pd program called bgif.
>As you say, the result is always a file of size 51K, and is somewhat
>disappointing. I have other Spectrum pictures which look better despite
>being _smaller_ files -- is it that bgif does not take full advantage of
>Spectrum's capabilities? _Are_ there better converters or GIF viewers?

Ok, I've got to say something.... I love images-- I have a scanner.
I also have not had any problems converting GIFS and the images usually
look EXACTLY like the conversion file.

Of course, I ONLY CONVERT GIFS OF 320x200 SIZE!

I use pbm and other utilites to accomplish this task.

I also find that most images can be converted to 320x200 with 16 colors
and saved in IFF format. In this way I can get .p[ci]1 pics also.

With possible future pbm utilities for Atari formats, this process should
become painless. The conversion takes a while with the ST so I normally
a sun sparcstation (usually with a process reniced to -15 or so...)--
HOWEVER, I have not looked into to it, but it would be nice to get PBM to
compile under TOS AND MINIX ST!
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game design requests to <game-design-request@cs.odu.edu>
---

370. Help with Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 04:15:24 UTC
From: ie09@vaxb.acs.unt.edu
Message-ID: <27640.268049dc@vaxb.acs.unt.edu>
Source record: 240138

A few questions:

1. When using Assembly, you call a System Routine with TRAP #1
to call an XBIOS routine, you use a TRAP #14.
Are there any other TRAPs that I should know about?

2. I want to load up a Spectrum or Degas Picture, but I
dont want t use DSLIDE or a Spectrum viewer. I want to
load it up, and the user hits a key, and my program
will load up.
3. How would I go about writing a program that simulates

Jeff Bilger

371. Semi-apology regarding my request of IB computers pricing [STe]

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 04:40:51 UTC
From: Metalist@cup.portal.com
Message-ID: <31000@cup.portal.com>
Source record: 240150

Hello, I received a complaint via email about my posting regarding IB computers and what their pricing of STe computers is.

I am sorry if I "wasted bandwith," I was not thinking about usenet as usenet, but as a BBS. [I see a collective nodding of heads, like "ah hah, Just what I suspected."]

The message I got in email was very disturbing and uncalled for. I am glad the majority of you are understanding and sympathetic when a person makes a mistake.

Metalist@cup.portal.com

372. PC Speed vs. PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 04:47:40 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90172.004740PMR2@psuvm.psu.edu>
Source record: 240149

Can anyone out there give a comparison of PC Speed and PC-Ditto, with especial attention to price, speed, and %age of MS-DOS programs which work? I am more interested in PC-Ditto I than II, as I am but a college student. Also, where can I obtain these programs? Thanks.

Paul Ricker (PMR2@PSUVM.PSU.EDU)

373. Re: TCT drives and FM interference

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 07:34:24 UTC
From: gossa@rdge44.enet.dec.com
Message-ID: <212@uninet.vbo.dec.com>
Source record: 240139

To answer some of my own questions :
>
> I've just become the proud owner of a Third Coast 65meg (ST277N ?) hard
>disk. My question is should it be putting FM interference ?? I get wide band
>interference (I can hear the drive's stepper motor) at about 6ft form the
>machine. A friend downstairs from me can pick up the drives noise output and
>he's about 30ft and 2 walls away from the machine. (He has a portable radio so
>the noise is not mains transmitted).
>
> Is my hard drive faulty ???

Seems the culprit is not the hard disk but the memory expansion I put
in over the same weekend. It's fun (??) listening to the memory accesses when
using the computer (The little guy seems to go wild when opening a window).
This still leaves me with the problem that my hard disk writes are unreliable.

> Is there anything I can do to shield it ???

I've Tried sheilding the memory expansion (which has to sit outside of
the shield due to size) this has a small effect, the <Sense $04>'s (Drive not
responding) become ALLMOST non-existant and <Write Fail $000n> become less
frequent.

The memory expansion is Xtra-Ram from Frontier Software, I've checked
it for missing capacitors and resistors, but cannot find any. Does anyone
else have any experiences with this expansion board.

I'm going to try toriod's on the power lines to try to filter the noise
out of the line. (If that's how it's transmitted).

Are there any problems with power losses from the MMU or DMA chips
when expanding memory. The computer is a 2 year olf 520STFM and the memory
board requires a plug into the top of the MMU and the removal of the Shifter
from its socket and insertion into a board which plugs into the shifter
socket. Power is taken from one of these two connectors. The earth wire is
attached to the earth wire input on the mains lead.

- Andrew -

374. Re: OO on ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 10:53:02 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Jun21115302@ghiggins.hpl.hp.com>
Source record: 240253

++ >2. Some form of Lisp system with OO extensions. Has anybody actually
++ >done this? I'd probably need more memory.

++ Don't even try, unless you have 10-20 Mbytes of memory(and running unix)
++ most OO extension run on top of common lisp

Hang on, how would that chime with Procyon (a UK mob) offering an package of Procyon CL *and* an implementation of CLOS, for the Mac? I haven't taxed them directly about what a sizeable OOPS application in CLOS would consume, but 10-20 Mb seems a little severe.

I suspect that some unix CL implementors assume 8-16Mb of RAM, with 100+Mb of store, allowing them to go for process sizes of up to 40-60Mb and image sizes of tens of Mb. Other implementations (I'm thinking of Poplog, here) don't require anywhere *near* as much system beef.

--
Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
----

375. Re: ARGV= replies

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 12:18:51 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <5017@sbsvax.cs.uni-sb.de>
Source record: 240144

In article <efe2d8f9768d267d1bc8@canremote.uucp>, david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
> Thanks to John Bruno and Daniel A. Glasser for private answers to my
> ARGV= enquiry. Unfortunately, I cannot answer them directly since I am
> stuck reading this newsgroup on a PCBoard system and not under Unix
> (they haven't got the new Suns at work hooked up fully to Usenet).
>
[stuff deleted]
>
> ****
> NOTE
> ****
>
> Please send any responses of general interest to the net. Please send
> any direct responses to my BITNET address below, NOT to my return
> address on this message. Thanks.
>

It seems that my mail didn't reach you. So i decided to reply to the net.
Here is my original reply:

The official atari specification is virtually the same as that used by MWC:
ARGV=<ignored-stuff>\0<av[0]>\0<av[1]>\0 ... \0<av[n]>\0\0

There was an older proposal by Allan Pratt in the Pexec-cookbook that had
argv[0] immediately following the string "ARGV=". This proposal also specified
a PBP environment-variable with the parents base page pointer encoded as a
decimal number.
Another way to distinguish the two methods is to look at the length-byte in
your own basepage. The official standard sets it to 127, which is an otherwise
not occuring value.

```
*****************************
HOW TO TEST DIFFERENT METHODS
*****************************
```

If you want to test your programs with different parameter passing methods, you
can run it under the Master-Demo posted some time ago on comp.binaries.atari.st.
The relevant status-variable is XARGS. It is treated as a bit-vector with the
following interpretation:

```
Bit | Meaning
--------+-----------------------------------------------------------
0 | use PBP/ARGV parameter passing
1 | use MWC-ARGV parameter passing (value of ARGV is io-vector)
2 | use xArg environment var (points to xArg-struct)
```

3 | use length-byte 127 for validation

The methods may be merged (XARGS == 3 means use PBP/ARGV + handle 2 as console). If PBP is not used (XARGS & 2 == 0), the environment-variable $ contains the hexadecimal encoding of the parents basepage. Another status-variable affecting the passing of environment-vars and thus the extended arguments is UNIX. If the variable is set (to any value), the environment is passed in the form:

var1=val1\0var2=val2\0 ... varn=valn\0\0

If the variable is not set (or has the value "0"), the environment is passed in the form:

var1=\0val1\0var2=\0val2\0 ... varn=\0valn\0\0

>
>
> David Megginson
> BITNET: meggin@vm.epas.utoronto.ca
> ---
> * Via ProDoor 3.1R

I hope this helps!

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

376. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 12:53:50 UTC
From: kouijzer@pttrnl.nl
Message-ID: <35093.2680d16f@pttrnl.nl>
Source record: 240140

```
Fred Appelman writes:
> On the official bulletin board of Atari the Netherlands, this message was
> posted by Atari. I have translated the message from dutch to english.
>
> ------------------------------------------------------------------------
>
> Message : 16517 [Open] 6-17-90 11:00pm
> From : Sysop Wilfred
> To : Fred Appelman (x)
> Subject : #16466 TT op 32 MHZ?
> Sig(s) : 9 (Portfolio)
> There are 3 replies
>
> These are the specifications of the TT as they are released to the
> press last week.
>
> TT
>
> 68030, 32 Mhz
> Optional: 68882 (De 68881 is not fast enough)
> 2 Mb ST RAM, extendible with 2 or 8 Mb
> Optional: 4 or 16 Mb TT (FAST) RAM
> 512 Kb ROM
> 720 Kb floppy
> 48 Mb SCSI 28 ms harddisk. Optioneal: 80 Mb en 100+

for the 8 Mbyte ST RAM and the 16 Mbyte TT RAM memory extensions you'll
need 4 Mbit chips !

>
> Interfacing: 2, extendible till 4 seriel ports
> 1 parallel port
> 1 cartridge port ST
> 1 DMA port ST
> 1 MIDI IN, 1 MIDI OUT
> 1 ST compatible keyboard connector
> 1 SCSI port 25 pins
> 1 low speed LAN port
> 1 VGA compatible monitor port
>
> Video modes: 3 ST modes (Low, Medium, High) with palette of 4096 colors
> 320x480 with 256 colors from 4096
> 640x480 with 16 colors from 4096
> 1280x960 monochrome
>
```

>
> Delivering: The first 6 machines are delivered to major software
> developers in the Netherlands and Belgium. Already 12
> machines are delivered to Germany. The first real production
> is expected in August. Mass production is expected in September.
>
> Price Dfl 6500,- ($ 3.200) excl. tax, incl. MULTI-SYNC VGA color monitor.
>

this standard color monitor does NOT support the 1280x960 monochrome mode,
according to an article in "Atari ST nieuws", a dutch magazine.

> (stuff deleted)

> Fred J.R. Appelman, 3D Computer Vision, Utrecht University
> AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
> Telephone: +31-30-506710 Fax: +31-30-513399
> e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

Guus Kouijzer PTT Research Neher Laboratories
Internet: AJ_Kouijzer@pttrnl.nl Leidschendam, The Netherlands

377. Re: OO on ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 13:01:16 UTC
From: colas@avahi.inria.fr
Message-ID: <8158@mirsa.inria.fr>
Source record: 240254

In article <10665@netcom.UUCP>, schang@netcom.UUCP (Sehyo Chang) writes:
|> >2. Some form of Lisp system with OO extensions. Has anybody actually
|> >done this? I'd probably need more memory.
|> >
|> Don't even try, unless you have 10-20 Mbytes of memory(and running unix)
|> most OO extension run on top of common lisp

Xlisp, Xscheme & fools are small (~100k) lisp systems with OO extensions
on the ST, available on terminator.

Xlisp is used for real applications in the unix world, is robust and has
good OO support, debugger & extensibility from C, and is common-lisp compatible

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

378. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 14:35:09 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun21.143509.18480@water.waterloo.edu>
Source record: 240141

In one article some one writes
>in another ...
>
>> and another ...

>>>] Atari Norway just told us that the TT will be delivered with not a 16 but
>>>] a 32 Mhz !!!

>>Is North America so unimportant to Atari, are we just a bunch of leperous
>>computer scum, that Europe gets a 32 Mhz press release while NA gets
>>a 16Mhz press release.

>I can hardly believe that the TT will come out with 16 Mhz in the US, and
>32 Mhz in Europe. As far as I have read in several (european) magazines,
>the TT will have a 16 Mhz (alas).

Look folks, computer sales people are notorious for giving promises of
delivery. Whether this is due to naievity or knavery, one can only guess.

It is also possible that some new person with no experience got mixed
up about the difference between Mhz and bits.

In any case, don't get your knickers in a knot about stuff like this.
It is not worth it.

379. Re: Help with Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 14:35:51 UTC
From: dbrooks@osf.org
Message-ID: <9674@paperboy.OSF.ORG>
Source record: 240251

In article <27640.268049dc@vaxb.acs.unt.edu>, ie09@vaxb.acs.unt.edu writes:
> A few questions:
>
...
> 3. How would I go about writing a program that simulates
>
> Jeff Bilger

Just write one that simulates Turing, and change the name parameter.

(sorry; couldn't resist)
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks

380. TOS BUGS, PATCHES

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 15:11:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4942@brahma.cs.hw.ac.uk>
Source record: 240142

In article <1990Jun19.062910.2787@murdoch.acc.Virginia.EDU>
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>Er, I'm not going to fork out $100 every month for a new version of
>the OS. The solution I prefer is for Atari to make up a "master patch
>of patches" that you can use with ANY rom version and takes it up to
>the latest level. So if a user reports a strange problem, you say
>"What version of the master patch are you running?" If it's the curent
>one, then you know EXACTLY what they have, despite the ROM. There
>would be no excuse for the user to not upgrade (it's free).
>
>I suggested it, but Atari didn't like it. C'est la vie.

Well I second Greg's suggestion. We have a lab full of TOS 1.0 and so I have
wanted a 'panacea' ROM patch for a long time. Sure I prefer the unbugged
ROMs but until we upgrade the lab we could use the patch. The patch should
only fix bugs and not add features (eg. Move File, Skewed Disk Format etc)
else some people would never buy the ROMs. It should also take its patches
from a file and only install the ones needed.

With regard to bugs in TOS 1.4 and TOS 1.6, I recall Ken Badertscher some
time ago calming our fears about a rare bug that hit Leonard Tramiels HD
and set back the release of TOS 1.4.

>From: kbad@atari.UUCP (Ken Badertscher)
>Date: 8 Mar 89 08:12:44 GMT
>Organization: Atari Corp., Sunnyvale, CA
>In point of fact, it was a very unusual bug, and to his immense credit,
>Leonard is such a perfectionist that he would not allow TOS 1.4 to be
>released even with such a obscure, rare bug in it!

I'm sure we all appreciate that, but once TOS 1.4 was released some not so
obscure bugs were found and although Atari have since released patches they
seem to have no plans to fix the ROMs and re-release them.
Some people have also cast doubts on the efficiency of the patches too.

TOS 1.6 was released in the ROM of the STE with bugs that Atari did feel
deserved an unbugged re-release. Do we 1.4 owners not deserve the same?
I suspect that Atari feel that the Medium Res bug, although trivial, is more
important because it's a visible one. "Hey look, I'll show you a bug!"

It is sad to think that TOS 1.4 is now available in the UK over one year after
it was finished. I would have been nice to have at least gained something from
the delay like bug fixes.

The TOS ROM versions situation currently looks like this:-

BOOT ROM:
Version: 0.0
Machine: 260-1040 ST
Size: 64K
Release date: Unknown (and unimportant)
This was the first ROM. It's sole purpose was to supply just enough BIOS
calls to enable RAM TOS to be loaded from disk. Nice picture though.

ROM TOS:
Version: 1.0
Machine: 260-1040 ST
Size: 192K
Release date: 20th November 1985
Initially available on disk as RAM TOS this is the original buggy OS
(I call it BUG TOS :-) It is believed most of the bugs seem to have been
DRI's fault.

BLiT TOS:
Version: 1.2
Machine: 520-1040 ST, Mega ST
Size: 192K
Release date: 22nd April 1987
Changes: A few minor bug fixes plus a few new features (mainly BLiTTER support
for Mega ST's)

Rainbow TOS
Version: 1.4
Machine: 520-1040 ST, Mega ST, STacy
Size: 192K
Release date: 6th April 1989
Changes: Major bug fixes plus many more new features. Some bugs were left in
for compatibility reasons. New ones appeared. Called Rainbow TOS because of
the rainbow colours in the fuji logo from "Desktop Info" menu.

Rainbow/STE TOS
Version: 1.6
Machine: STE
Size: 256K
Release date: 29th July 1989, 17th October 1989
Changes: Essentially this is TOS 1.4 with new features added because of
larger ROM space and enhanced hardware. The TOS 1.4 bugs were fixed.
It was re-released because of desktop.inf med-res bug.

TOS030
Version: 2.0?
Machine: TT
Size: 512K
Release date: Unknown at present
Changes: Rumoured to be major improvements and new features. This is probably
the most bug free ROM version to date (whatever it is).

It begins too look like TOS 1.4 is the end of the road for the ST, Mega ST and
STacy portable. The STE gets one more bite at the cherry with a possible

TOS 1.8 and the TT looks set to get all the future improvements in 2.0 and greater.

SO VOTE NOW FOR THE PANACEA OF TOS PATCHES AND RE-RELEASED ROMS!

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

381. Re: PC Speed vs. PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 15:38:01 UTC
From: chris@ethz.UUCP
Message-ID: <4839@ethz.UUCP>
Source record: 240143

Should it be possible that over the pond there is no knowledge about the
new ATonce by vortex (available) respectively the planned ATspeed (namings
should make clear what I'm talking about) ?!
--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

382. Re: Help with Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 16:28:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1536431317@thelake.mn.org>
Source record: 240259

[In article <27640.268049dc@vaxb.acs.unt.edu>,
ie09@vaxb.acs.unt.edu writes ...]

> A few questions:
>
> 1. When using Assembly, you call a System Routine with TRAP #1
> to call an XBIOS routine, you use a TRAP #14.
> Are there any other TRAPs that I should know about?

GEMDOS calls are trap #1.
BDOS calls are trap #2. (Apparently used internally by the operating system.)
BIOS calls are trap #13.
XBIOS calls are trap #14.

> 2. I want to load up a Spectrum or Degas Picture, but I
> dont want t use DSLIDE or a Spectrum viewer. I want to
> load it up, and the user hits a key, and my program
> will load up.

There have been several code examples for displaying images posted to
comp.sources; consult the archive-server@panarthea.EBay.SUN.COM, or
(Internet FTP only) terminator.cc.umich.edu or wuarchive.wustl.edu.

> 3. How would I go about writing a program that simulates
>
> Jeff Bilger

I dunno... how complicated is Jeff Bilger, anyway? :-)
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

383. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 17:45:34 UTC
From: alex@athertn.Atherton.COM
Message-ID: <25602@cherry.athertn.Atherton.COM>
Source record: 240145

>(Steve) rehrauer@apollo.hp.com writes:
>Ahhh. In other words, what you want is what Atari used to build into their
>8-bit line, starting with the 400/800's, sort of. No, I don't mean the game-
>cart slot -- the OS itself, sveltely fitting into a meager 10K of ROM, was
>on a removable card/cartridge, alongside the memory boards. To my knowledge,
>no one ever did bring out a replacement/upgrade OS...

God, I'm really gonna show my age here, but...

as a matter of fact, there were _at least_ two substitute OS cards for
the 800: one was Dave Small's OS board which made the Corvus hard
drive for the 800 actually work really well (I just gave away Dave's
age, too, ;-), and the other was a board out of Atari, which put
the debugger DDT into the unused 4K address space which was in the
OS map. Both of these cards were very much 'specialty' cards--
the average 800 user had no need of 'em, but if you were doing
software development on an 800, they were worth their weight in gold.

Jeez, next thing you know I'm gonna start rambling about the 'good
old days'. I better go out and shoot myself immediately. :-)

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "Jes' Fine!" |

384. Re: I'm a frustrated STe owner (Re: STe)

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 18:58:01 UTC
From: ignac@electro.com
Message-ID: <2008@electro.com>
Source record: 240255

In article <1990Jun20.081154.27844@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>The Branch Always guys have a rewritten version of BIGSCRN, called MonSTEr,
>that uses the STe's hardware scrolling. It came on my QuickST 2.1 disk.
>It seems to work alright, but it has to be the first program in the AUTO folder.
>(At least, that's the only way I got it to work...) I've found that using it
>is more often a drag than not. (heh...) Any time a dialog box appears in the
>center of the "screen", you have to scroll over to read it and hit the response
>button... It's also incompatible with overscan, due to the way overscan sets
>up the video memory. (Sigh.)

the reason dialogs appear in the middle of the screen is because they
are always PROGRAMMED to be there. not darek's, atari's or anyone's fault.
that's just the accepted way of showing dialogs - put them in the middle
of the current resolution's screen, and if its BIGSCRN or MONSTER running,
the middle of the screen is NO LONGER the middle of the 640 by 400 resolution
now is it?

(needed to say this before anyone thinks that it was Branch Always Software's
fault!) :-)

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

385. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 19:13:18 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2903@medusa.informatik.uni-erlangen.de>
Source record: 240146

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

>Think about it for a minute -- how much does it cost to put a memory
>subsystem into a 68030 box that can handle a 32mhz processor?

I guess ATARI will come up with a cache solution, that is, the processor will run at 32 MHz while the whole rest will stay at 16 Mhz. This can be done pretty cheaply. Personally, I believe in this rumour. ATARI has to do something against the A3000 which is, IMHO, technically the better machine.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

386. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 19:15:13 UTC
From: fred@ruuinf.cs.ruu.nl
Message-ID: <3492@ruuinf.cs.ruu.nl>
Source record: 240252

In article <1425@epd74hp.nluug.nl> geoff@nluug.nl (G. Coupe EPD/74 O75/1435) writes:

>> 720 Kb diskette
>You're joking! 1.44 Mb should surely be standard?
>- Geoff Coupe

I'm just quoting what was on the bulletin board. This message was put
on the board by Atari.

Fred

387. OO on ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 21:36:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <b0abd8f96f41268159e0@canremote.uucp>
Source record: 240269

XLISP 2.0 is PD, has full OOPS capabilities, and runs fine in 1 meg. It is robust and portable (it has been ported to just about every CPU). On the LISP side, it runs a subset of the Common LISP language (some of the picky little things, and a few big things are missing). The manual is good, and I think that there are now trace facilities available. The (system) command works, so it is easy to drop in and out of the editor.

XLISP comes with full C source if you want to modify it. Any more questions?

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

388. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 21:42:54 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3595@calvin.cs.mcgill.ca>
Source record: 240256

In article <4b1ea658.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> Frankly, why not
>just build more RAM into the damn thing, admit that all future machines
>you sell are going to have reasonably fast hard-drives, install the OS
>there, and distribute patch-floppies periodically?

Well, who says all future machines will have reasonably fast hard drives?
I was using my 1040 with only floppies for about 3 years before I bought
a Hard Disk for it.... Now that I have one, I couldn't survive without
one, but I managed ok for a while... It is quite nice of Atari to be able
to cator to both the home users (one of which I was) who can't afford such
extravagances, and the power users (one of which I am now) who go for such
things.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

389. Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-21 22:14:28 UTC
From: chris@tharr.UUCP
Message-ID: <791@tharr.UUCP>
Source record: 240258

We have been producing a hard disk for the ST for some months now.
The hard disk uses an interface which has been designed in Germany
and is software compatible with the official Atari hard disk.

The problem is that on many STe machines, corruption of data happens.
It always happens in the same way - two bytes are missed out when
a sector is written to the disk. eg

this is a piece of text
becomes
this is a pce of text

This is disastrous when it happens to directory sectors and programs.

Point 1. This only ever happens on the STe

Point 2. Replacing the DMA chip with one from an STFM usually solves
the problem.

Point 3. We sent an STe & a Hard Disk with this problem to the
manufacturers of the interface in Germany. They said that the same
problem was happening with the Megafile and with the ICD Interface.

Point 4. This is happening with about one in four STe machines.

Atari UK say they have not heard of this problem and they are not
interested.
Has anybody... Atari USA? Anybody else? come up against this problem?
Our supplier has run our of "OLD" DMA chips and is now sending us
"NEW" ones which have the same problem. Can anybody suggest a solution?

frustratedly,

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

390. Re: OO on ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 03:45:20 UTC
From: kgg@zinn.MV.COM
Message-ID: <771@zinn.MV.COM>
Source record: 240274

There is a thing called Xlisp that is an implementation of Common Lisp
with object-oriented extensions. I believe that it's as close to
Common Lisp as the author could reasonably make it, but don't beat up
on me if it diverges here and there. It is written in C, and I'm
quite sure that it has been compiled and run on the Atari 1040 ST.
I'm interested in getting a copy of it myself, but haven't had the
time to track it down and download it. An ancient version of it
used to run on a 60kb (!) PDP-11; it eventually grew large enough
that it would no longer fit, but I think that you should have no
trouble getting it to fit in 1Mb. Documentation is, I think, adequate.
There is even a paperback book written about it (by someone other
than the author of Xlisp itself). I've seen indications that it's
available from terminator. Maybe someone would be willing to fetch
it off and forward it to you.

Also, look in the latest issue of /Personal Workstation/ magazine.
There is a two-part article (concluded next month) describing how
to implement your own OO package in C.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

391. ATonce, ATspeed

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 03:46:16 UTC
From: Metalist@cup.portal.com
Message-ID: <31031@cup.portal.com>
Source record: 240273

Can more info be provided about ATonce and ATspeed??

thanks
Metalist@cup.portal.com

392. Re: Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 03:49:01 UTC
From: Metalist@cup.portal.com
Message-ID: <31032@cup.portal.com>
Source record: 240265

Americans are the wrong people to ask regarding the STe problem with hard drives..

WE have just barely gotten our first shipments of STeS! if you guys who have had them for 6+months havent solved the problem yet..

393. STE Sound Programming / Call me dumb.

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 04:28:59 UTC
From: dtrojh@jhunix.HCF.JHU.EDU
Message-ID: <5622@jhunix.HCF.JHU.EDU>
Source record: 240275

Hi. You may know me as the Toad guy. But anyway, the reason I'm here. I'm rather new to C programming and I need to know how to do something very very simple. POKING. I've got the STE, and I'm trying to get it to play a sample. According to the Atari Developer information, all you have to do is set up some info in these new funky swell registers, and awaay we go. But, my problem is getting the right values into the registers. Example: Suppose I want to put the value 10000011 (binary) into the location FF8920. How, in the name of Jack Tramiel am I to do this? What's the deal? How do I define that address in C specifically. Please help. Call me dumb, but I'm confused, and willing to listen. I looked through all my C manuals and couldn't find it. EMAIL HELP to dtrojh@jhunix.hcf.jhu.edu. Thanks.

- Dave

394. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:02:14 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <687@idcapd.idca.tds.philips.nl>
Source record: 240276

```
In article <242@image.UUCP> woju@image.UUCP (Wolfgang Jung) writes:
>wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>
>>Does anybody know if there is a version of gulam that runs correctly under
>>TOS1.4? This week I got a new Mega 1 with TOS 1.4 and the gulam version I
>>used to run under the old Blitter Tos doesn't seem to like TOS1.4. Gulam
>>starts correctly but the execution of e.g. the mem or ls command results in a
>
>I encountered this Problem too, i am using KAOS(a optimized TOS 1.4 Version)
>and my current Gulam Version is 1.03.XX . There seems to be an TOS-Version
>incompatible Part in gulam...
>
>#  Wolfgang Jung Email:woju@neon.UUCP #
>#  woju@image.UUCP #
>#  woju@mist.UUCP #
I recently received information that the incompatibility of Gulam with TOS1.4
is limited to the 'mem' command. It seems that Gulam uses a undocumented TOS
routine or variable and apparently this has changed with TOS1.4. I got myself
a somewhat newer Gulam version (also a 1.03.xx ) and this seems to work fine
with the 'mem' command as an exception. Probably my first Gulam was not
O.K. in the first place.

_ ------------------------------------------------------------------------
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /( (_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
>> There is no problem a good miracle can't solve <<
------------------------------------------------------------------------
```

395. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:03:00 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2905@medusa.informatik.uni-erlangen.de>
Source record: 240262

bointon@kcl-cs.UUCP (Marcus Barnaby Bointon) writes:

>Speaking of TT launch- when was the earliest one spotted?? I first saw one
>last year (August?) at a computer show in London, and I know it had already
>appeared the CeBit show in Germany... Looked pretty good running "Hard driving"
>with better graphics than the arcade version.

The first TT seen in Germany probably was the prototype that was shown at the
CeBIT 1989 to selected developpers. Then, it had severe difficulties with
its shifter, the floppy I/O routines didn't work if you didn't switch off
the cache, and it couldn't even draw the bombs correctly. No trace of
the ugly case of today then - just an AT housing with a 44 MB removable
hard drive.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

396. Re: ****]]] STe NOW AVAIL. IN U.S.!! / 4 SALE IN SAN JOSE, CA ***

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:11:16 UTC
From: chris@tharr.UUCP
Message-ID: <792@tharr.UUCP>
Source record: 240257

In article <3481@umbc3.UMBC.EDU> chuck@umbc5.umbc.edu.UUCP (Chuck Rickard) writes:
>They still boot up in low-res
>no matter what you set in the DESKTOP.INF file. They do include a patch for
>...

If you save your desktop on a MONO monitor, the STe will boot up in medium
rez. [At least this is true for all uk ones that I have seen so far].

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

397. Mail check to Gadgets/ everybody else pse ignore

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:12:57 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <688@idcapd.idca.tds.philips.nl>
Source record: 240277

```
---- NOTE: This is meant only for Dave Small
---- Sorry for posting this, but we have problems in contacting by email

Hi Dave,

I have sent you the email message again, on the adres indicated in you last
mail. I hope it came through allright. If not, mail from you seems to reach
me OK so feel free to ask for another try :-( If received, a confirmation
would be appreciated

- ------------------------------------------------------------------------
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /( (_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
>> There is no problem a good miracle can't solve <<
------------------------------------------------------------------------
```

398. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:24:55 UTC
From: root@kunivv1.sci.kun.nl
Message-ID: <1700@kunivv1.sci.kun.nl>
Source record: 240261

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>From article <3487@ruuinf.cs.ruu.nl>, by fred@ruuinf.cs.ruu.nl (Fred Appelman):
>> On the official bulletin board of Atari the Netherlands, this message was
>> posted by Atari. I have translated the message from dutch to english.
>>
>> These are the specifications of the TT as they are released to the
>> press last week.
>>
>> TT
>>
>> 68030, 32 Mhz

>(Lots of other specs deleted)

>This is the second report I've seen quoting a 32 Mhz 68030 (the other
>one was from Norway, I think). It's starting to look like it might be

Here's the third: A dutch Atari magazine wrote that the 32 Mz is a last
minute change. (Atari Computer Nieuws, or something like that). No
rumour, I've read it myself. Flames to /dev/ACN.

Vic.
+-----------------------+-----------------------+-----------------------+
Victor Langeveld		
Med.Phys. Dept.	E-mail:	
University of Nijmegen	vic@mbfys.kun.nl	

399. TOS Bugs, Patches and revisions

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 07:39:09 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4945@brahma.cs.hw.ac.uk>
Source record: 240270

In article <1990Jun19.062910.2787@murdoch.acc.Virginia.EDU>
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>Er, I'm not going to fork out $100 every month for a new version of
>the OS. The solution I prefer is for Atari to make up a "master patch
>of patches" that you can use with ANY rom version and takes it up to
>the latest level. So if a user reports a strange problem, you say
>"What version of the master patch are you running?" If it's the curent
>one, then you know EXACTLY what they have, despite the ROM. There
>would be no excuse for the user to not upgrade (it's free).
>
>I suggested it, but Atari didn't like it. C'est la vie.

Well I second Greg's suggestion. We have a lab full of TOS 1.0 and so I have
wanted a 'panacea' ROM patch for a long time. Sure I'd prefer the unbugged
ROMs but until we upgrade the lab we could use the patch. The patch should
only fix bugs and not add features (eg. Move File, Skewed Disk Format etc)
else some people would never buy the ROMs. It should also take its patches
from a file and only install the ones needed.

With regard to bugs in TOS 1.4 and TOS 1.6, I recall Ken Badertscher some
time ago calming our fears about a rare bug that hit Leonard Tramiels HD
and set back the release of TOS 1.4.

>From: kbad@atari.UUCP (Ken Badertscher)
>Date: 8 Mar 89 08:12:44 GMT
>Organization: Atari Corp., Sunnyvale, CA
>In point of fact, it was a very unusual bug, and to his immense credit,
>Leonard is such a perfectionist that he would not allow TOS 1.4 to be
>released even with such a obscure, rare bug in it!

I'm sure we all appreciate that, but once TOS 1.4 was released some not so
obscure bugs were found and although Atari have since released patches they
seem to have no plans to fix the ROMs and re-release them.
Some people have also cast doubts on the efficiency of the patches too.

TOS 1.6 was released in the ROM of the STE with bugs that Atari did feel
deserved an unbugged re-release. Do we 1.4 owners not deserve the same?
I suspect that Atari feel that the Medium Res bug, although trivial, is more
important because it's a visible one. "Hey look, I'll show you a bug!"

It is sad to think that TOS 1.4 is now available in the UK over one year after
it was finished. I would have been nice to have at least gained something from
the delay like bug fixes.

The TOS ROM versions situation currently looks like this:-

BOOT ROM
Version: 0.0
Machine: 260-520 ST
Size: 64K
Release date: Unknown (and unimportant)
This was the first ROM. It's sole purpose was to supply just enough BIOS
calls to enable RAM TOS to be loaded from disk. Nice picture though.

ROM TOS
Version: 1.0
Machine: 520-1040 ST
Size: 192K
Release date: 20th November 1985
Initially available on disk as RAM TOS this is the original buggy OS
(I call it BUG TOS :-) It is believed most of the bugs seem to have been
DRI's fault.

BLiT TOS:
Version: 1.2
Machine: 520-1040 ST(FM), Mega ST
Size: 192K
Release date: 22nd April 1987
Changes: A few minor bug fixes plus a few new features (mainly BLiTTER support
for Mega ST's)

Rainbow TOS
Version: 1.4
Machine: 520-1040 ST(FM), Mega ST, STacy
Size: 192K
Release date: 6th April 1989
Changes: Major bug fixes plus many more new features. Some bugs were left in
for compatibility reasons. New ones appeared. Called Rainbow TOS because of
the rainbow colours in the fuji logo from "Desktop Info" menu.

Rainbow/STE TOS
Version: 1.6
Machine: STE
Size: 256K
Release date: 29th July 1989, 17th October 1989
Changes: Essentially this is TOS 1.4 with new features added because of
larger ROM space and enhanced hardware. The TOS 1.4 bugs were fixed.
It was re-released because of desktop.inf med-res bug.

TOS030
Version: 2.0?
Machine: TT
Size: 512K
Release date: Unknown at present
Changes: Rumoured to be major improvements and new features. This is probably
the most bug free ROM version to date (whatever it is).

It begins too look like TOS 1.4 is the end of the road for the ST, Mega ST and
STacy portable. The STE gets one more bite at the cherry with a possible

TOS 1.8 and the TT looks set to get all the future improvements in 2.0 and greater.

SO VOTE NOW FOR THE PANACEA OF TOS PATCHES AND RE-RELEASED ROMS!

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

400. Re: OO on ST (long)

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 09:11:17 UTC
From: dietrich@quando.quantum.de
Message-ID: <1590@quando.quantum.de>
Source record: 240264
Cross-posted to: comp.sys.atari.st,comp.object,comp.lang.smalltalk

In article <8480@cognos.UUCP> rossj@cognos.UUCP (Ross Judson) writes:
>I've been toying with a few ideas for my honours project, which I'll
>be doing next year. Since my school's faculty is really into OO
>stuff, I'll be doing something in that area. What OO environments are
>available on the ST? Do any of them work? Are any of them suitable
>for project-style work? Projects usually take about 8 months to do,
>and are supposed to be a reasonably sophisticated implementation of
>whatever your project is about.
>
>My system is a 1040 with a 30MB. I'm willing to upgrade the memory,
>but given my faith in the world of Atari I'm not so sure I want to
>invest more.
>
[...]

What's about the first object oriented language - SIMULA - as an
alternative ?

It's still up to date, and can run on simple 1040 ST with one disk
drive!!

I append an abstract about the system from the SIMULA-Team in Germany.
The contact address is included at the end.

Here it is:

SIMULA for Atari ST

If you want to do object oriented programming you definitely
should have a look at SIMULA. SIMULA is the first and still the
most advanced object oriented programming language available on a
wide variety of machines *including* the Atari ST (see below).

SIMULA in a nutshell
====================

o Conventional general-purpose algorithmic capability in the
style of ALGOL 60.

o Object-oriented programming (classes) encompassing
encapsulation, inheritance, information hiding, autonomous
activity and strong typing supporting the concepts of
modularisation, generalisation, specialisation, abstraction,
polymorphism and pseudo-parallelism.

o Basic features for manipulating text strings.

o File concept supporting sequential and direct access methods
for byte- and record-structured files.

o Large repertoire of utility functions.

o Features supporting 2-way linked lists. More complicated
list structures such as trees and lattices are easily
constructed from the basic class facilities.

o Features supporting discrete event simulation in various
styles including the object-oriented process view.

It should be emphasised that although in many quarters SIMULA is
best known for its simulation features it is a truly general-
purpose language in the widest sense and was the inspiration for
almost all developments in the field of object-oriented
programming.

What you get with each SIMULA system
====================================

o Object oriented programming. A typical SIMULA program
consists of a set of interacting processes or *objects*.
Objects are incarnations of some prototype or *class*,
generated (and later perhaps terminated) during the
execution of the program. In this manner a program written
in SIMULA may map the problem solution conveniently and
cleanly.

o Strong typing, checked mostly at compile time, ensuring
that objects are manipulated in a manner consistent with
their specification.

o Objects may act independently of each other in "quasi-
parallel". This enables the class objects to act as
coroutines, so that the action of one object may be
temporarily suspended, later to be resumed at the exact
point of suspension. Coroutines facilitate a faithful
representation of systems composed of both passive and
active objects. This feature is an extra dimension
to those commonly associated with object-oriented
languages and is only recently beginning to appear in
some of the newer ones.

o List processing. The class "Simset" may be applied to add
list processing capabilities to the language. The programmer
will then have tools for the efficient manipulation of common
aggregate information structures, including queues. The
facilities of Simset can be further refined for more
specialised purposes.

o Simulation. Application of the built-in class "Simulation"
extends SIMULA to a powerful tool for discrete event

simulation in a style which preserves in the model the inherent structure of the system under study.

o Powerful text handling, dynamic arrays, flexible file handling, etc.

o Modularisation. Separate compilation of classes and procedures is an integral part of the language. The strong typing extends to separately compiled modules allowing the partitioning of large SIMULA systems into subtasks, which may be assigned to different work groups, without fear of undetected incompatibilities.

o SIMULA has a rigid standard definition and programs are highly portable between different computer systems (source code compatibility).

Some properties of the SIMULA system for the Atari ST
==========

o Full SIMULA language standard.
(Currently the only restriction is that the switch is not yet implemented. Also you might expect a better accuracy from software emulation for real arithmetic.)

o Implementation based on the well-known Lund SIMULA System for UNIX machines and others.

o Compact implementation. The complete system fits on one double-side disk.

o Economic. The compiler needs less than 1 MB even when compiling modules consisting of more than one thousand source lines.

o Fast. Compilation speed of approximately 1000 source lines per minute. The execution speed is comparable with that of other high-level languages.

o Complete interfaces to TOS and GEM.

o Separate compilation of different modules with consistency checks at compile time.

o Compatibility. Runs on all TOS versions and all types of keyboards. Call interface for external procedures written in other languages (currently supported: assembler - under development: C). Uses Sozobon's jas and ld, alternatively Atari's MadMac and aln (on request also GST).

o Symbolic debugger (source-code debugger) is under development.

Ordering information
==========

Atari ST SIMULA is distributed by:

SIMULA-Team GmbH iG
P.O.B. 50 01 63
D - 4600 Dortmund 50
West - Germany

The introductory prices are (prices in US$ and GBP at current
exchange rates, for information only):
DM US$ GBP
ordinary 198,- 120,- 72,-
educational 148,- 90,- 54,-
(for students, teachers etc. - please
accompany your order with an evidence)
delivery charge in Germany, prepaid 7,-
delivery charge in Germany, not prepaid 12,-
delivery charge abroad, prepaid 22,- 13,- 8,-
(this charge is waived if you can do
without the German documentation)

Please accompany your order with a cheque payable in DM to
SIMULA-Team GmbH Dortmund or transfer the amount due in DM before
ordering

to PostGiroAmt Dortmund (BLZ 440 100 46)
Account 8999-466

for O. Schlageter Computer

Literature
==========

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Holland, Netherlands.

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on SIMULA. MacMillan Press, London, Basingstoke, 1979.
ISBN 0-333-32881-8.

[Mit82] I. Mitrani. Simulation Techniques for discrete event
systems. Cambridge University Press, 1982.

[Kre86] Wolfgang Kreutzer. System Simulation Programming Styles
and Languages. Addison-Wesley Publishing Co., 1986.

SIMULA - Implementations
========================

SIMULA is available for the following computer systems:

Apollo DN3000
Apple MacIntosh/MPW
Atari ST
BESM 6 (USSR)
CDC 3000, CDC 6000/Cyber
Cromemco CS-x00
DEC 10/20
DG Eclipse/Desktop, DG MV
EC 1040/1055 (GDR)
ES EVM (USSR)
Honeywell Bull DPS8
HP 900/300, HP 9300
IBM mainframe
IBM PC/DOS, IBM PC/OS2, IBM PC/XENIX(UNIX)
ICL 2900, ICL PERQ
Indata IN4200
Masscomp
NCR Minitower, NCR Tower XP/32
Nixdorf Targon/31
Norsk Data NORD 100/500
PR1ME
SIEMENS 7500/BS2000, SIEMENS 7800/BS3000
SIEMENS MX, SIEMENS PCD
Sperry 1100

SUN-3, SUN-4 (SPARC)
VAX/UNIX, VAX/VMS

Since there are new implementations under way this list may be
already incomplete.

More information on SIMULA
==========

Association of SIMULA Users (ASU)
Secreteriat
Ron Kerr
Computing Laboratory
University of Newcastle upon Tyne
Newcastle upon Tyne
NE1 7RU
England

Telephone: (+44 91) 222 8187
e-mail: r.kerr@newcastle.ac.uk

The ASU also publishes a Newsletter which may be subscribed
(still) free of charge.

Contact for SIMULA in Germany:

SIMULA Group
c/o University Dortmund / IRB
P.O.B. 50 05 00
D - 4600 Dortmund 50
West - Germany

e-mail: simula@unido.uucp
simula@unido.bitnet

I hope this helps!

best regards,

Hans Dietrich

==========

SIMULA does is with class !

==========

401. STe Hardware Scrolling (again!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 10:39:16 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <4858@castle.ed.ac.uk>
Source record: 240271

Hi, I couple of days ago I described my problems getting the hardware scrolling on my STe to work properly. But got no reply.

There must be people who have got this working! Pleeeeaaaseee, tell me why all sorts of weird things happen with the left and right border as soon as I set HSCROLL!

I'd be forever grateful!
Mark.

402. STe "Fiasco"

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 10:47:05 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Jun22.104705.5295@hayes.fai.alaska.edu>
Source record: 240266

Sorry about not reuseing somebody elses important satement about things not running on there STe.... but I am new at this.

1) 1040STe's can be purchased from J&R Music World in New York (1-800-221-8180) for $600.
And they have the lowest price on the Porfolio that I've seen, $300!

2) I Have read in March ST Format, a leading British Mag. that the STe (which was released at Christmas time) Doesn't run a lot of heavily copy protected games. 30 are listed in the Mag, including Populous, Speedball, and Captain Blood. But it also won't run STOS or 1st Word!

Atari admitted in "New Computer Express" that ONE in 20 games wouldn't run on the STE. They also released a patch for the medium resolution booting problem. Since Christmas STOS has been said to have been fixed to work with the STE.

Most problems seem to stem from the use of undocumented "features" of TOS. Many public domain programs are said to also be incompatable.

I wouldn't be too shook up though, this is old news and some of it may have been fixed for the North American release... though I wouldn't hold _MY_ breath.

--The views expressed are my own, and thoes whom I quote, I don't OWN an STE and so I am not qualified to state facts. FSDMB3@ALASKA.BITNET
David M. Braun FSDMB3@acad3.fai.alaska.edu
University of Alaska, Fairbanks Where it's mild when it's 40 below.
---

403. Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 10:57:00 UTC
From: rmh@planet.bt.co.uk
Message-ID: <1990Jun22.105700.5878@planet.bt.co.uk>
Source record: 240267

I am attempting to use a SUN Sparc Station 1 to put files from the Net onto 720k floppy disks for use on my ST. I have been using the MTOOLS (with the 3 patches) software to write PC compatible files on the SUN, but these are not correctly read by the ST.
The files seem to be OK when read on a PC, but on the ST the first couple of sectors are repeated thoughout the file. I suspect that there is a problem with the FAT formats used; can anybody explain the problem or suggest a fix.

--

Ray Hollett, RT7431, British Telecom Research Labs, Suffolk, England.
Email: rmh@planet.bt.co.uk

404. Re: Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 12:37:09 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jun22.123709.29291@newcastle.ac.uk>
Source record: 240280

In article <791@tharr.UUCP> chris@tharr.UUCP (Chris Allen) writes:
>
>We have been producing a hard disk for the ST for some months now.
>The hard disk uses an interface which has been designed in Germany
>and is software compatible with the official Atari hard disk.
>
>The problem is that on many STe machines, corruption of data happens.
>It always happens in the same way - two bytes are missed out when
>a sector is written to the disk. eg
>
>this is a piece of text
>becomes
>this is a pce of text
>
>This is disastrous when it happens to directory sectors and programs.
>
>Point 1. This only ever happens on the STe
>
>Point 2. Replacing the DMA chip with one from an STFM usually solves
>the problem.

[some more points deleted.]

>chris.
>
>
>--
> chris@tharr.uucp ..!ukc!axion!tharr!chris
> Disclaimer: The views expressed above are those of my employer..
>
> <-- tharr public access to Usenet in the UK 0234 261804 -->

I recieved an E mail response on this as a reply to a previous question I
posted. The author (sorry can't remember who) said that the STe DMA driver is
of a lower power than the original ST driver and a simple fix involves
simply making the Drive cable shorter than 1/2 a meter.

I have not tried this yet as I do not yet own a hard drive for my STe.

Hope this is of help.

Dave H.

(D.C.Halliday@newcastle.ac.uk)

405. How to get uniterm to change colors

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 12:59:42 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1901@ncrcam.Cambridge.NCR.COM>
Source record: 240281

O.K., I know that I did this once long, long ago ... it seems to me that even when I did do it, it was by accident and I've never been able to do it again. But once, I changed the colors that uniterm defaults to. Now I have upgraded uniterm and I get the colors it wants to give me (black and white). Does anyone know how to change the program to let me pick the colors I want. Seems to me it should be a fairly simple thing to do. If all else fails, I'll even take a patch --- I hate black and white.

Seems to me with all the other options this program has, this one is probably in there also, I just can't find it.

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

406. PC-Ditto II vs PC Tools 6.0

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 13:19:21 UTC
From: pv9y@vax5.cit.cornell.edu
Message-ID: <4334.2681e299@vax5.cit.cornell.edu>
Source record: 240284

Hi All,
Has anyone tried to run PC Tools Deluxe 6.0 on the PC Ditto II?
I've been trying and having little luck for no apparent reason.
First some of the files wouldn't uncompress, although they did
fine on another PC. Then the PCBackup program wouldn't recognize
some backup disks I had made on this other PC even though the
PCBDIR.COM program did identify them as PCBackup disks. Then
DISKFIX hung the system whenever it tried to do much of anything.
PCBackup failed to identify the hardware when it tried as well,
locking up the computer.

I've also had trouble getting Quattro Pro to install, although
PC-File and Norton 4.0 seem to run fine. Any ideas?

Please email me since I seldom get a chance to read this group any
more. Thanks!

Adam

--
Adam C. Engst pv9y@vax5.cit.cornell.edu

"I ain't worried and I ain't scurried and I'm having a good time"
-Paul Simon

407. Re: Word Perfect - comments anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 13:36:19 UTC
From: chad@norge.enet.dec.com
Message-ID: <12764@shlump.nac.dec.com>
Source record: 240268

> Please note that this is not a flame- just the truth!!
> I have completely given up using WP-ST. It is so cumbersome and long winded
> to install and use, and as sod's law decrees, my printer was not
supported, so
> I had to do my own printer driver (including the proportional space table).
> The Spell checker and thesaurus are undoubtably very well done, and
surprisingly
> fast. Someone mentioned running it off a single floppy. The idea of
this fills
> me with horror- It's bad enough off hard disk! The actual final, finished
> printout is not really any better than 1st word. For nice fonts etc I use
> Signum 2, which has a particularly fast printer driver. Something I
would like
> to see is postscript output on EVERY WP (ok, so this may prove
inconvenient).
> I don't see how you could get it onto a single floppy- I cut out as much
> unnecessary stuff as I could and it still took up 1.8Mb!
> The final straw as far as I was concerned is WP's announcement a while ago
> saying that they were pulling out of the ST market completely (in the
UK anyway)
> There were so many bugs in the original release that it was unusable
(load prog,
> load file, crash...), though to their credit, bug-fixes came out
pretty quickly.

I am sorry you have had so much problems.
I had no problem running it off a single floppy (SS!)
and 1 meg RAM (with RAM disk as part of RAM).
It took a little to get it installed (true) but that was a
one shot deal. My printer was also not in the support
list at the time but I was able to modify another one to
give me real good service.

I just talked to them (WP) yesterday and asked about
the Atari version. The last release was October 89
and he said that there would be another Atari release
at the end of this coming July (90). They seem to still
be in the ST market, though the ST probably doesn't
deserve it. Though it wouldn't surprise me if they
only have one programmer working on it (maybe not
even all the time ?).

Anyway, the WP number in US is:

800-321-5906 for general info
the Atari WP technical support number is
800-321-3271

just a satisfied WP owner

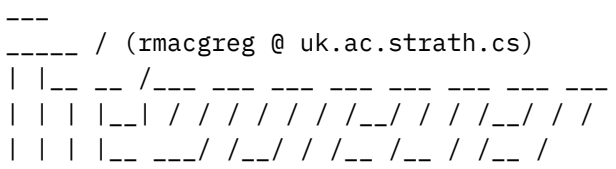
Chad
chad@norge.enet.dec.com
Vi elsker dette landet!
---

408. Re: VT52 codes

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 13:43:20 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4099@baird.cs.strath.ac.uk>
Source record: 240278

Thanks to everybody thats sent or entered info on the VT52 codes. I've got about 15 copies now and a similar number of references.

The Sorcerer



is 'Only visiting this planet.'

409. Signum

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 15:45:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <9d89d8f94c5a2682591c@canremote.uucp>
Source record: 240283

I am interested in learning about the wordprocessor Signum. I need to work a lot with characters not in the ATASCII character set, and I would love something reasonably configurable. Could any one who has used Signum and has time please send me a message, not to my return address, but to the BITNET address below? Thanks.

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

410. (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 16:05:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4947@brahma.cs.hw.ac.uk>
Source record: 240272

Apparently the 68030 has a different execption stack frame to the 68000
one. Does anyone know how they differ? Programs that intercept the system
TRAPs are going to break on the TT unless they take this into account.

There's a nice simple, no bitching question for you.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "How do you know so much about swallows?"!
+---+

411. SND, SPL & SAM

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 18:08:30 UTC
From: cstxqdw@warwick.ac.uk
Message-ID: <1990Jun22.180830.12963@warwick.ac.uk>
Source record: 240279

Hi There Netters,

I've been playing around with sampled sounds lately, and have so far found three types, there's .SPL from Replay (I think), .SAM from MasterSound and loads of .SND's on Terminator. Could anyone enlighten me as to what others are around, and are there any programs around (preferably PD) that will convert between different types?
Replies to email please, I'll summarise to net.
Thanks,

Steve - cstxqdw@uk.ac.warwick.cu

412. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 18:45:41 UTC
From: kouijzer@pttrnl.nl
Message-ID: <35165.26827566@pttrnl.nl>
Source record: 240260

```
In article <1425@epd74hp.nluug.nl>, geoff@nluug.nl (G. Coupe EPD/74 O75/1435) writes:
> Re hardware spec:-
>
>> 32 MHz clock speed
>
> a definite plus...
>
>> 720 Kb diskette
>
> You're joking! 1.44 Mb should surely be standard?
>
> - Geoff Coupe
--
------------------------------------------------------------------------
Guus Kouijzer PTT Research Neher Laboratories
Internet: AJ_Kouijzer@pttrnl.nl Leidschendam, The Netherlands
```

413. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 19:03:15 UTC
From: kouijzer@pttrnl.nl
Message-ID: <35166.26827983@pttrnl.nl>
Source record: 240263

I'm sorry but there is another followup of mine around, which does not
have any extra info. I did some things wrong the first time.

In article <1425@epd74hp.nluug.nl>, geoff@nluug.nl (G. Coupe EPD/74 O75/1435) writes:
> Re hardware spec:-
>
>> 32 MHz clock speed
>
> a definite plus...
>
>> 720 Kb diskette
>
> You're joking! 1.44 Mb should surely be standard?
>
> - Geoff Coupe

According to a dutch magazine, this is because the manufacturer of the
floppydisk-controller (Western Digital) only has an 8 MHz version. They
are working on the 16 MHz version of the controller, which will support
1.44 Mb.

Guus Kouijzer PTT Research Neher Laboratories
Internet: AJ_Kouijzer@pttrnl.nl Leidschendam, The Netherlands

414. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 20:12:20 UTC
From: ignac@electro.com
Message-ID: <2015@electro.com>
Source record: 240282

In article <4947@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Apparently the 68030 has a different execption stack frame to the 68000
>one. Does anyone know how they differ? Programs that intercept the system
>TRAPs are going to break on the TT unless they take this into account.
>
>There's a nice simple, no bitching question for you.

cool!

anyways, TOS 1.4 and higher, i believe, check a new system variable which
indicates to the ROM exception handlers what type of stack frame to
look out for. Thus i think TOS 1.4 will run correctly on the TT. (which
is rumoured to be shipped with TOS 1.4 anyways)

and yes, pretty well all trap handlers are going to break under the TT
because of this fact.

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

415. 68000 assembler

Newsgroup: comp.sys.atari.st
Date: 1990-06-22 23:47:55 UTC
From: peewee@ucschu.ucsc.edu
Message-ID: <4612@darkstar.ucsc.edu>
Source record: 240296

I have been scouring the archives in the bay area for a 68000 assembler.
The best thing I could find was version 1.00 of a68, a pre-release.
Unfortunately, it is very strict, and as a result, none of the
sources I get from Usenet compile!

The biggest problem is that it chokes on bra.s type instructions
and insists on indicating sizes in indexed addressing mode.

Can anyone point me to a share-ware/ public domain assembler that is usable?

(Not that I can't use this one for my own programs just fine.)

If there isn't such a thing, does anyone know a mail-order (wait-forever)
place who carries a good one?

Thanks much...
Paul Watson
peewee@ucschu.ucsc.edu or
peewee@ucscb.ucsc.edu
ps-- I am interested in possibly working to develop software for the ST..
I live only 2 steps from the Atari source in Sunnyvale, who do I call?

peewee
l
peewee@ucschu.ucsc.edu also peewee

416. Re: Atari TT 030 Launched!

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 00:33:23 UTC
From: mrose@ic.sunysb.edu
Message-ID: <1990Jun23.003323.4459@sbcs.sunysb.edu>
Source record: 240286

In article <1050@xenon.kcl-cs.UUCP> bointon@kcl-cs.UUCP (Marcus Barnaby Bointon) writes:
>Speaking of TT launch- when was the earliest one spotted?? I first saw one
>last year (August?) at a computer show in London, and I know it had already
>appeared the CeBit show in Germany... Looked pretty good running "Hard driving"
>with better graphics than the arcade version.
>
> so...
>
><<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
><< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
><< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
><< Disclaimer: This message has been treated with flame-resistant chemicals >>
><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

What did the machine look like? Was it the one that was on the cover
of STart? Just curious...

Take care,

Michael Rose

417. My STe memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 01:14:36 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Jun23.011436.16176@sun.soe.clarkson.edu>
Source record: 240285

I put four 1 meg by 8 chip 100ns SIMMs into my 1040STe and have had no problems accessing the 4meg they give me. They were part of a standard Macintosh memory upgrade kit. You must get EIGHT chip SIMMs (like the Mac needs) for your STe, NOT NINE (Like the IBM needs) or TWELVE(like the DEC Rainbows need).
The extra chip on the 9 chip SIMMs lets the computer detect most memory access errors, (Due to solar flairs or a disturbance in the force, or just because it wanted to flip!) because it holds the parity bits.. The 12 chip SIMMs have the extra 4 chips to not only DETECT the errors, but to even CORRECT them!!

I purchased TWO:
MICRON TECHNOLOGY, INC.
PC Enhancement Product
Xceed 2MB Memory Expansion Kit(s)
for Mac II SE/Plus (Low Profile)

They have worked perfectly for me, and people are wondering what works.
This is the reason I am bringing this information forward.
I'm not a "I liked it so much I bought the company" ...

AAron nAAs (Anyone want to buy 4 256k X 8 150ns SIMMs ??)
AAron@sun.soe.clarkson.edu

418. How to simulate space

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 03:08:23 UTC
From: ie09@vaxb.acs.unt.edu
Message-ID: <27843.2682dd28@vaxb.acs.unt.edu>
Source record: 240289

My first message got messed up. Here is what I want to do :

Simulate outer space with stars streaking by. Either a head on view
with the stars comming at you, or a side view with the stars streaking
past. Also how do you program the ST sound chip? and how to make and move
sprites on the ST?

Thanks..
Jeff Bilger
ie09@vaxb.acs.unt.edu

419. Re: 68030 speed increases (was Re: Atari TT 030 Launched!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 05:12:33 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jun23011233@croaker.cs.odu.edu>
Source record: 240287

>>32 Mhz in Europe. As far as I have read in several (european) magazines,
>>the TT will have a 16 Mhz (alas).
>It is also possible that some new person with no experience got mixed
>up about the difference between Mhz and bits.

32mHz? I hears it was 32MiPs! Really.

420. Re: Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 13:02:31 UTC
From: chris@tharr.UUCP
Message-ID: <794@tharr.UUCP>
Source record: 240288

In article <31032@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>Americans are the wrong people to ask regarding the STe problem with
>hard drives..
>
>WE have just barely gotten our first shipments of STeS! if you guys who have
>had them for 6+months havent solved the problem yet..

I have just been told of a fix for the problem. It is in the form of "Atari
Technical Note 070" which is very carefully worded. It admits of a problem
with the STe [thanks guys!] but refuses to assign any of the blame to Atari :-)

The fix involves putting a capacitor across two pins on the CPU, linking
a pin on the shifter to a pin elsewhere on the motherboard, and replacing
a resistor pack.

Now maybe I can sort out all these furious customers... One guy has had three
different STe's and four different hard disks... Each time he lost all of his
wordprocessing :-(

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

421. SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 14:49:37 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23640@uflorida.cis.ufl.EDU>
Source record: 240291

Well, I have been playing the Atari ST version of SIM City for several days now. It is awesome! All of you should go out right now and get it. It runs in low res, all the colors you know. Basically it is the same as the PC version--a few minor differences, none of which I can think of off hand. The only thing I don't like about it is that copy protection. It is text protected, and the sheet you have to look up the data on is a redish color with redish print on it. Try looking up THAT in the dark...or even in the light! Does anyone else have any comments on the Atari version of this game?

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

422. Script files in SPSLIDE5.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 15:48:23 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3302@husc6.harvard.edu>
Source record: 240292

In SPSLIDE5.PRG, the Spectrum slideshow, there is an option to use a "script file" as well as to "show all pictures". It expects the filename to be of the form *.RUN. Does anybody know what the format of these script files is? I have already tried the obvious: a text file with a list of pathnames to *.SPC pictures. Thanks in advance!

Ken Clubok
clubok@husc4.harvard.edu
clubok@husc4.bitnet

423. Hard drive help needed!

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 16:40:38 UTC
From: brian@wolves.uucp
Message-ID: <1990Jun23.164038.7564@wolves.uucp>
Source record: 240294

I am the happy owner of an Atari 1040 and a 20mb Ibm hard drive (NOT scsi)
I would be even happier if they worked together!
Does anyone know of an adapter to connect them at a reasonable price?
(Note-on a college budget, $300 is NOT reasonable!)
Thanks in advance,
Brian

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

424. "Winslow Black" Pagestream font

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 17:12:10 UTC
From: kibo@pawl15.pawl.rpi.edu
Message-ID: <Z~G$ZW@rpi.edu>
Source record: 240293

[]
A note for those who have downloaded my three Pagestream fonts
from comp.binaries.atari.st ["pstfonts"]: I've been told that the
Winslow Black font may not work on Apple Laserwriters. (It worked when
I tested it on another brand of Postscript printer, though.) This
is probably due to the font being built so strangely... Also, Winslow
Black italics may be a little misaligned on some printers due to
a PageStream bug. (It prints beautifully on my DeskJet, anyway.)

I haven't had any problems reported with the other two fonts
in the distribution. (Kibo Sans and Tyme Unslanted Italic.)

Sorry about that. Let me know if anything bizarre happens when
you try the fonts on your system.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

425. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 20:57:52 UTC
From: AlexK@tharr.UUCP
Message-ID: <796@tharr.UUCP>
Source record: 240290

In article <4947@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Apparently the 68030 has a different execption stack frame to the 68000
>one. Does anyone know how they differ? Programs that intercept the system
>TRAPs are going to break on the TT unless they take this into account.
>
>There's a nice simple, no bitching question for you.

A copy of the 68030 manual is totally essential, the stack frames are
completely different, and include stack format information which is
just not present. I don't now of any debuggers which will work,
although it is generally a simple task to take into account these
things.

Alex.

426. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 22:08:24 UTC
From: walkerb@boulder.Colorado.EDU
Message-ID: <22615@boulder.Colorado.EDU>
Source record: 240295

In article <4947@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Apparently the 68030 has a different execption stack frame to the 68000
>one. Does anyone know how they differ? Programs that intercept the system
>TRAPs are going to break on the TT unless they take this into account.
>
>There's a nice simple, no bitching question for you.
>
The exception stack frame changed with the 68010/68012 processors. Among
other things, the new format allows virtual memory support which did not
exist on the 68000. User mode operation is, of course, mostly unaffect.

The differences between the 68000 and its sucessors can be summed up in the
inclusion of the format/vector offset word.

68000 68010++

```
_____________________________________ _____________________________________
|________STATUS_REGISTER________| |________STATUS_REGISTER_________|
|_____PROGRAM_COUNTER_HIGH______| |_____PROGRAM_COUNTER_HIGH_______|
|_____PROGRAM_COUNTER_LOW_______| |_____PROGRAM_COUNTER_LOW________|
variables follow |FORMAT_|_____VECTOR_OFFSET______|
|_______other information________|
|_____depending on exception_____|
variables follow
```

The FORMAT field is four bits in length and defines the length of the stack
frame. Of the possible formats, two are defined for the 68010.
0000 Short format: Stack frame is four bytes in length.
1000 Long format: Stack frame is 29 bytes in length

"The number of words actually stacked depends on the exception type. Group 0
[Address Error, Bus Error but not Reset] stack 29 words and group 1 (Trace,
Interrupt, Illegal Instruction and Privledge violation) and [group] 2
exceptions (TRAP, TRAPV, CHK and divide by zero) stack four words. In order
to support generic exception handlers, the processor also places the vector
offset in the exception stack frame. The format code field allows the RTE
(return from exception) instruction to identify what information is on the
stack so that it may be properly restored. ... Although some formats are
peculiar to a particular M68000 Family processor, the format 0000 is always
legal and indicates that just the first four words of the frame are present."
- _M68000 8-/16-/32-Bit Microprocessors Programmer's Reference Manual_
fifth edition, pg. 4-7

--
Brian Walker There come a time in the history
walkerb@tramp.colorado.edu of every project when it becomes

..!ncar!boulder!tramp!walkerb necessary to shoot the engineers
University of Colorado, Boulder and begin production.

427. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-23 23:44:15 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5648@jhunix.HCF.JHU.EDU>
Source record: 240297

In article <23640@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (chris Roth) writes:
>Well, I have been playing the Atari ST version of SIM City for several
>days now. It is awesome! All of you should go out right now and get it.
>It runs in low res, all the colors you know. Basically it is the same
>as the PC version--a few minor differences, none of which I can think
>of off hand.

Well the PC-VGA version is pretty attractive too, but the monochrome
MAC version still seems to be the best(in my opinion). The button usage
and windows are just a little clumsy after playing the Mac version. I wish
there was a monochrome version that had the same feel as the Mac version.

> The only thing I don't like about it is that copy
>protection. It is text protected, and the sheet you have to look up
>the data on is a redish color with redish print on it. Try looking up
>THAT in the dark...or even in the light! Does anyone else have any
>comments on the Atari version of this game?
>

Overall, Simcity the game gets stale after a while.. I have built megalopolis' and then put
it away(Mac). I think they made the city list/data sheet
red so you cannot photocopy, pretty smart if you ask me.

>--
>=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
>* Christoper Roth * "Machines have no
>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
>=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

---Ajay
Choudhri(Vidiot) C&P 301-467-4223 ins_bac@Jhunix.bitnet
ins_bac@jhunix.hcf.jhu.edu ins_bac@jhunix.UUCP !uunet!aplcen!jhunix!ins_bac
UNLV, New York Yankees, Dallas Cowboys, NJ Devils, NJ Nets, and Man United rule
----

428. Re: Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-24 20:15:35 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2916@medusa.informatik.uni-erlangen.de>
Source record: 240298

chris@tharr.UUCP (Chris Allen) writes:

>We have been producing a hard disk for the ST for some months now.
>The hard disk uses an interface which has been designed in Germany
>and is software compatible with the official Atari hard disk.

>The problem is that on many STe machines, corruption of data happens.
>It always happens in the same way - two bytes are missed out when
>a sector is written to the disk. eg

>Point 1. This only ever happens on the STe
Similar problems can be observed with newer MegaSTs.

>Point 2. Replacing the DMA chip with one from an STFM usually solves
>the problem.
The IMP DMA chip seems to be out of specs. ATARI will never say:
Look, we've got this problem in the new DMA chips, sorry folks,
do this and that to cure the problem. At least, any comment I
heard from them concerning this desaster sounded like "Never
heard before" or "You must have a faulty drive" or "Your driver
is not the official one. Use ours".

>Point 3. We sent an STe & a Hard Disk with this problem to the
>manufacturers of the interface in Germany. They said that the same
>problem was happening with the Megafile and with the ICD Interface.
True.

>Our supplier has run our of "OLD" DMA chips and is now sending us
>"NEW" ones which have the same problem. Can anybody suggest a solution?
Sometimes replacing GLUEs in the MegaSTs will help. Unfortunately,
the STE has an integrated GLUE/MMU so you can't use any "old" chips.
Try fiddling around with the 16 MHz clock coming from the shifter.
Sometimes, it seems to be slightly out of phase or distorted.
Just a vague tip I got from some technician...

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

429. Re: Help with Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-06-24 20:18:46 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2917@medusa.informatik.uni-erlangen.de>
Source record: 240299

steve@thelake.mn.org (Steve Yelvington) writes:

>> A few questions:
>>
>> 1. When using Assembly, you call a System Routine with TRAP #1
>> to call an XBIOS routine, you use a TRAP #14.
>> Are there any other TRAPs that I should know about?

>GEMDOS calls are trap #1.
>BDOS calls are trap #2. (Apparently used internally by the operating system.)
Trap #2 is used for all AES and VDI calls.
>

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

430. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-24 20:25:28 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2918@medusa.informatik.uni-erlangen.de>
Source record: 240300

ignac@electro.com (Ignac Kolenko) writes:

>cool!

>anyways, TOS 1.4 and higher, i believe, check a new system variable which
>indicates to the ROM exception handlers what type of stack frame to
>look out for. Thus i think TOS 1.4 will run correctly on the TT. (which
>is rumoured to be shipped with TOS 1.4 anyways)
TOS 1.4 doesn't check anything. TOS 1.6 does. The TT will come TT 030
which is more like TOS 1.6 than TOS 1.4.

>and yes, pretty well all trap handlers are going to break under the TT
>because of this fact.
The 68030 places two additional bytes on the stack if I remember this
right. If you want to read out your function parameters on the trap
stack, you'll have to adjust your frame pointer like this:

```
movea.l a7,a5
lea offset(a5),a5 ; adjust a5 for 68000 trap
tst.w processor ; flag that tells you whether there's a 68030
beq.s goon
addq.l #2,a5
goon:
...
```

Just to show the principle...

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

431. Re: TOS BUGS, PATCHES

Newsgroup: comp.sys.atari.st
Date: 1990-06-24 20:57:45 UTC
From: daniel@pkmab.se
Message-ID: <3771@pkmab.se>
Source record: 240052

In article <4942@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
[...]
>Version: 1.6
>Changes: Essentially this is TOS 1.4 with new features added because of

New features added? Could you name a few?
--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

432. Re: Help! Hard Disk doesn't work with STe!

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 01:23:06 UTC
From: chris@tharr.UUCP
Message-ID: <801@tharr.UUCP>
Source record: 240056

In article <794@tharr.UUCP> chris@tharr.UUCP (Chris Allen) writes:
>
>I have just been told of a fix for the problem. It is in the form of "Atari
>Technical Note 070" which is very carefully worded. It admits of a problem
>with the STe [thanks guys!] but refuses to assign any of the blame to Atari :-)
>
>The fix involves putting a capacitor across two pins on the CPU, linking
>a pin on the shifter to a pin elsewhere on the motherboard, and replacing
>a resistor pack.
>

Guess what... It didn't work! It didn't make the slightest bit of difference.
Sectors still getting corrupted all over the place in exactly the same way
on 3 different makes of hard disk. What have Atari done with this STe?

BTW, our hard disk cable is 9 inches long - I think this is short enough.

>Now maybe I can sort out all these furious customers. One guy has had three
>different STe's and four different hard disks.

Some hopes of that...

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

433. File Transfer Blues... Help!

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 01:30:06 UTC
From: ladasky@codon1
Message-ID: <1990Jun25.013006.1223@agate.berkeley.edu>
Source record: 240051

O.K., so I'm hooked up to my Unix account using Uniterm V. 1.7 and everything seems to br working fine. Terminal emulation is cool, and I can send text back and forth using Kermit without any difficulties. Then I get the bright idea of sending a MIDI file up to my account, so I want to use the binary transfer mode. Sounds easy enough, but the two machines decided that they don't feel like speaking 8-bit lingo to each other, despite the fact that both Kermits have been set to file type binary, and that the parities, packet sizes, etc. all match (as should be obvious from the fact that I could transfer the text stuff). I was able to monitor the transfer from the Uniterm window - the first packet seemed to come across, but the second packet generated a "Bad Chk" error, which was repeated until 10 re-tries occurred and the transfer aborted.

So then I tried XMODEM. I was again able to monitor the transfer from my Atari. This time, I received "No ACK" error messages from the very first packet, which of course continued until I shut the thing up. By this time, I was out of ideas. So - anyone out there in net.land have any clues? Also, the Uniterm manual refers repeatedly to "the Kermit documentation" which is presumably available elsewhere. Does anyone know where I can find it?

I have one suspicion which I would greatly appreciate having ad-dressed - if only for my peace of mind. The dialup for the campus computer requires that I configure my modem for 7 data bits, not eight. What does Kermit do, if anything, when it is transmitting 8-bit data over a 7-bit connection?

Please send me mail, as I can't see myself wading through the whole newsgroup on the rare occasions that I actually read it - and I wouldn't want to miss any advice. Thanks in advance.

T CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CR

"Do unto others as you would like - John J. Ladasky ("ii")
to do unto them. " Richard Bach (ladasky@enzyme.berkeley.edu)

434. Looking for Toad Computers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 03:47:36 UTC
From: brian@wolves.uucp
Message-ID: <1990Jun25.034736.24937@wolves.uucp>
Source record: 240053

I'd appreciate an email with the address and phone number of Toad computers.
Also, I'd appreciate hearing about anyone's experiences good/bad with
ordering from them.
Thanks in advance,
Brian
Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

435. Re: Looking for Toad Computers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 05:51:24 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3510@umbc3.UMBC.EDU>
Source record: 240055

```
Their address address is:

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, MD 21146

Their phone number is:

(301) 544-6943
(800) 448-TOAD

Tell 'em I sent you... They might give you a discount, but a laugh in the
face is more probable!

Chuck Rickard (Moo-Child)
University of Maryland
Baltimore County
(chuck@umbc5.umbc.edu)
```

436. Nethack on the atari st.

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 05:58:41 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <428@beguine.UUCP>
Source record: 240054
Cross-posted to: comp.sys.atari.st,rec.games.hack

Hello all....

I am looking for the most recent version of nethack that will run on the atari 520st(unmodified). It only has 512 k of ram. I would like to know if there is a version later than 1.03 that will run on a 512 k machine.

Any help would be appreciated...

John Bunch

John.Bunch@samba.acs.unc.edu

437. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 07:57:35 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280012@hpgnd.HP.COM>
Source record: 240060

Hi,

I am using SIM city here in France. It is quite a good game and I spent almost full nights on it.

I would only regret that the MAP window is not sizeable and , of course the worst is that horrible BUG in GEM that make ou have to repeat mouse clicks on sliders to make them move multiple times. Its a shame when you have to deal with big towns...

And why could not we get the PRINT-CITY feature unlike PC or Mac versions ?

Alex.

438. Re: DHRYSTONE

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 08:30:32 UTC
From: roland@cochise.pcs.com
Message-ID: <627@pcsbst.pcs.com>
Source record: 240057

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

->Different compilers give different Dhrystone ratings depending on how
->agressive their optimization is. Dhrystone does some very strange
->things, including copying constant strings into word-aligned buffers.
->Compilers can "cheat" on this by turning strcpy() into a simple loop.

True.

->As a result, you can get results as high as 1500 on a standard ST.

You can get about 1700 on a standard ST using Turbo C, and you will get
about 800 using Alcyon, but there`s no "cheating" in this: the difference
results from TC using dynamic register allocation and register argument
passing (and genereally better code).
But in reality the speed advantage of TC over Alcyon isn't that big,
from my experience you can expect a 40-60% speed improvement, depending
on how good the (static) register declarations already are.
Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

439. Re: How to get uniterm to change colors

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 09:08:35 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Jun25.090835.11274@gdr.bath.ac.uk>
Source record: 240064

In article <1901@ncrcam.Cambridge.NCR.COM> mreiss@ncrcam.Cambridge.NCR.COM () writes:
>
>O.K., I know that I did this once long, long ago ... it seems to me that
>even when I did do it, it was by accident and I've never been able to do
>it again. But once, I changed the colors that uniterm defaults to. Now

With ancient versions of Uniterm, Uniterm would set itself, on startup,
to whatever colour palette had been in use when you last saved the
setup file. Don't know if this is still true, but worth a try.

To check it, boot up with the control panel in place, and then run
Uniterm. Hit 'help' to get to the help window, open the control panel
DA, and set up whatever colours you want. Then close the control
panel, and do a Uniterm 'Save Setup'. Might work...

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

440. Writing programs which will run as both ACC's and PRG's

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 13:47:52 UTC
From: cmp8157@sys.uea.ac.uk
Message-ID: <1582@sys.uea.ac.uk>
Source record: 240059

I'm a relative newcomer to GEM programming using C and am somewhat
at a disadvantage as I have hardly any documentation at the moment (that's
been sorted out though). I'm trying to write a program in Megamax C (soon to
become Lattice C v5.0) which will run as a standard ST program and as a desk
accessory if renamed to .ACC I've managed to do this by using the standard
Atari ACSKEL.C accessory skeleton and adding the necessary code for a PRG.
The program tests whether it is an ACC or a PRG by examining gl_apid, the
application id. Is it right to always assume that 0 indicates a PRG and 2
(or at least >0) is a desk accessory ? This is the way I do it annd it works
quite happily.
The idea is to write a mini-editor in a window which run
accessory normally but can be double-clicked if not installed initially.

Thanks in advance,
Steve Sowerby.
University of East Anglia, Norwich, England.
cmp8157@uk.ac.uea.sys

441. TECH: Displaying Spectrum Pictures

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 15:50:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jun25.155017.4103@wam.umd.edu>
Source record: 240058

Could somone email or post source for displaying spectrum pictures?
I remember that Darek Mihocka posted some code a while back. Anyone
still have it?

Thanks all,
Dave Baggett

dmb%wam.umd.edu@uunet.uu.net

442. misc.forsale.computers passes vote

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 16:23:58 UTC
From: t-rayc@microsoft.UUCP
Message-ID: <55426@microsoft.UUCP>
Source record: 240061
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple2,comp.sys.amiga,comp.sys.atari.st

(For those who do not follow news.announce.newgroups.)

The newsgroup misc.forsale.computers has passed its vote, and news
sites are gradually adding it to their arsenal. The group was created
to provide a safe resting place for computer-related "for sale" articles.
Please refrain from posting such articles to comp.* groups in the future.
Thank you.

One-line description:

misc.forsale.computers
Short, tasteful postings about computer items for sale.

Charter:

Misc.forsale.computers is devoted to short, tasteful postings about
computer items for sale. All standard guidelines for "for sale" items
apply. No discussions, please. This charter and the following
guidelines will be posted periodically.

General guidelines:

[1] No crossposting into comp.anything.

[2] Restrict distribution as much as possible. Restricting to the
country is almost certainly a must, since customs are often a major
problem. Restricting to the state or other local geographical
region is probably a good idea if the object is large and shipping
would be a concern.

[3] Include your telephone number (and possibly postal address) so that
people who can't negotiate email paths can still contact you.

[4] Do not post "I've sold it" messages. If you have sold it, cancel
the original message. If you don't know how to cancel a message,
ask your local news administrator.

[5] Make the subject line as clear as possible. If your item is meaningful
only for a particular machine, put that machine's name in the title.
That way people can set up KILL file entries to weed out articles
that they don't care about. If you'd like to set up a KILL file,
ask your local news administrator to teach you how to do it.

443. Re: STe "Fiasco"

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 16:32:05 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2953@syma.sussex.ac.uk>
Source record: 240071

From article <1990Jun22.104705.5295@hayes.fai.alaska.edu>, by fsdmb3@acad3.fai.alaska.edu:
> 2) I Have read in March ST Format, a leading British Mag. that the STe (which
> was released at Christmas time) Doesn't run a lot of heavily copy
> protected games. 30 are listed in the Mag, including Populous,
> Speedball, and Captain Blood. But it also won't run STOS or 1st Word!
>
ST Format exaggerated the number of programs which were STe
incompatible. I can't speak for the games, but I have had no problems
running First Word Plus (v3.14 and now 3.15, UK) on my STe.

> They also released a patch for the medium resolution booting problem.
> Since Christmas STOS has been said to have been fixed to work with the STE.
>
The bad news is that STe's in the UK are still being distributed with
the medium resolution booting problem, so people still have to find the
patch from dealers, BBS, etc. The good news is that, yes, STOS has been
fixed.

Given the choice, I'd go for the STe every time, if only for the easy
memory upgrades.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

444. Minix-ST help

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 17:11:50 UTC
From: marler@evax.arl.utexas.edu
Message-ID: <1990Jun25.171150.6953@evax.arl.utexas.edu>
Source record: 240062
Cross-posted to: comp.sys.atari.st,comp.os.minix

I am looking for someone that has used Minix-ST a good deal and is pretty familiar with it to help me extract a few of the binaries and source files off of my disks, since I just lost access to the only ST anywhere NEAR here. Any help would be appreciated.

445. Re: Looking for Toad Computers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 18:55:52 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9006251852.AA05781@fsucs.cs.fsu.edu>
Source record: 240063

```
In article <1990Jun25.034736.24937@wolves.uucp>, brian@wolves.uucp (Brian Daniels) writes:
>
>I'd appreciate an email with the address and phone number of Toad computers.
>Also, I'd appreciate hearing about anyone's experiences good/bad with
>ordering from them.
>Thanks in advance,
>Brian
> Daniels
>
>------------------------------------------------------------------------
>"posess yourself--or somebody else will
> review yourself--you might find you're someone else"
> the FIXX
>
> Brian Daniels
> (brian@wolves)
>------------------------------------------------------------------------

A buddy of mine just recently purchased a TOADFILE 44 (removable cartridge
hard disk), and was very pleased with the service.

--
---------------------------------+-------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+-------------------------------------
```

446. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 19:32:11 UTC
From: seattle@hydra.unm.edu
Message-ID: <1990Jun25.193211.15800@ariel.unm.edu>
Source record: 240075

In article <4280012@hpgnd.HP.COM> alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES) writes:
>I am using SIM city here in France. It is quite a good game and I spent almost
>full nights on it.
>
>And why could not we get the PRINT-CITY feature unlike PC or Mac versions ?
>
>Alex.

Couldn't you just print screen? Or does the print-city command do something
special, like print statistics as well?

dave

/|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /
--
/|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /

447. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:17:53 UTC
From: bill@mwca.UUCP
Message-ID: <1642@mwca.UUCP>
Source record: 240068

In article <1990Jun22.105700.5878@planet.bt.co.uk> rmh@planet.bt.co.uk writes:
>...I have been using the MTOOLS (with the
>3 patches) software to write PC compatible files on the SUN, but these are
>not correctly read by the ST.
>The files seem to be OK when read on a PC, but on the ST the first couple of
>sectors are repeated thoughout the file. I suspect that there is a problem
>with the FAT formats used; can anybody explain the problem or suggest a fix.
>...
>Ray Hollett, RT7431, British Telecom Research Labs, Suffolk, England.

I've seen the same thing when using OS-9's PC File Manager to write PC-compatible disks - when looked at on the ST the directory looks fine, but the same sector or few sectors are repeated throughout the file. I can copy the file to a real PC, delete the file, and re-copy back to the disk and then my ST can read it. Any ideas what might produce this behavior?

Bill Sheppard
Microware Systems Corp.

448. Re: Writing programs which will run as both ACC's and PRG's

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:22:17 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <2921@gmdzi.UUCP>
Source record: 240065

cmp8157@sys.uea.ac.uk (S.M. Sowerby) writes:

> ... Is it right to always assume that 0 indicates a PRG and 2
>(or at least >0) is a desk accessory ? This is the way I do it annd it works
>quite happily.

I wrote an accessory from which I can start programs. If You ever call Your
program from such an accessory, it will believe it is that accessory.
But if You dont...

greetings j.k.

Jelske Kloppenburg
German National Research Center for Computer Science (GMD)

449. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:30:29 UTC
From: bill@mwca.UUCP
Message-ID: <1643@mwca.UUCP>
Source record: 240069

In article <23640@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (chris Roth) writes:
>Well, I have been playing the Atari ST version of SIM City for several
>days now. It is awesome! All of you should go out right now and get it.
>...
>=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=
>* Christoper Roth * "Machines have no
>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
>=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=

I too love it! Only thing it doesn't do versus PC version is print the city.
It should be possible (though I don't know how practical) to write a utility
that prints the city directly from the city save file.

The game is fully GEM, user interface is quite good. Maxis has promised all
future software (SimEarth, among others) will be ported to the ST also.

Bill Sheppard
Microware Systems Corp.
*** How about an OS-9 Sim City? ***

450. Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:33:26 UTC
From: bill@mwca.UUCP
Message-ID: <1644@mwca.UUCP>
Source record: 240070

Some months ago I heard about the "Union Demo", a demo from Germany doing some astounding things on the ST. Probably because it uses a proprietary disk format, it doesn't appear to have shown up in any of the usual accessible places (USENET, GEnie, BBS's). Can anyone point me to a source (PD Library, or I'll send you a disk...)? Thanks in advance!

Bill Sheppard
bill@mwca.microware.com

451. DLII

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:38:00 UTC
From: bill@mwca.UUCP
Message-ID: <1645@mwca.UUCP>
Source record: 240072

Twice I've seen bizarre and dangerous behavior when using DLII to undelete a file - all seems well, but when I return to GEM I have _two_ of the file I just undeleted, and attempts to fix things (by copying, deleting, renaming) seem to end up trash most of the directory those files are in. I've seen this happen twice, it may be that in both cases I had two or more of the filename which had been deleted (that is, there may have been two deleted files called _tarist.msg, and maybe DLII tried to undelete them both). At any rate, be careful before undeleting!

Also, possibly related, I've seen TOS 1.4 open a window, I'd execute a program, then when returned to the desktop the window is invisible - GEM still thinks a window is open, and if I open another window it goes where my second window customarily goes, but clicking anywhere where the 'invisible' window should be has no effect. Has anyone else seen this/have an explanation?

Bill Sheppard
Microware Systems Corp.

452. Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 20:42:28 UTC
From: RXS12@psuvm.psu.edu
Message-ID: <90176.164228RXS12@psuvm.psu.edu>
Source record: 240076

I found myself swearing too much at TOS the other day and decided to dedicate the next 10-20 years ;-) writing a complete Unix for the ST, not to really run under TOS but to replace it. (eventually)

What I need to know is this:

1) Has someone else done this? (No, I am not asking for gulam responses. it is nice but I wan't *true* Unix.)
2) I don't praticularry feel like having to write the kernel ... does anyone know of any multi-tasking kernels that have been written for the ST? Related to this I am going to need a swapper ... same question.
3) I will also need a C compiler that is powerful enough to understand everything that I will need to use. Any suggestions?

I want to eventually have this:

True Unix which is modeled after 4.3 BSD and (If I get some support...) Mach with some "enhancements" to what is the currnet standards for csh.

I am going to also eliminate the \ in filenames and make the a:, b:, c: drives mountable to a home (/) directory. I want to eventually have all of BSD ported ... including all of the networking stuff.

I know the amount of work that will be needed to put something of this scale into reality. I am just tired of TOS and love Unix.

Hope someone can help,

Rongshyang Sheu

P.S. I am also looking for the source of csh that is with 4.3 BSD Unix if anyone knows where i can get it please let me know.

453. AT emulators - now available

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 21:00:18 UTC
From: chris@ethz.UUCP
Message-ID: <4890@ethz.UUCP>
Source record: 240067

Following up to some requests of clarification here are the
specifications of ATonce, the build-in AT-emulator for ST and Megas
available for about DM 500.- at:

Vortex Computersysteme

Falterstrasse 51-53

D-7101 Flein bei Heilbronn

+49 - 71 31 - 50 88 - 0

+49 - 71 31 - 5 50 63 (Fax)

These specifications are as provided in a leaflet from the producer.
I think ATonce is already on sale here. As a consequence to this coup
de surprise the manufacturer of PCSpeed has already announced an
AT-Version called ATspeed, but yet without any specifications.
Competition works ... BTW I have absolutely no relations to any of
the above mentioned.

- 80286 Processor with 8 MHz

- Norton-Factor 6.3

- 704 KByte DOS-Memory

- supports CGA and Herkules as well as an EGA- & Olivetti-mode

- uses the Atari-Mouse as MS-Mouse

- support of harddisk/winchester

- 3.5/5.25 floppies with either 360K or 720K

- Interfaces: LPT1 (Centronics) and COM2 (RS232)

- sound support

- SMT technology

--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

454. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-25 23:31:24 UTC
From: rodney@merkur.UUCP
Message-ID: <7226141@merkur.UUCP>
Source record: 240066

In article <30990@cup.portal.com> Robert_G_Brodie@cup.portal.com writes:
> The disk based version of TOS 1.4 was available only while it was in
> development. Strictly a developer unit, and was bug ridden.

Rubbish. I'm currently using a TOS I which is booted from HD, and
it's a new version, that's as bug-free as atari-software can be.

-Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________ May your children and mine live in peace _____________/

455. Atari 1040 with Mac emulation for sale

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 00:22:02 UTC
From: arora@isl.Stanford.EDU
Message-ID: <119@isl.stanford.edu>
Source record: 240073
Cross-posted to: misc.forsale.computers,ba.market.computers,comp.sys.atari.st

```
FOR SALE (Obviously)

Atari 1040 Computer
-- 68000 based
-- 1 Meg RAM
-- 3.5 inch 720 K disk drive
-- Monochrome monitor
($500.00/o.b.o)

Magic Sac/Translator One
-- Basically, this is a plug in module for the 1040 that lets you run
most Mac software. The "Translator" lets you read standard Mac disks
in the internal drive.
($175.00/o.b.o)

Miscellaneous SW
-- Personal Pascal 3.0
-- Empire, Chessmaster 2000
-- Terminal Emulation, Word Processing stuff
-- About 30 disks of Mac stuff
($75.00/o.b.o)

I really want to sell this stuff together, so if I'll sell the whole spiel
for $675.00 (maybe even $650.00).

Either reply to this account (arora@isl.stanford.edu)
or
give me a call at (408)-725-1245 (leave a message)

Thanks!
```

456. Estimated Number of Atari STs in use Worldwide? : And In USA?

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 01:15:58 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Jun26.011558.20888@cunixf.cc.columbia.edu>
Source record: 240074

I need a fairly accurate estimate for the number of Atari STs (incl. Megas)
in use worldwide. A breakdown by continent would REALLY help.

Hopefully someone from Atari will respond with real accurate figures.

Thanks

Imran

457. Thanks for assistance with Toad...

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 02:57:25 UTC
From: brian@wolves.uucp
Message-ID: <1990Jun26.025725.3728@wolves.uucp>
Source record: 240079

Thanks to everyone who replied with information about Toad computers!
It was greatly appreciated!!

Later,
Brian
Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

458. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 03:01:05 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jun26.030105.26408@math.lsa.umich.edu>
Source record: 240078

In article <90176.164228RXS12@psuvm.psu.edu> <RXS12@psuvm.psu.edu> writes:
>I found myself swearing too much at TOS the other day and decided to dedicate
>the next 10-20 years ;-) writing a complete Unix for the ST, not to really run
>under TOS but to replace it. (eventually)

Uh huh. It'll be both a hardware and a software project, y'know...

>What I need to know is this:

> 1) Has someone else done this? (No, I am not asking for gulam responses.
> it is nice but I wan't *true* Unix.)

You might consider starting with Minix. Just an idea. It's only V7, not
full BSD, and it would still be a lot of work getting it to resemble BSD,
but shouldn't be as bad as starting from scratch.

> 2) I don't praticularry feel like having to write the kernel ... does
> anyone know of any multi-tasking kernels that have been written for
> the ST? Related to this I am going to need a swapper ... same question.

You can also look at MicroRTX, which keeps TOS compatibility, or OS-9, which
is supposedly source-code compatible with Unix. (I don't know which variety of
Unix...) You will also need a memory management unit to allow for a swapper,
yes? Or I suppose you could just swap into fixed regions of memory...

> 3) I will also need a C compiler that is powerful enough to understand
> everything that I will need to use. Any suggestions?

It seems that most operating systems still require some fine-tuned hand coded
assembler. I don't think you'd want an OS written in 100% C, and most of the
available compilers are good enough to take care of the 80-90% that it makes
sense to use 'em on. But if you're already aimed at BSD/Mach, check out gcc.

>I want to eventually have this:

> True Unix which is modeled after 4.3 BSD and (If I get some support...)
> Mach with some "enhancements" to what is the currnet standards for
> csh.

Like tcsh or ksh? But they're just shell programs, they're not part of the
operating system... You know, getting the BSD 2.10 sources might make a bit
more sense. A 68000 is a lot closer to a PDP-11 than it is to a Vax-11...

> I am going to also eliminate the \ in filenames and make the a:, b:, c:
> drives mountable to a home (/) directory. I want to eventually have all
> of BSD ported ... including all of the networking stuff.

The BSD 2.10 is pretty much 4.3 crammed into a PDP, with all the networking stuff too.

>I know the amount of work that will be needed to put something of this scale
>into reality. I am just tired of TOS and love Unix.

Yeh. I'm sick of silly backslash path separators. Although at least in TOS we have Fcreate, instead of creat. }-)

> Hope someone can help,

> Rongshyang Sheu

Good luck... 10-20 years is too long to spend on a project in the computer field, y'know.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

459. SUNCLOCK2, a review

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 03:08:32 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun26.030832.23465@water.waterloo.edu>
Source record: 240080

SUNCLOCK, Version 2, a program for the Atari ST, adapted by J.E.Th. Mathijssen (joep@izf.tno.nl), based on a program written for the Sun computer by John Walker ({sun,well,uunet}!acad!kelvin). Monochrome.

SUNCLOCK, Version 2, is a program that produces a map of the earth that illustrates that portion that is lit up by the Sun at the current time. About half of the map is white with black outline of major geographical and half is black, with white outline.

The first time I ran SUNCLOCK.PRG, Version 2, it was early in the morning, just before dawn, and the map on my screen showed my part of the world as though it were still shrouded in darkness, and nowhere near the terminator, that the edge between night and day.

I soon figured out that the reason for this is that my location in Waterloo is in the Eastern time zone, and the program has a default setting for the Middle European Time Zone, and at when it is five in the morning in Europe, it is the middle of the night in North America and most of the "New World" is in darkness.

By clicking with the mouse, I found that I had the option of setting an offset to adjust for the time zone I am in. I set the offset (the correction factor) to be "-300" minutes since Waterloo is in the Eastern time zone, 5 hours earlier than GMT. Also, since we are on Daylight Savings Time here, I clicked on the box that said "Savings Time". It was now about 5:30 AM here, close to sunrise, and I watched the sunrise outside my window while I watched the screen as the terminator shown on the SUNCLOCK crossed the point on the map where I imagined Waterloo to be.

It was great. Later, after I turned off the program by double clicking with the left mouse button, I got a little message on the screen that informed me that my time zone adjustments were being saved. This meant that I would not have to reset the offset each time I ran the program. Indeed, when I restarted the program, the offset was the same as I had set it, and I did not have to set it again.

When you run this program, you will notice that the offset can be set to the minute. You may be wondering why this degree of accuracy is needed. Part of the answer is that an accuracy to the nearest hour is not enough, because of places like some parts of Canada, Australia, India, and Pakistan that need a finer correction. For instance, folks in Newfoundland, a part of eastern Canada, run their clocks one hour and thirty minutes ahead of clocks in the eastern time zone. There may be some places in the world that have stranger offsets. I seem to remember reading about places with an offset of so many hours and

something like 14 or 17 minutes, but a glance at a recent almanac failed to reveal such a place.

There are some other nice options for SUNCLOCK. One can "animate" the display and get the program to move forward or backward in time, by jumps of an hour or day or week, and so on. It is fun to watch what happens, week by week as the tilt of the earth is demonstrated by the fact that the northern hemisphere gets more light in the summer and the southern hemisphere gets more light in the winter.

I like the fact that the offset is based on GMT, because I know that Eastern Standard Time is five hours away from GMT, and I suppose that most folks in the world can figure out what their offset is, relative to GMT. For me, it was fun to play with this offset and imagine how people in different parts of the earth would be experiencing sunrise today.

Joep Mathijssen, who designed the interface to this program in the summer of 1990, lives in the Middle European Time Zone, so I imagine that he sets the system clock on his Atari ST to agree with local time, and sets his offset to be +060. I suppose that in the fall, when Daylight Savings Time ends, he will reset the clock on his system, keep the offset the same, but will de-select the Daylight Savings Time feature.

Those of you with a big screen may be able to make use of that extra area that you have, because this version is supposed to be able to make use of that. I was not able to try out this feature.

Finally, let me say that I like the program. It is educational, entertaining, and it is useful, because it tells the time, and I can guess something about the time in other parts of the world.

Lee Dickey
June, 1990

460. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 03:30:55 UTC
From: jms@tardis.Tymnet.COM
Message-ID: <1140@tardis.Tymnet.COM>
Source record: 240084

In article <2701@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>I recently saw some IFF pictures on my friend's Amiga and was greatly
>impressed. They made most of the Spectrum pictures I've seen look like water
>colors. Is there a better graphics format than Spectrum for the ST? Does
>the Amiga 2000 have a higher resolution than the 520 ST? Is this a result of
>IFF displaying more colors or something?

Atari ST resolutions:
320x200, 16 colors out of 512, regular color monitor.
640x200, 4 colors out of 512, regular color monitor.
640x400, 2 colors, black and white (31Khz) monitor.

Amiga resolutions:
320x200, 2, 4, 8, 16, or 32 colors out of 4096.
320x200, 64 colors out of 4096. (limitation on 2nd set of 32 colors)
320x200, 4096 out of 4096. (some limitation on adjacent colors)
640x200, 2, 4, 8, or 16 colors out of 4096.
Plus an additional set of 11 resolutions with 400 lines (interlaced) instead
of 200 lines. (The screen may flicker in interlace mode, but it matches the
NTSC standard RS-170, allowing easy interface to genlocks and VCRs.)

Amiga programs switch between any of the 22 resolutions to any other, without
rebooting, all on the same monitor. (Or have the top half of the screen in
one resolution and the bottom half in another.)

An upgrade to the Amiga provides new resolutions:
1280x200, 4 colors out of 64 for 35 nanosecond pixels for NTSC (15Khz)
1280x400, 4 colors out of 64 for 35 nanosecond pixels for NTSC (15Khz)
640x480, 4 colors out of 64 for VGA (31Khz) compatible monitors
640x960, 4 colors out of 64, interlaced at 31Khz

Sorry, I don't know for sure the resolutions on the TT.
Does the TT support 640x400 resolution on a color monitor?
--
Joe Smith (408)922-6220 | SMTP: jms@tardis.tymnet.com or jms@gemini.tymnet.com
BT Tymnet Tech Services | UUCP: ...!{ames,pyramid}!oliveb!tymix!tardis!jms
PO Box 49019, MS-C41 | BIX: smithjoe | 12 PDP-10s still running! "POPJ P,"
San Jose, CA 95161-9019 | humorous dislaimer: "My Amiga speaks for me."

461. Re: Estimated Number of Atari STs in use Worldwide? : And In USA?

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 10:07:31 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2963@syma.sussex.ac.uk>
Source record: 240093

From article <1990Jun26.011558.20888@cunixf.cc.columbia.edu>, by
ia4@cunixd.cc.columbia.edu (Imran Anwar):
>
> I need a fairly accurate estimate for the number of Atari STs (incl. Megas)
> in use worldwide. A breakdown by continent would REALLY help.
>
> Hopefully someone from Atari will respond with real accurate figures.

Ah! To think that I was so young and innocent once!

Good luck with your quest, but I somehow doubt whether anyone from Atari
will have any interest in revealing accurate figures. Worse, it's
entirely possible that nobody will even know them.

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

462. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 10:53:07 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun26.105307.1773@water.waterloo.edu>
Source record: 240096

In article <5648@jhunix.HCF.JHU.EDU> someone writes:

> ... I think they made the city list/data sheet
>red so you cannot photocopy, pretty smart if you ask me.

One problem... 10 percent of the male population has some
sort of color blindness, and red-green is the most common form.

463. Re: How to get uniterm to change colors

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 12:10:47 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1903@ncrcam.Cambridge.NCR.COM>
Source record: 240090

In article <1990Jun25.090835.11274@gdr.bath.ac.uk> P.Smee@bristol.ac.uk (Paul Smee) writes:
>In article <1901@ncrcam.Cambridge.NCR.COM> mreiss@ncrcam.Cambridge.NCR.COM () writes:
>>
>>O.K., I know that I did this once long, long ago ... it seems to me that
>>even when I did do it, it was by accident and I've never been able to do
>>it again. But once, I changed the colors that uniterm defaults to. Now
>
>With ancient versions of Uniterm, Uniterm would set itself, on startup,
>to whatever colour palette had been in use when you last saved the
>setup file. Don't know if this is still true, but worth a try.
>
>To check it, boot up with the control panel in place, and then run
>Uniterm. Hit 'help' to get to the help window, open the control panel
>DA, and set up whatever colours you want. Then close the control
>panel, and do a Uniterm 'Save Setup'. Might work...
>
>--
>Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
> P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

THANKS Paul ...

I had been trying that because I thought that was how I did it before.
Nothing would work. I needed a kick in the butt to get me to use my head
and your message did it.

You see, I had been calling Uniterm from NeoDesk.

It apparently holds the screen colors in a different place than the
original desktop.

Anyway, the trick is to use the original desk accessory to set the colors
instead of the NeoDesk one.

Once I did this everything saved out just fine. Now I can be perfectly
happy again ... weeeellllllll..... maybe not perfectly ...

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

464. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 12:28:16 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23688@uflorida.cis.ufl.EDU>
Source record: 240083

In article <1643@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>I too love it! Only thing it doesn't do versus PC version is print the city.
>It should be possible (though I don't know how practical) to write a utility
>that prints the city directly from the city save file.
>
>The game is fully GEM, user interface is quite good. Maxis has promised all
>future software (SimEarth, among others) will be ported to the ST also.

The one thing I wish it DID have was, I hate having to use the slider
bars to move around in the city. Why can't it be more like the PC
program in that respect?

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

465. Re: DLII

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 12:34:28 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23689@uflorida.cis.ufl.EDU>
Source record: 240085

In article <1645@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Also, possibly related, I've seen TOS 1.4 open a window, I'd execute a program,
>then when returned to the desktop the window is invisible - GEM still thinks a
>window is open, and if I open another window it goes where my second window
>customarily goes, but clicking anywhere where the 'invisible' window should be
>has no effect. Has anyone else seen this/have an explanation?
>

I have experienced this problem you mention too. The Window seems to
open underneath a disk drive icon, and it appears to have 'zero mass',
so to speak...if you look close you can see the special effects from
the window opening, but you can't see the window...Is this a TOS 1.4 bug?
--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

466. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 12:40:19 UTC
From: windy@truth.informatik.rwth-aachen.de
Message-ID: <3020@rwthinf.UUCP>
Source record: 240082

RXS12@psuvm.psu.edu writes:

>I found myself swearing too much at TOS the other day and decided to dedicate
>the next 10-20 years ;-) writing a complete Unix for the ST, not to really run
>under TOS but to replace it. (eventually)

Why not take a look at os9/68000 from microware or MINIX from Prentice Hall.

>What I need to know is this:

> 1) Has someone else done this? (No, I am not asking for gulam responses.
> it is nice but I wan't *true* Unix.)
> 2) I don't praticularry feel like having to write the kernel ... does
> anyone know of any multi-tasking kernels that have been written for
> the ST? Related to this I am going to need a swapper ... same question.

Yes, this is what MINIX does. This operating system is supposed to be fully UNIX 5 compatible. this is not the optimal solution as far as performance goes on a 68000 system like the ATARI, as the lack of an MMU causes problems every time you fork a child process. This is not a problem on the IBM-PC where segment registers perform the function of an MMU. Only real addresses can be issued by MINIX, and these must be in store (what lusers call memory). If your problem is that you are always running out of memory, and you would like to swap to disk, then you will have to do some modifications here! Minix tries to perform a true fork, using disk IO to roll in/out children when they are identical processess (rare), or re-assining a new address space to a child when it is different to its parent. This is wastefull, but simple to implement...

(if you don't Know what fork(2) is, read the UNIX man page!)

OS9 allows shared code, so forking multiple copies of a program means only allocating new stack/data for each new copy. This operating system still issues real addresses to real store - forget any ideas of writing a swapper. OS9 has a more rubust file system, in that no cacheing takes place. Many a unix/minix system has lost a file store when some external event (eg idiot turns hits big redd switch/ storm cuts cable) has killed the power supply before the cpu could write the directory structure to disk...

> 3) I will also need a C compiler that is powerful enough to understand
> everything that I will need to use. Any suggestions?

The minix C ompiler has many weaknesses (the local MINIX hacker is currently telling me the bad news:-) if you do lots of bit twidling or floating point, then this is not good enough... The OS9 system has all the bit twiddling you could ever want, and implements floating point using A$ and F$ traps, so that a 68881 could be added and used automaticaly by all programs that need floating point...

>I want to eventually have this:

> True Unix which is modeled after 4.3 BSD and (If I get some support...)
> Mach with some "enhancements" to what is the currnet standards for
> csh.

> I am going to also eliminate the \ in filenames and make the a:, b:, c:
> drives mountable to a home (/) directory. I want to eventually have all
> of BSD ported ... including all of the networking stuff.

A:, B:, C: etc are features from CP/M (which was an operating system) which
were taken over by DOS and TOS (which are NOT operating systems!) To retain
this is silly. 360K floppies are accessed as /dev/fd0... 1.2M as /dev/at0...
etc. OS9 has a similar solution. / is ROOT and not $HOME! For networking under
minix NFS requires you to port RPC,or you an use amoeba . Under OS9 there
is a means of networking that is comparable to SunOs 4.1 in terms of what
it can do. (if this is gobbledygook then you should start reading some manuals!)

>P.S. I am also looking for the source of csh that is with 4.3 BSD Unix if
> anyone knows where i can get it please let me know.

This is copyright material - even if I had it, i couldn't give it to you!

I am not trying to write a flame - I just want to answer the questions as best
as I can and inform as many TOSsers and DOSsers about the error of their ways
as I can! I use unix and OS9 at work, and am currently throwing out DOS
for MINIX on a PC and hope to aquire some OS9 systems for home.

If anyone wants more info, mail me

Andrew Miller

windy@strange.informatik.rwth-aachen.de

RWTH AACHEN, West Germany

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467. MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 13:11:23 UTC
From: hpasanen@niksula.hut.fi
Message-ID: <HPASANEN.90Jun26151124@silver-surfer.hut.fi>
Source record: 240077

A simple question that surely has come up before, my apologies:

Is it possible to read/write Atari 1040STE diskettes with IBM PS/2?
- " - IBM PS/2 - " - Atari?

If so, which programs do I need and how is it done?

Please email,

Thank's

Harri Pasanen

468. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 13:19:36 UTC
From: ric@mcrware.UUCP
Message-ID: <1997@mcrware.UUCP>
Source record: 240087

In article <90176.164228RXS12@psuvm.psu.edu> RXS12@psuvm.psu.edu writes:
[comments about wanting to recreate unix deleted]

> 1) Has someone else done this? (No, I am not asking for gulam responses.
> it is nice but I wan't *true* Unix.)
> 2) I don't praticularry feel like having to write the kernel ... does
> anyone know of any multi-tasking kernels that have been written for
> the ST? Related to this I am going to need a swapper ... same question.

[stuff about implementation ideas deleted]

> Hope someone can help,
>
> Rongshyang Sheu
>

You might want to consider buying OS-9. It is a real-time OS that takes over
the complete machine (a real OS). It is true multi-tasking and multi-user.
Most UNIX source code will port to OS-9 with minor changes. There is also a
package from Germany that includes MANY UNIX utilities and games.

Ric Yeates

PS I am aware I work for Microware and we make OS-9, but I am only offering the
information as an alternative to writing UNIX. If you want more information,
I will be happy to EMail it.

"These are my opinions only. My employer is not even sure I work here."

469. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 13:36:06 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jun26.133606.4586@cunixf.cc.columbia.edu>
Source record: 240086

In article <1644@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Some months ago I heard about the "Union Demo", a demo from Germany doing
>some astounding things on the ST. Probably because it uses a proprietary
>disk format, it doesn't appear to have shown up in any of the usual
>accessible places (USENET, GEnie, BBS's). Can anyone point me to a source
>(PD Library, or I'll send you a disk...)? Thanks in advance!

I have a copy. It was given to me by a friend visiting from Norway.
Apparently, it is HEAVILY copy protected. It will only copy itself
from a built-in copier that is part of the demo. Therefore, it is
very difficult to "crack" and send around via modem. If you send
me a diskette, I'd be happy to send you a copy. It is quite
spectacular. Those guys should program professionally. The demo is
better than many commercial products I have seen.

>
>Bill Sheppard
>bill@mwca.microware.com

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

470. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 14:11:57 UTC
From: colas@avahi.inria.fr
Message-ID: <8242@mirsa.inria.fr>
Source record: 240091

In article <4280012@hpgnd.HP.COM>, alex@hpgnd.HP.COM (Alexis
MERMET-GRANDFILLES) writes:
> I would only regret that the MAP window is not sizeable and , of course the
> worst is that horrible BUG in GEM that make ou have to repeat mouse clicks on
> sliders to make them move multiple times. Its a shame when you have to deal
> with big towns...

Use the cursor keys to move, or upgrade to TOS 1.x , x > 0

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

471. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 14:33:40 UTC
From: aozer@next.com
Message-ID: <196@next.com>
Source record: 240081

In article <4b28c24a.20b6d@apollo.HP.COM> Steve Rehrauer writes:
> ... Spectrum does this, and can switch the palette quickly
>enough to let you choose 48 of the possible 512 colors per each of the 200
>lines in a low-resolution screen. ...
> ... there are Amiga programs that do similar tricks as Spectrum
>does on the ST, giving you all 4096 colors at once.

Yes, there are. But you can get 4096 colors at once using the Amiga HAM mode (in 320x400 resolution) without the program doing any tricks or the processor having to do any extra work. This mode essentially compresses 4096 colors (12 bits) down to 6 bits by encoding a pixel color as either one of 16 absolute entries (selectable as first 16 entries in the color palette) or as the previous pixel color plus a replacement of one color component (R, G, B). Photographs of people and scenery and most ray traced pictures end up looking great in this mode; some pictures suffer from fringing effects, though.

It's of course true that there are programs that resort to changing the color palette on the fly to give you modes such as 4096 colors at once in hi-res.

Ali Ozer

472. Re: misc.forsale.computers passes vote

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 14:53:20 UTC
From: swarren@convex.com
Message-ID: <103383@convex.convex.com>
Source record: 240098
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple2,comp.sys.amiga,comp.sys.atari.st

```
In article <55426@microsoft.UUCP> t-rayc@microsoft.UUCP (Raymond CHEN) writes:
>(For those who do not follow news.announce.newgroups.)
>
>The newsgroup misc.forsale.computers has passed its vote, and news
>sites are gradually adding it to their arsenal. The group was created
>to provide a safe resting place for computer-related "for sale" articles.
>Please refrain from posting such articles to comp.* groups in the future.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
[...]

Well, I don't know about the atari, pc, or apple groups, but we didn't
vote to restrict amiga "for-sale" articles in comp.sys.amiga. No cross-
posting is fine. But I think we in our own group should decide if we want
to restrict our own discussions.

Besides, try convincing these guys not to post something ;^).

Cheers,
--
_.
--Steve ._||__ DISCLAIMER: All opinions are my own.
Warren v\ *| ---------------------------------------------
V {uunet,sun}!convex!swarren; swarren@convex.COM
```

473. Club Libraries.

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 14:53:21 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun26.145321.9843@water.waterloo.edu>
Source record: 240099

Our local librarian is looking for good stuff to use to
organize the our club PD and Shareware collection.

(1) What software do you (or your club librarian) use
to keep your library in order?

(2) Does your club make this software and data base available
to club members, or do you just circulate a list of stuff?

(3) Do you have a way of distributing reviews, comments, or hints
about the software?

(4) Some (book) libraries use a card catalog system.
Does anybody have software that approaches or improves on this?

(5) We think we would like to have the ability to organize
things in some systematic way. Do you (or your club)
have a good way of classifying programs?

Any comments would be appreciated.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

474. Uniterm / Zmodem help

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 15:20:59 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1850@vela.acs.oakland.edu>
Source record: 240088

I have been trying to get Uniterm to run a zmodem program without much luck.
I thought that that was what the Run Program option was for. It gives me
a tos error #39. Unfortunately I am new to TOS and the ST. The program
will run fine if I leave Uniterm all together, but it logs me out when I
jump back into Uniterm (does anyone know how to stop this either?)
Any help would be appreciated, as the kermit at school is much too slow,
and even though the xmodem works, I have been having some trouble with
it clipping the ends of files.
swood

--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

475. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 15:54:03 UTC
From: peter@cbmvax.commodore.com
Message-ID: <12962@cbmvax.commodore.com>
Source record: 240089

In article <1140@tardis.Tymnet.COM> jms@tardis.Tymnet.COM (Joe Smith) writes:
>In article <2701@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>>I recently saw some IFF pictures on my friend's Amiga and was greatly
>>impressed. They made most of the Spectrum pictures I've seen look like water
>>colors. Is there a better graphics format than Spectrum for the ST? Does
>>the Amiga 2000 have a higher resolution than the 520 ST? Is this a result of
>>IFF displaying more colors or something?
>
>Atari ST resolutions:
> 320x200, 16 colors out of 512, regular color monitor.
> 640x200, 4 colors out of 512, regular color monitor.
> 640x400, 2 colors, black and white (31Khz) monitor.
>
>Amiga resolutions:
> 320x200, 2, 4, 8, 16, or 32 colors out of 4096.
> 320x200, 64 colors out of 4096. (limitation on 2nd set of 32 colors)
> 320x200, 4096 out of 4096. (some limitation on adjacent colors)
> 640x200, 2, 4, 8, or 16 colors out of 4096.
>Plus an additional set of 11 resolutions with 400 lines (interlaced) instead
>of 200 lines. (The screen may flicker in interlace mode, but it matches the
>NTSC standard RS-170, allowing easy interface to genlocks and VCRs.)
>
>Amiga programs switch between any of the 22 resolutions to any other, without
>rebooting, all on the same monitor. (Or have the top half of the screen in
>one resolution and the bottom half in another.)
>
>An upgrade to the Amiga provides new resolutions:
> 1280x200, 4 colors out of 64 for 35 nanosecond pixels for NTSC (15Khz)
> 1280x400, 4 colors out of 64 for 35 nanosecond pixels for NTSC (15Khz)
> 640x480, 4 colors out of 64 for VGA (31Khz) compatible monitors
> 640x960, 4 colors out of 64, interlaced at 31Khz

The Amiga 3000 and any Amiga with the Enhanced Chip Set may also switch
without rebooting between NTSC and PAL compatible modes. In PAL mode,
the vertical height is 256 (non-interlaced) or 512 (interlaced). The Amiga
3000 also contains circuitry to de-interlace the 400 or 512 line modes
that are 320 or 640 pixels across, and output VGA compatible signals.
De-interlacing products are also available for the Amiga 2000.
That is, you may run in 640 x 400 VGA (flicker-free) with 16/4096 colors.

The A2024 monitor gives 1008 x 800 (1008 x 1024 in PAL) in 2 or 4 shades
of gray, for any Amiga. The Viking Moniterm 1 gives the same resolution
for any Amiga with a video slot.

In addition, the Amiga offers support in the OS for overscan. It is also possible to do "dynamic hi-res" or "dynamic HAM", which I gather is akin to the 512-color ST pictures (same kinds of tricks).

The Amiga also has programmable video modes, so things like 24 frames per second are possible without hardware modifications.

>Joe Smith (408)922-6220 | SMTP: jms@tardis.tymnet.com or jms@gemini.tymnet.com

Peter
--
Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
{uunet|rutgers}!cbmvax!peter peter@cbmvax.cbm.commodore.com
My opinions do not necessarily represent the opinions of my employer.
"If you insist on spending $10000 on a 68030 technology, may we humbly suggest you buy three Amiga 3000's."

476. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 16:11:38 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <12963@cbmvax.commodore.com>
Source record: 240092

In article <4947@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Apparently the 68030 has a different execption stack frame to the 68000
>one. Does anyone know how they differ? Programs that intercept the system
>TRAPs are going to break on the TT unless they take this into account.

All 68000 traps are format 0. The 68030 can produce formats 0, 1, 2, 9,
A, and B. Line A traps are format 0, so system traps using the line A
exception are not a problem.

>! Neil Forsyth JANET: neil@uk.ac.hw.cs !

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
"I have been given the freedom to do as I see fit" -REM

477. norad

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 22:33:50 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <48892@iuvax.cs.indiana.edu>
Source record: 240094

Does anyone know the format for the orbitals.dat file for the norad program
that was posted recently?

478. Ultima III

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 22:41:59 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <48895@iuvax.cs.indiana.edu>
Source record: 240095

If any one knows the real address for the people handling Ultima III, could they please send it to me. (The address on the rules, 340 Harvey Road, does not work.) Since I recieved no reply to my last such request, I presume that there is no longer a real address. That being the case, can someone in Indiana or Georgia let me make a copy of their game. I am the owner of a legal copy of the game bought from an outfit going out of the Atari business. When my copy did not work, they let me try their other copy, but it did not work either. (Both copies looked like they were returns.) The store would let me trade this in on any of their remaining atari games, but I already bought all the ones I want, and I would really like to play Ultima III. Can anyone help?

479. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 23:21:28 UTC
From: kibo@pawl.rpi.edu
Message-ID: <M*J$1C%@rpi.edu>
Source record: 240097

In article <1990Jun26.105307.1773@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <5648@jhunix.HCF.JHU.EDU> someone writes:
>
>> ... I think they made the city list/data sheet
>>red so you cannot photocopy, pretty smart if you ask me.
>
>One problem... 10 percent of the male population has some
>sort of color blindness, and red-green is the most common form.

"Color blindness" doesn't mean the person can't see red things--
in this case, red-green color blindness just means they won't be
able to tell "red" and "green" apart. Red print on reddish paper
(like the SimCity sheet) should be just as readable to them as to
anyone else... red print on GREEN paper would cause problems for
someone with red-green color blindness, like the color blindness
tests that have numbers made of red and green dots.

Of course, red print on green paper would give everyone else
a headache when they tried to read it, too. :-)

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

480. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-26 23:58:30 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90177.185831SPLITE@MTUS5.BITNET>
Source record: 239905

In article <12962@cbmvax.commodore.com>, peter@cbmvax.commodore.com (Peter Cherna) says:

> Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
> {uunet|rutgers}!cbmvax!peter peter@cbmvax.cbm.commodore.com
>My opinions do not necessarily represent the opinions of my employer.
>"If you insist on spending $10000 on a 68030 technology, may we humbly
>suggest you buy three Amiga 3000's."

Hmmm... Seems to be a lot of "propagandizing" on the ol' net lately.
Seems like a Commodore engineer would have better things to do than
read c.s.a.st. ;-)
Now, don't start on me. This is not another shot in the Everlasting
Holy War between Atari-types and Commodore-types. I did my time in the
trenches, but now I have other concerns than "whose floppy is bigger".
The only reason I've brought it up is that all the talk about the merits of
the Amiga 3000 would seem to be better placed somewhere else. Yes, it's
a neat machine, and dirt cheap besides; but, if a potential TT-er wants to
learn more about the A3000, let him read comp.sys.amiga (or Byte magazine).
On the other hand, there seems to be little else to do in c.s.a.st besides
random flaming, so maybe a little advertising would put the bandwidth to
better use. You could even cross-post to misc.foresale.computers.
Just one guy's opinion...

Steve Plite<SPLITE@MTUS5.BITNET>

481. Re: Looking for Toad Computers...

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 04:09:06 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun27.040906.12732@ns.network.com>
Source record: 240100

brian@wolves.uucp (Brian Daniels) writes:
>
>I'd appreciate an email with the address and phone number of Toad computers.
Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, MD 21146
301-544-6943
bbs# 301-544-6999

I only bought one thing from them, but I am happy with it.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

482. Re: ACCessory file for writing from right to left (with Signum)

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 06:54:54 UTC
From: hase@netmbx.UUCP
Message-ID: <840@netmbx.UUCP>
Source record: 239901

In article <732@ecs.soton.ac.uk> pjb89@ecs.soton.ac.uk (pj Boniface) writes:
>andreas@nadia.stgt.sub.org (Andreas Harfst) writes:
>>I have heard about an accessory for Signum, to write Hebraic from
>>right to left (!)

This is called SIGREV.ACC and sold by the same company that sells
Signum2 - Application Systems III, Heidelberg.

ghase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

483. Re: (TECH) 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 07:04:36 UTC
From: hase@netmbx.UUCP
Message-ID: <841@netmbx.UUCP>
Source record: 239902

In article <4947@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Apparently the 68030 has a different execption stack frame to the 68000
>one. Does anyone know how they differ? Programs that intercept the system
>TRAPs are going to break on the TT unless they take this into account.

The 030 has more registers than a 000. So it will save more on the stack
when hit by an exception.
It's the same with 010 and 020 MPUs: for example the 010 saves her
workspacepointer (register indicating the starting adress of the
exception vectors) and the state of the decoding pipeline on the stack
when hit by a BUSERR or the like.

So any program that tries to pop something of the stack by ADDing to the
stackpointer, will probably break, cause the 010,020 and 030 put more on
the stack than the program exspected.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

484. Using joystick and mouse

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 08:34:27 UTC
From: fk@vall.dsv.su.se
Message-ID: <847@vall.dsv.su.se>
Source record: 239904

Could someone be kind enough to supply me some pointers to the canonical
way of getting access to the mouse and joystick information. I know there
is a VDI call which returns the mouse position and button state but
I'd rather grab the info first hand.

The current set of ideas that I entertain involve the following steps:

a) Save the vectors to the installed mouse and joystick
packet handlers.
b) Save the current state of the keyboard processor
and tell it to stop reporting events
c) Install vectors to my own mouse and joystick packet handler
d) Tell the keyboard to start reporting again, including any
application specific properties of mouse and joystick

e) Process input until its time to shut down.

f) Stop the keyboard processor
g) Reinstall the original keyboard packet handler vectors
h) Restore the previous state of the keyboard processor
and tell it to start reporting events

The above procedure is my general outline of how to do it. If you know
any simpler method, please tell me. Also, I'm interested in the properties
and constraints put upon a packet handler. I seem to remember that one
must return within 1 ms, but how are the arguments organized? Does TOS
prepare the data from the keyboard processor in any way before handling
them to the packet handler?

I don't want to read mouse coordinates out of some TOS-version
specific protected memory location. What I want is to process the
messages as soon as they arrive. In particular I hope to estimate
joystick motion velocities by measuring the interval between
close/open packets. Any references to such techniques would be highly
appreciated. I am using Sozobon C, writing in C and assembler, on a
1040 STFM, TOS 1.0.

Fredrik Kilander

485. STE memory upgrades using SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 10:14:05 UTC
From: phil@gec-mi-at.co.uk
Message-ID: <1990Jun27.101405.2999@gec-mi-at.co.uk>
Source record: 239903

To everyone,

Does anybody know if it is possible to install one or more 4Meg * 8bit SIMMS into an STE?
This could give 4Meg with one Chip & up to 16Meg with 4 * 4Meg SIMMS with all sockets filled.

Thank you for your trouble,
Kevin Cooper

E-mail:
cooper@lacvax.cct.miduet.gec-mi-at.co.uk
or c/o:
phil@miduet.gec-mi-at.co.uk

486. Gemini.

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 10:33:04 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <647@van-bc.wimsey.bc.ca>
Source record: 239907

I've been playing around with Gemini and found that the script
language has no contitionals. Could someone in touch with the authors
pass on a request for at least an if...else. Do either of the authors have a net

487. 68030 execptions

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 11:27:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4949@brahma.cs.hw.ac.uk>
Source record: 239911

In article <22615@boulder.Colorado.EDU> walkerb@tramp.Colorado.EDU
(Brian Walker) writes:
]The differences between the 68000 and its sucessors can be summed up in the
]inclusion of the format/vector offset word.
] 68000 68010++
]_____ _____
]|________STATUS_REGISTER________| |________STATUS_REGISTER_________|
]|_____PROGRAM_COUNTER_HIGH______| |_____PROGRAM_COUNTER_HIGH_______|
]|_____PROGRAM_COUNTER_LOW_______| |_____PROGRAM_COUNTER_LOW________|
] variables follow |FORMAT_|_____VECTOR_OFFSET______|
] |_______other information________|
] |_____depending on exception_____|
] variables follow

Thanks Brian! That's exactly what I wanted to know. So basically it's just
variable access that is affected seriously. Now I can avoid any TT pitfalls.

]Brian Walker There come a time in the history
]walkerb@tramp.colorado.edu of every project when it becomes
]..!ncar!boulder!tramp!walkerb necessary to shoot the engineers
]University of Colorado, Boulder and begin production.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

488. What's the status of comp.sys.atari.st.tech?

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 13:46:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1170805979@thelake.mn.org>
Source record: 239908

What's the status of comp.sys.atari.st.tech? I notice that it is no
longer listed as "pending creation" in Eliot Lear's weekly report, but
I have not received a newgroup or any messages.
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

489. Re: TOS BUGS, PATCHES

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 14:12:39 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4950@brahma.cs.hw.ac.uk>
Source record: 239912

```
In article <3771@pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>In article <4942@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
> [ ... ]
>>Version: 1.6
>>Changes: Essentially this is TOS 1.4 with new features added because of
>
>New features added? Could you name a few?

Visibly Show File now treats the left and right mouse buttons as equivalents
to pressing SPACE and Q respectivly. There are some new system variables too
that help application writers but I can't go in to too much detail about them
as I'm a developer under oath (are you listening Matthew Lodge? :-)
Other new things are connected with the STE's (and probably the TT's) new
hardware (eg. 4096 colours, BLiTTER, extra joysticks and analogue input)

> Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
> Internet: daniel@pkmab.se
> UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

+---------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---------------------------------------------------------------------------+
```

490. Re: Ultima III

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 14:40:53 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Jun27.144053.15624@athena.mit.edu>
Source record: 239910

Good luck getting any help from Sierra.... I have a defective copy of Ultima V, (seems like most of them were defective, C= too) which I bought 2 months ago. After attemting for a week straight to get through to their 800 number (you can get that by dialing 800 info [1-800-555-1212]), I finally did. They gave me a toll number to call, which I did. After saying I was having trouble with 5, she said "Does it say "Offset Map" in the corner, I said "Yes, it does" and she took my name and address. Then the elusive "I'll get a disk RIGHT out to you..." Click....

SURE you will. Still waiting.

Chris

491. NetHack Pl8 binaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 14:44:12 UTC
From: techno@zelator.UUCP
Message-ID: <644@zelator.UUCP>
Source record: 239906

I would like to know about the status of NetHack 3.0 patchlevel 8 for the
ST. Has it been compiled yet ? Will it be sent to comp.sys.binaries.st ?
If so, when, if not, where can I get it (I have *NO* ftp !!!).

Any information is appreciated.

Frank

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

492. Re: Uniterm/Zmodem help

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 14:55:11 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1877@vela.acs.oakland.edu>
Source record: 239909

Thanks for all the info (be warned those with Uniterm questions, it will
fill up your mail bag)
It was a shortage of buffer space. Now I can even run my emacs!:)
Is there any need while running Uniterm to not use up all your ram? Available
anyway. I have a 520 with an additional .5 Meg.
Also, is there anyway to get chr$(13) <return> into the macros and is that
all the larger the allowed macros are?
swood

--
As I walk around the network, things seem blurry to me. I can't quite walk
straight. I keep bumping into people. Could it be? YES!!!!
It must be my 21st b-day - I am not under the alcafluence of incahol
born 6/27/69 lived wild and restless died in sexual intercourse

493. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 15:04:41 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <187@hexagon.pkmab.se>
Source record: 239913

In article <1990Jun26.133606.4586@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
] ...]
>spectacular. Those guys should program professionally. The demo is
>better than many commercial products I have seen.

Actually, they DO. I think most of them now work for Thalion GmbH, a German software company that mostly employs former hackers.

But I can tell you -- it's a long way between writing a good "demo" and writing a good game. You have probably never heard of their games, though they are technically spoken excellent. It's more to a good game than that. (Don't you like NetHack? I do, though it has quite poor graphics... ;-)

[two titles I know of are "The seven gates of Jambala" and "Chambers of Shaolin" - check them out!]

--
Daniel Deimert "Only use unneccessary force if neccessary!"
daniel@hexagon.pkmab.se ...!sunic!kullmar!pkmab!hexagon!daniel

494. Re: SunClock, SM194

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 15:17:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jun27171721@cresus.laas.fr>
Source record: 239914

what sunclock?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

495. Desparately Seeking vi

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 18:09:12 UTC
From: goo@hpindda.HP.COM
Message-ID: <40250003@hpindda.HP.COM>
Source record: 239922

Greetings,

I remember a while back that a 'vi' clone for the ST came across the net.
I think I remember getting it, but now that I really need it, ITS GONE!!

I checked the indexes on panarthea and they don't seem to have it.

Could some kind soul please mail it to me if you have it or point me to another
archive server that does? FTP sites are no good as HP doesn't let us have
access out of HP.

Muchas gracias (in advance)

496. How do I write a mouse driver? (tech)

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 19:14:00 UTC
From: nut@wet.UUCP
Message-ID: <1281@wet.UUCP>
Source record: 239915

Can any st.programmers out there tell me how I would go about
writing a mouse driver? I am thinking about hacking the NES PowerGlove
interface (as desribed in the July 1990 issue of _Byte_) for the ST, and
would like to have the glove direct the movement of the mouse pointer rather
than the arrow keys (as the article's author implemented on an MS-DOS
system).

Thanks!
--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

497. Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 20:10:16 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jun27.201016.27871@wam.umd.edu>
Source record: 239916

In article <187@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>In article <1990Jun26.133606.4586@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu
(Christopher M Mauritz) writes:
>] ...]
>>spectacular. Those guys should program professionally. The demo is
>>better than many commercial products I have seen.
>
>But I can tell you -- it's a long way between writing a good "demo" and
>writing a good game. You have probably never heard of their games,
>though they are technically spoken excellent. It's more to a good game
>than that.

It's also important to keep in mind that a demo can essentially devote
all of the machine's time and memory to its one task, while a game
requires memory and time for "mundane" tasks like keeping track of
player stats, collision checking, etc.

For example, a clever demo might employ 12 screens to accomplish
extremely smooth scrolling, but the same technique would likely be
unworkable in a game since it would require devoting 384K just to
screen RAM.

A similar case is Spectrum 512. Sure, a demo can have static screen
images with more colors than normal, but writing a game using the
Spectrum "screen mode" would be ludicrously difficult. (Now that I've
said that, who wants to go out and try?)

> (Don't you like NetHack? I do, though it has quite poor
>graphics... ;-)

Yes, NetHack is truly a great game. I've probably spent more hours
playing NetHack than any other ST game. (The latest port is great!)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

498. Re: gulam on TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 22:27:39 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun27.222739.18957@water.waterloo.edu>
Source record: 239918

In article <687@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl
(W.C. Bulte) writes:

>I recently received information that the incompatibility of Gulam with TOS1.4
>is limited to the 'mem' command. It seems that Gulam uses a undocumented TOS
>routine or variable and apparently this has changed with TOS1.4.

Others have reported this too. Eric R. Smith, (ersmith@uwovax.uwo.ca),
has pointed out that a simple C program may be aliased to mem, so that
the command "mem" does not access the Gulam function, but invokes the
C program that tells you the largest chunk of memory you have available
for use.

499. Atari Demo Disks

Newsgroup: comp.sys.atari.st
Date: 1990-06-27 23:07:06 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.646526673.larserio@kvart.uio.no>
Source record: 239917

I have both the "Union Demo" and lots of other and
newer European demos (some need 50 Hz monitor to work):

Send me 5 disk and I'll send you the OLD "Union Demo" and a few newer
and MUCH BETTER demoes for Atari ST

Lars-Erik Osterud
Okriveien 39
N-1349 Rykkinn
Norway

Phone: +47 2 131571
ABK-BBS: +47 2 132659

```
Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

500. STe Summaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 00:54:09 UTC
From: Metalist@cup.portal.com
Message-ID: <31215@cup.portal.com>
Source record: 239923

If anyone would like a message in their mailboxes containing all the STe info
I received, please send me mail and I will forward the info.

Metalist@cup.portal.com

501. Re: Pictures on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 01:12:48 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jun28.011248.21558@water.waterloo.edu>
Source record: 239919

In article <90177.185831SPLITE@MTUS5.BITNET> SPLITE@MTUS5.BITNET writes:
> ...
>The only reason I've brought it up is that all the talk about the merits of
>the Amiga 3000 would seem to be better placed somewhere else.
> ...
>Steve Plite<SPLITE@MTUS5.BITNET>

Very p'litely said, Steve. :-)

502. Mercury UUCP modules....

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 02:36:37 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <443@beguine.UUCP>
Source record: 239920

This is to rodney@merkur....

I have been trying to send you mail to get some info on your uucp modules.

In particular, can they be used on any st? Is it Shareware/Freeware, or a commercial product, and if commercial how much is it?

Please respond asap. If you can send me mail, please do.. It will probably be a little faster..

Thanx...

John

John.Bunch@samba.acs.unc.edu

503. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 02:52:27 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jun28.025227.3824@sun.soe.clarkson.edu>
Source record: 239921

>>Some months ago I heard about the "Union Demo", a demo from Germany doing
>
> Apparently, it is HEAVILY copy protected. It will only copy itself
> from a built-in copier that is part of the demo. Therefore, it is
> very difficult to "crack" and send around via modem. If you send

<Names and uninteresting stuff deleted>

The Union Demo REALLY IS a nice graphics and sound "experience."
But I doubt that the programmers had any intention of copy protecting it.
Why would they have put a built-in copier!?!?! It seems that they just
wanted to get as-much-as-they-could on the demo disk, and a side effect was
that it wasn't TOS file compatible...

By the way, on my STe, most of the software overscan stuff in the demo make
those portions of the screen go haywire... (You should see what the full-
screen part of it looks like on my machine!!!)

This isn't a "nothing works on the STe" message either!

AAron nAAs
AAron@sun.soe.clarkson.edu

504. NetHack (was Re: Games and Demos are not the same)

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 04:31:06 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <6331.26894fcb@uwovax.uwo.ca>
Source record: 239926

In article <1990Jun27.201016.27871@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
> Yes, NetHack is truly a great game. I've probably spent more hours
> playing NetHack than any other ST game. (The latest port is great!)
>
Thanks! I'm glad people are enjoying the game.

Incidentally, for people who missed the announcement on rec.games.hack a while ago, the binaries of NetHack 3.0.8 for the ST are available via anonymous FTP from terminator.cc.umich.edu, linc.cis.upenn.edu, and dsrgsun.ces.cwru.edu. (I'm not sure if the atari@terminator mail server is working yet, but if/when it is people will be able to retrieve them by mail from there). There are two files, nh308bin.zoo and nh308sup.zoo, containing the binaries and support files respectively.

Also, these binaries report themselves as being patchlevel 8, but they really should be called "patchlevel 8+", since a few minor post-patchlevel 8 bugs have been fixed. (There will likely be a "patchlevel 9" posted for the sources, which will incorporate these fixes).

The source code for NetHack is available from uunet.uu.net, and I think it will also be reposted in its entirety on comp.sources.games sometime in the near future.

NetHack is a real memory pig, unfortunately. It requires a 1 meg machine and a double-sided drive to play. Compiling the source code with the gcc takes 2 megabytes of memory (absolute bare minimum, believe me!) and a hard disk, and is recommended only for masochists :-).
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

505. Appletalk on the TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 08:55:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4951@brahma.cs.hw.ac.uk>
Source record: 239927

The TT has an Appletalk interface. IMHO this is a very smart decision by
Atari. Does Atari have any plans to make native TT software that will use
this on a network say like TOPS with Macs, PCs and Suns? I'm certain
Dave Small will use it when he converts Spectre to the TT.

On an unrelated topic:-
Is the CPM emulator for the ST in the public domain? If so, is there anyone
willing to mail it to me? Tell me first please. Thanks in advance.

```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+-------------------------------------------------------------------------+
```

506. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 09:59:01 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <968@christopher-robin.cs.bham.ac.uk>
Source record: 239935

In article <1425@epd74hp.nluug.nl> geoff@epd74hp.UUCP (Geoff Coupe) writes:
>Re hardware spec:-
>
>> 32 MHz clock speed
>
>a definite plus...
>
>> 720 Kb diskette
>
>You're joking! 1.44 Mb should surely be standard?
>
>- Geoff Coupe

According to a 'review' (I call it that in the loosest possible sense)
of a TT in ST User in the UK, they mention that 1.44Mb drives would be
included as standard as soon as possible. There is a greyed out menu
option to format 1.44Mb disks on the desktop. But it looks as though
Atari will ship machines with old floppies for at least some time.

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

507. Re: Pictures on the ST (Amiga's side!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 10:43:48 UTC
From: arc@desire.wright.edu
Message-ID: <672.26899914@desire.wright.edu>
Source record: 239930

In article <196@next.com>, aozer@next.com (Ali Ozer) writes:
> In article <4b28c24a.20b6d@apollo.HP.COM> Steve Rehrauer writes:
>> ... Spectrum does this, and can switch the palette quickly
>>enough to let you choose 48 of the possible 512 colors per each of the 200
>>lines in a low-resolution screen. ...
>> ... there are Amiga programs that do similar tricks as Spectrum
>>does on the ST, giving you all 4096 colors at once.
>
> Yes, there are. But you can get 4096 colors at once using the Amiga HAM mode
> (in 320x400 resolution) without the program doing any tricks or the processor
> having to do any extra work. This mode essentially compresses 4096 colors (12
> bits) down to 6 bits by encoding a pixel color as either one of 16 absolute
> entries (selectable as first 16 entries in the color palette) or as the
> previous pixel color plus a replacement of one color component (R, G, B).
> Photographs of people and scenery and most ray traced pictures end up looking
> great in this mode; some pictures suffer from fringing effects, though.
>
> It's of course true that there are programs that resort to changing the color
> palette on the fly to give you modes such as 4096 colors at once in hi-res.
>
> Ali Ozer

Yes, Ali, HAM pics CAN suffer fringes, but if the raytracing programs better selected the palette, there would be VERY few cases of this. I find myself going through some of these raytraces with a paint program and finding that there are like 4 colors in the base palette that remain black. They COULD have used those, but NOoooooo, they're STUPID... BTW, the Amiga, theoretically can have 384 different colors per scanline (max. res. 384x480). And the special thing you were talking about there, was, for these ST people, 768x480 at 16 different colors per scanline. Not bad, but I *THOUGHT* they could have done better.

508. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 12:15:03 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <190@hexagon.pkmab.se>
Source record: 239932

In article <1990Jun27.201016.27871@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>
>For example, a clever demo might employ 12 screens to accomplish
>extremely smooth scrolling, but the same technique would likely be
>unworkable in a game since it would require devoting 384K just to
>screen RAM.

Some techniques used in demos are very usuable when programming games, though. For example -- imagine all ST games were using overscan and 4-channel sampled sound. This is not impossible, though the music does consume some cpu-time (around 12%, depending on it's maximum sample rate).

And games which have good graphics (ie large, eye-catching sprites) are easier to sell in a store. Kids tends to pick a colorful game rather than the dull and gloomy equivalent.

--
Daniel Deimert "Only use unneccessary force if neccessary!"
daniel@hexagon.pkmab.se ...!sunic!kullmar!pkmab!hexagon!daniel

509. Re: Lynx Pinout

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 16:37:39 UTC
From: bobm@anasaz.UUCP
Message-ID: <2583@anasaz.UUCP>
Source record: 239934
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <5682@jhunix.HCF.JHU.EDU> (Wilson H Ouyang) writes:
>In article <2567@anasaz.UUCP> I said:
>>In article <669@helens.Stanford.EDU> zimmer@calvin.stanford.edu writes:
>>]Is there any information available on the pinout and the internals of the
>>]Lynx? Any information would be greatly appreciated.
>>
>>Please post the info. I can't believe with the atari people reading this
>>group, that wouldn't let little 'bits' of info out.
>
>Well, first off Atari R&D didn't design the Lynx so they may actually
>have no real clue about innards.

I agree with you about who designed, but if I had the envious job of working
in the game industry (IMHO), I would know what the heck is inside each of the
game systems on the market. Not only the ones that my company sells but also
the competition :)

>Also Atari has this problem about technical docs unless you are a
>registered developer so maybe you should ask for someone who is developing
>on his amiga with the Atari Lynx Devloper package.
>
>WHich brings me to request that if anybody who reads this newsgroup
>is a Lynx developer, why not post a little teaser, unless he is bound
>by the non-disclosure agreement that made Atari ST docs famous.
>
> -Ajay Choudhri(using my roommates account because mine is dead)

it's a shame if they can't tell us. 'Cause I'll bet that Nintendo knows
everything about the lynx (either through reverse engineering or more
likely they just bought a developers kit).

Oh well, maybe someday atari will get their act together. Problem is that
by then they will probably have alienated any loyal users left. :(

bob Maccione

510. Re: Atari 1040 with Mac emulation for sale

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 17:47:20 UTC
From: mcli@joker.optics.rochester.edu
Message-ID: <8100@ur-cc.UUCP>
Source record: 239931
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <119@isl.stanford.edu> arora@isl.stanford.edu (Judge K. Arora) writes:
>FOR SALE (Obviously)
> .....
>Magic Sac/Translator One
> -- Basically, this is a plug in module for the 1040 that lets you run
> most Mac software. The "Translator" lets you read standard Mac disks
^^^^^^^^^^^^^^^^^^
> in the internal drive.

Just want to make something clear, so this won't be falsely advertised... The Magic Sac uses 64K ROMS, so that it only runs software that works on the older Macs. I would doubt if it will run "most" software now. However, you can use the old MacDraw, MacWrite 4.6, and other older programs, so it can be useful to a limited extent.

-Maurice
* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
BITNET : MCLI_SS@UORDBV \/
UUCP : ...rochester!uhura!mcli >--< ======================
Internet: mcli@joker.optics.rochester.edu /\

511. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 20:02:32 UTC
From: woju@mist.UUCP
Message-ID: <a1210725@mist.UUCP>
Source record: 239924

In article <4280012@hpgnd.HP.COM> alex@hpgnd.HP.COM
(Alexis MERMET-GRANDFILLES) writes:
>
> I would only regret that the MAP window is not sizeable and , of course the
> worst is that horrible BUG in GEM that make ou have to repeat mouse clicks on
> sliders to make them move multiple times. Its a shame when you have to deal
> with big towns...

You are probalby working with that old buggy TOS 1.0 just get TOS 1.4 with
the patch Prgrams or a debugged Version of TOS 1.4 . You will notice, that
you won't need a multiclicks anymore, whner you want to keep on scrolling

Greetings
Wolfgang Jung

--
===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
===#

512. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-06-28 20:10:00 UTC
From: woju@mist.UUCP
Message-ID: <a7647881@mist.UUCP>
Source record: 239925

In article <90176.164228RXS12@psuvm.psu.edu> RXS12@psuvm.psu.edu writes:

> I found myself swearing too much at TOS the other day and decided to dedicate
> the next 10-20 years ;-) writing a complete Unix for the ST, not to really run
> under TOS but to replace it. (eventually)
>
> What I need to know is this:
>
> 1) Has someone else done this? (No, I am not asking for gulam responses.
> it is nice but I wan't *true* Unix.)

It is possible (just look at MINIX ST) but a 100 % UNIX cannot be ported to
the ST. There is a lack of a real MMU(Like the 68851(3)).

> 2) I don't praticularry feel like having to write the kernel ... does
> anyone know of any multi-tasking kernels that have been written for
> the ST? Related to this I am going to need a swapper ... same question.
> 3) I will also need a C compiler that is powerful enough to understand
> everything that I will need to use. Any suggestions?

Just look into MINIX, and i think you will find what you need...

--

#===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
#===#

513. Re: Desparately Seeking vi

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 00:08:00 UTC
From: goo@hpindda.HP.COM
Message-ID: <40250004@hpindda.HP.COM>
Source record: 239928

I got it!

Thanks to everyone who replied.

514. ftp site for $Pagestream and (maybe?) Calamus demos

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 00:25:29 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <2732@orbit.cts.com>
Source record: 239929

Recently I saw on here a message tht the Pagestream demo had been put on an FTP site. I didn't get that message printed out (hardware glitches) so could someone please repost that address etc?
Also if the Calamus demo is likewise availible? I would like to get familiar with both to compare/contrast _myself_ and look at the print quality on my LQ 510. Also Softlogik's phone hasn't been answered recently when I tried to re-d0wnload the driver for my printer for Publishing Partner.. are they still there? (hardware glitches again...)

UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

515. ST Concentration RSC file

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 02:17:12 UTC
From: steve@thelake.mn.org
Message-ID: <A2854622428@thelake.mn.org>
Source record: 239936

The color version of the .RSC file for ST Concentration that
was posted recently to comp.binaries.atari.st was bad when
I tried to unpack it. Note the difference in file sizes:

19850 Thu May 31 19:53:08 1990 ST_CONC.RSC
7057 Thu May 31 19:54:10 1990 ST_CONCC.RSC

Does anybody have a good version? If so, please mail me a copy.
Thanks.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

516. reading joystick while hblanking

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 03:58:44 UTC
From: cdixon@eagle.wesleyan.edu
Message-ID: <30476@eagle.wesleyan.edu>
Source record: 239933

Two questions:

1) Does anyone know a good way to read joystick movements while doing Hblank interrupts (in this case to get more colors on the screen). If you just replace the joystick vectors with your own without changing the Interrupt priorties you get flicker on the scan lines where the interrupt occurs. I tried disabling the joystick interrupt and poling the address to the joystick directly (I forget the exact address [0xfffc08 or something]) but it ends up reading garbage for the joystick movements. After tinkering around for a while I tried poling the joystick with an Hblank at about the 50th scan line and I get pretty consistent results-- but not perfect (or even acceptable). Does anyone know a better way?? (This is on a 1040st)

2) How can I get a copy of ST Nethack without using internet (I have no way to transfer files from the Vax [where I access internet] to my ST).

Thanks,
Chris Dixon
Wesleyan University
cdixon@eagle.wesleyan.edu

517. Adding a mega ST keyboard to a 1040...

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 04:16:19 UTC
From: brian@wolves.uucp
Message-ID: <1990Jun29.041619.16588@wolves.uucp>
Source record: 239938

I am getting ready to put my 1040 ST into a better case and
would like to add a detached keyboard. I have heard that the Mega
ST keyboard can be used with some modifications.
I would appreciate any help on what specifically has to be done, and
also cost/sources of Mega ST keyboards in th US. (if there are any
other keyboards that will work, I'd appreciate hearing about them too...)

Thanks in advance,

Brian
Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

518. STe Summaries

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 04:41:38 UTC
From: Metalist@cup.portal.com
Message-ID: <31248@cup.portal.com>
Source record: 239939

I got nine requests for the STe summaries, which I sent. If I get ONE MORE request, I shall simply post the STe Summaries to the NET.

Metalist@cup.portal.com

519. Re: Info on TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 04:49:58 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <682@van-bc.wimsey.bc.ca>
Source record: 239937

Re: Shipping TT's w/720k floppy drives.

I believe someone from Atari recently said they would be shipping initially
with 720k floppies as they were have problems tting the 1.4m's to read
the old floppies.
Also,what happened to the vote on comp.sys.atari.tech? Hasn't the voting period
expired? Could we hear from the vote taker or did he lose his access?

jhenders@van-bc.UUCP

520. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 08:35:42 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <815@ehviea.ine.philips.nl>
Source record: 239940

In article <190@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
[]
|Some techniques used in demos are very usuable when programming games,
|though. For example -- imagine all ST games were using overscan and
|4-channel sampled sound. This is not impossible, though the music does
|consume some cpu-time (around 12%, depending on it's maximum sample
|rate).

Uh, how do you do 4-channel sound on a 3-channel sound chip? Yes, I
understand you can quickly change pitches on a channel to simulate a
second channel, but I think this will sound awful. So how do you do it?

Leo.

521. Re: STe Summaries (Send, Metalist!)

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 10:04:47 UTC
From: arc@desire.wright.edu
Message-ID: <687.268ae16f@desire.wright.edu>
Source record: 239947

In article <31215@cup.portal.com>, Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
> If anyone would like a message in their mailboxes containing all the STe info
> I received, please send me mail and I will forward the info.
>
> Metalist@cup.portal.com

Yo, Metalist.. Send that info to me!

Arc@desire.wright.edu

522. Re: Appletalk on the TT

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 10:40:35 UTC
From: rode@uniol.UUCP
Message-ID: <2892@uniol.UUCP>
Source record: 239941

Moin,

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>On an unrelated topic:-
>Is the CPM emulator for the ST in the public domain? If so, is there anyone
>willing to mail it to me? Tell me first please. Thanks in advance.

There is a CPM emulator in the PD. But you need a CPM Systems Disk too,
so please call your distributor or a PD Copy service to get one, because
I don`t know how to send the systems Disk via E-Mail.

mfG Waldi

--
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *

523. Re: What happened to c.s.a.s.tech?

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 13:35:31 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jun29.133531.16962@wam.umd.edu>
Source record: 239945
Cross-posted to: comp.sys.atari.st,news.groups

In article <682@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>
>Also,what happened to the vote on comp.sys.atari.tech? Hasn't the voting period
>expired? Could we hear from the vote taker or did he lose his access?
>
>jhenders@van-bc.UUCP

Yes, the voting period ended June 7. I posted the results a couple weeks ago. I believe it was 183 Yes vs. 72 No. For a while the newsgroup was listed as "pending creation" but since then there has been a complaint filed with Eliot Lear that 183-72 represents only a 61% yes vote, meaning that the vote does not pass. Personally, I get 71% yes from those numbers. Interestingly enough, if you take 1 - 72/183 you get .606 ~ 61%, so I imagine this is how the bogus figure of 61% was derived; i.e., dividing by the number of yes votes instead of the total number of votes.

I'm sure it will get straightened out soon. (So please don't write nasty notes to Eliot; he's already been informed of the situation.)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

524. Xenomorph

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 14:14:52 UTC
From: dusek@motcid.UUCP
Message-ID: <3757@talc3.UUCP>
Source record: 239946

I've been playing this game often,but i'm kinda stuck.I got all the anti-matter rods for the spaceship,but haven't been able to fix the computer.The replacement boards I found but no software?Can anyone help me?

Email address is as above

GEnie address J.DUSEK

Thank you

James Dusek

Motorola FSD

525. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 16:05:57 UTC
From: towns@atari.UUCP
Message-ID: <2230@atari.UUCP>
Source record: 239949

in article <7226141@merkur.UUCP>, rodney@merkur.UUCP (Rodney Volz) says:
>
> In article <30990@cup.portal.com> Robert_G_Brodie@cup.portal.com writes:
>> The disk based version of TOS 1.4 was available only while it was in
>> development. Strictly a developer unit, and was bug ridden.
>
> Rubbish. I'm currently using a TOS I which is booted from HD, and
> it's a new version, that's as bug-free as atari-software can be.
>

Wrong! Atari has never completed or released a final TOS 1.4 on disk. If you are using a version on Disk, then it is either a developer version that is _way_ out of date or an authorized copy of TOS (which violates Atari's copyright and is illegal!)

Do yourself a favor, go to your dealer and have the ROMs installed. It's the best thing you can do for your ST.

-- John Townsend
Atari Corp.

526. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 16:28:14 UTC
From: bill@mwca.UUCP
Message-ID: <1656@mwca.UUCP>
Source record: 239948

Thanks to everyone who offered to send me the Union and other demoes! The response was great, mostly from Europe, although I'll only need to send to Seattle for it (I'm in N. California).

Perhaps it would be a good project for someone to hack the built-in program copier to allow the disk to be saved to a normal file, then recreate the disk elsewhere (for easier world-wide distribution!).

--
##
Bill Sheppard # OS-9: Seven generations beyond __/_!!
Microware Systems Corporation # OS-9000: 4500 times better than...
########Opinions expressed are my own, though you'd be wise to adopt them!########

527. Questions on Mega4/HD/Laser setup (+ Dave & Bea)

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 17:23:48 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3011@syma.sussex.ac.uk>
Source record: 239942

I have a couple of questions about strange behaviour on our two DTP setups. But first: I was looking through the ROM address space of TOS 1.4 and was delighted to find (at address $FD0294 AND $FD3206) that Dave Staugas still (after 2 ROM revisions) loves Bea Hablig. Not only that, but (at $FD124E) that Jim (Eisenstein?) loves Jeneane. Are there any more little messages lurking around that I've missed? There must be lots of room for this in the TT TOS!

Now the questions. We have 2 systems consisting of Mega 4, SH205 and SLM804 laser printer, which are used mainly for word processing & DTP work. Both exhibit (different) strange behaviour, and I'd be grateful for any info, clues, hunches, etc. about what's going on.

For a start, they use the DMA channel differently. System A (the older one, bought mid-87 I think) connects using the route Mega->Laser->Hard disk. System B (bought Spring 88) connects Mega->Hard disk->Laser. I think system A is the way the manual says it should be done, but neither system will work the other way round. (I've seen a magazine review where the reviewer - Richard Seel who used to do DTP reviews for the UK ST World mag - had the same problem and had to connect his system the 'wrong' way.)

System B sometimes has problems booting up - it boots from floppy unless we switch on the Mega first (after the printer of course), then switch on the hard disk, then do a warm reset. System B also sometimes comes up with 'Data may be damaged on drive D:' messages when we exit from First Word Plus (v3.14 UK). (Both hard drives are configured with Atari's software, the version released before HDX 3.01 - no, not 3.00, I know that was buggy. The version before that even. The 4 partitions C: - F: range from 2 to 10 mb.) As far as we know, the disk isn't really damaged. A reset 'cures' the problem.

System A has a different foible. Sometimes after exiting one program the machine won't run another (which could be the same prog again, or could be a different one). After double-clicking on prog no.2, the prog is highlighted, the mouse pointer changes to the busy bee, then nothing else happens. Generally, this takes a cold boot to clear. A warm boot doesn't do it (and a warm boot with the machine in this condition bypasses George Woodside's virus guard bootsector on my bootup floppy).

Both these systems get used by several people, so there could be odd things lurking around on the disk. But I've run checks with DLII and cleared out whatever lost clusters and zero-length files were there. I don't have any really exotic auto progs & accessories in there, just things like foldr100, pinhead (1.4 currently), G+Plus, Little Green Selector. Both machines are running TOS 1.2.

Thanks for staying with this rambling monologue. Does anyone have any suggestions? I'd be happy to answer any questions you think might be relevant. These problems are not fatal, but they're annoying, and anything to alleviate them would be very welcome.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

528. Re: Where can I get TOS 1.4 (disk version)?

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 17:56:30 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <31259@cup.portal.com>
Source record: 240002

Rodeny Volz writes:

> Rubbish. I'm currently using a TOS I which is booted from HD, and
> it's a new version, that's as bug-free as atari-software can be.

Oh? And what are your qualifications to perform software testing
on TOS? Do you have a copy of every application program and every
piece of hardware that can be connected to an ST? Bob Brodie talks
to Atari Software Engineering every day, and they're more qualified
to know what is in TOS than you are.
- hbm
---
henry_burdett_messenger "You want my reply?
@cup.portal.com What was the question?
I was looking at the big sky."

529. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 18:56:04 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.646685730.larserio@kvart.uio.no>
Source record: 239950

No no no... I have several demos and to sound-trackers that plays GREAT
sampled music in 4 channels... The new version of Quartet even has 6 !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

530. NetHack 3.0.8 bug

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 18:58:23 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <6349.268b6c8f@uwovax.uwo.ca>
Source record: 240001

There is a bug in the NetHack 3.0pl8 binaries. The code for checking
for the presence of a monochrome monitor doesn't work, and in fact
produces a bus error. The workaround is to set the "nocolor" flag
explicitly in the "nethack.cnf" file if you're running NetHack on
a monochrome monitor. I'll be sending out pl9 binaries this weekend
that will have this bug fixed.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

531. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 20:12:39 UTC
From: bastian@aragon.UUCP
Message-ID: <7066@aragon.UUCP>
Source record: 239943

In article <1644@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Some months ago I heard about the "Union Demo", a demo from Germany doing
>some astounding things on the ST.
That's true
>Probably because it uses a proprietary
>disk format, it doesn't appear to have shown up in any of the usual
You're right, but you can buy it from some PD-Pools
>accessible places (USENET, GEnie, BBS's). Can anyone point me to a source
>(PD Library, or I'll send you a disk...)? Thanks in advance!

There' a new and BETTER demo now, the TCB Cuddly Demo (also from the Union)
its much more impressive

Sebastian Hoering
Bastian@aragorn.UUCP
PS: you can get both from any Software Pirate, too

532. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 20:55:48 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jun29.205548.19689@wam.umd.edu>
Source record: 240003

In article <CMM.0.88.646685730.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>No no no... I have several demos and to sound-trackers that plays GREAT
>sampled music in 4 channels... The new version of Quartet even has 6 !!
>

Yet there are surely limitations here too. I assume this "4-channel sound" is accomplished with digital mixing; i.e., take the four samples to be played and average them to get a new sample value. One limitation is that the sounds all have to be sampled at the same rate, otherwise the mixing becomes much more difficult. (Having not seen the demos, I admit they may be doing something else to get the 4/6 channels.)

In any case, playing digital sounds at higher sample rates than 4KHz will noticeably slow down game play. This limits the sound quality and makes playing sampled music during a game much less workable than you might expect. I don't know of any action games that play sampled music while you play (sampled sounds yes, but not music). Anyone seen an example?

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

533. Re: Ultima V offset map bug (was Ultima III)

Newsgroup: comp.sys.atari.st
Date: 1990-06-29 21:53:12 UTC
From: marauder@nadia.stgt.sub.org
Message-ID: <1256@nadia.stgt.sub.org>
Source record: 239944

I had the same problem on my first try. On the second try (luckily the shop had two Ultima V), I found out that this problem is home-made. It occurs when you insert a write-protected player disk and remove the write-protect after you're told that you inserted the wrong disk. On the next write to this disk, the program thrashes the disk and you get 'offset map' when you try to leave Iolo's hut. If you were playing from a backup, no problem.

Stefan.

--
_ _ MAR-3H Marauder Don't leave your dropship without one !
/\V/\
8/"\8 "Everybody should have an opinion." (Carmen K.-S.)
^ ^ marauder@nadia.UUCP / ..!uunet!unido!nadia!marauder / ++49-711-252624

534. Re: Adding a mega ST keyboard to a 1040...

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 00:29:02 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1905@vela.acs.oakland.edu>
Source record: 240005

I too, would be interested in adding an external keyboard to my 520 STfm,
and I do not know much about the configuration of keyboards in general.
I find that the semi-squareness of the keys and their close proximity to
eachother makes it very hard to speed type. (maybe I am just sloppy, but
I can type a lot faster on the digitals, macs, and HDS keyboards at school)
swood

--
OK, who farted? | swood@vela.acs.oakland.edu
When you see Scott coming, | swood@vela.acs.oakland.edu
you can just sense trouble | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

535. Kawai users / ST MIDI users take note

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 00:32:16 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1906@vela.acs.oakland.edu>
Source record: 240006

I am compile a list of Kawai keyboard users and/or Atari St users involved
with MIDI to form a users group. Any one interested, please E-mail me.

swood

--
OK, who farted? | swood@vela.acs.oakland.edu
When you see Scott coming, | swood@vela.acs.oakland.edu
you can just sense trouble | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

536. 44 Meg SyQuest Removable Drive and SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 01:30:19 UTC
From: umwestm0@ccu.umanitoba.ca
Message-ID: <1990Jun30.013019.4251@ccu.umanitoba.ca>
Source record: 240007

Has anyone hooked up a 44 Meg SyQuest Removable drive to an ST? What
kind of SCSI interface is good for this and where can you get one?
Thanks,
Michael

537. Re: STE memory upgrades using SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 03:10:16 UTC
From: jwt@atari.UUCP
Message-ID: <2231@atari.UUCP>
Source record: 240011

phil@gec-mi-at.co.uk (Phil Chandler) writes:

> Does anybody know if it is possible to install one or more 4Meg * 8bit SIMMS
>into an STE?

No, the memory controller in the STe will only handle 1 Mbyte and 256 Kbyte
SIMMs. (The SIMMs must always be installed in pairs also so that you have
16-bit wide memory.)

Jim Tittsler, Systems Engineer, Atari Corp.

538. Re: norad

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 03:32:46 UTC
From: logajan@ns.network.com
Message-ID: <1990Jun30.033246.2180@ns.network.com>
Source record: 240008

pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
>Does anyone know the format for the orbitals.dat file for the norad program
>that was posted recently?

Sorry for the delay in responding, our area has had a news slow-down.

Orbital Elements by Ted Molczan, 4 Feb 1990

There are 3 lines of data for each object. The first contains the name and
certain physical data. The second and third are the orbital elements, in the
standard NORAD "2-line" format.

Line 1

Line 1 contains the name, dimensions and estimated standard magnitude, in the
following format:

Column
01-15 Name
17-20 Length, m *
22-25 Width, m **
27-30 Depth, m ***
31-35 Standard magnitude (at 1000 km range, and 50 % illuminated)

* If width and depth are zero, then the object is a sphere, and the length
is its diameter. Objects with unknown dimensions have been assumed to be
spherical, and a value of diameter has been "guesstimated".

** If depth is zero, then the object is a cylinder, and width is its
diameter.

*** The standard magnitude is an estimate based on the mean cross-sectional
area derived from the dimensions. To estimate the magnitude at other
ranges and illuminations, use the following formula:

mag = stdmag - 15.8 + 2.51 * log10 (range * range / fracil)

where : stdmag = standard magnitude as defined above

range = distance from observer to satellite, km

fracil = fraction of satellite illuminated, [0 <= fracil <= 1]

Line 2

Column
01-01 Line number 1 of NORAD elements
03-07 NORAD number

08-08 Class
10-11 International designation - year of launch
12-14 International designation - number of launch since start of year
15-17 International designation - code for specific piece from this launch
19-20 Epoch - year
21-32 Epoch - day of the year and fraction, UTC
34-43 One half of first derivative of mean motion with respect to time,
rev/day**2
45-52 One sixth of second derivative of mean motion with respect to time,
rev/day**3 (leading decimal point assumed, not shown)
54-61 BSTAR drag term used by SGP4 (leading decimal point assumed, not shown)
63-63 Ephemeris type
65-68 Bulletin number
69-69 Modulo 10 checksum. Letters, blanks, periods = 0, minus sign = 1,
plus sign = 2.

Line 3

Column
01-01 Line number 2 of NORAD elements
03-07 NORAD number
09-16 Inclination, degrees
18-25 Right ascension of the ascending node, degrees
27-33 Eccentricity (leading decimal point assumed, not shown)
35-42 Argument of perigee, degrees
44-51 Mean anomaly, degrees
53-63 Mean motion, rev/day
64-68 Revolution number
69-69 Modulo 10 checksum. Same rules as for line2.

Header Lines

The elements are preceeded by a header line, and followed by a trailer line,
as shown below. These are included to provide start/end points to enable
programs to distinguish between the elements and any comments which may be
included.

startn2l

ALOUETTE 1 0.9 1.1 0.0 8.2
1 00424U 62B-A 1 90 25.21309753 .00000220 00000-0 25410-3 0 2561
2 00424 80.4628 67.0294 0022286 281.5113 78.3546 13.67284761363155

endn2l

Comments on Accuracy

Most of the elements in the N2L-XXX.ZIP files originate with NORAD, and are
distributed by NASA. I receive them from several sources, in hard-copy and
electronic form. These sources are usually accurate, however, they do not all

include all of the original NORAD data. For example, some sources omit the second time derivative of the mean motion, BSTAR, bulletin number and revolution number. Except for BSTAR, these are not serious ommisions. To ensure compatibilty with SGP4 users, missing BSTAR data has been estimated based on the mean motion, XN0 and the first time derivative of the mean motion, XNDT20, using the following formula :

BSTAR = XNDT20 / XN0 / C2 / 1.5

where : XN0 and XNDT20 have been converted to units of radians and minutes, as in SGP and SGP4

C2 = value computed during SGP4 initialization

Values of BSTAR obtained in this way are usually within about 3% of the original NORAD value.

The orbital decay terms produced by NORAD (and others) are often very inaccurate. In most cases, it is possible to make more accurate predictions by using average values. Most of the elements in the N2L-XXX.ZIP files have mean values for the first time derivative of the mean motion and BSTAR. The exceptions are satellites which make large manouevers or are greatly affected by solar radiation pressure, which can more than offset drag.

The average drag terms are obtained as follows. Using two elsets separated in epoch by about 7-10 days, the average value of the first time derivative of the mean motion is computed:

$$\text{average XNDT20} = \frac{\text{mean motion 2 - mean motion 1}}{2 \times (\text{epoch2 - epoch1})}$$

Then BSTAR is computed using the formula presented earlier.

For further information on the N2L-XXX.ZIP files, or on any other satellite observation related topic, leave a message for me on the Canadian Space Society's BBS, at 416-458-5907, 24 h/d, <=2400 B, 8N1.

- Ted Molczan

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

539. NetHack 3.0 patchlevel 9 binaries available

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 04:19:57 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <6353.268bf02e@uwovax.uwo.ca>
Source record: 240015

The binaries for NetHack 3.0.9 are now available on linc.cis.upenn.edu, in the directory pub/NH3.0/atari. If you have patchlevel 8 and are happy with it (i.e. it isn't crashing on you :-( ) then there's no particular need to get pl9. There are a few minor bugs fixed (in the handling of vault guards, for example) in addition to the big bug of not detecting monochrome monitors correctly (which was causing bus errors for some people).

I've also sent the binaries to terminator.cc.umich.edu, and they should be showing up there soon.

--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

540. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 05:42:50 UTC
From: Christopher@cup.portal.com
Message-ID: <31273@cup.portal.com>
Source record: 240010

There are some differences between the IBM, Mac, and Amiga versions an version. The ST version does not have the 'cheat' that allows you to embezzle funds (to the tune of $10,000 a pop). To do this on the other computer versions you just type in 'FUND' during the normal course of the game and it will give you $10,000. There is a catch, you cant do it more than a couple of times in a row, or you will suffer a major earthquake disaster.

I wondered that since the ST version of Simcity was programmed by Infrogrames (a french company (?)), that you might have to type in the french word for FUND. But I have no idea what that is. Anyone have any ideas as to what the cheat might be (if there is one).

541. Where are the Antic articles

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 06:04:09 UTC
From: gkessells@cc.curtin.edu.au
Message-ID: <2637.268cb159@cc.curtin.edu.au>
Source record: 240012

Could anyone please tell me where I can get hold off the Antic online series of articles (Number 10 onwards). A mail server is preferable but an FTP site would do.

Thanks, Rob. (Using someone elses account, please reply to the above address)

Ian Gillan was Jesus Christ Superstar,
Ritchie Blackmore IS GOD. DEEP PURPLE/RAINBOW

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542. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 06:06:06 UTC
From: dhollis@shiloh.UUCP
Message-ID: <199@shiloh.UUCP>
Source record: 240013

In article <815@ehviea.ine.philips.nl>, leo@ehviea.ine.philips.nl (Leo de Wit) writes:
> Uh, how do you do 4-channel sound on a 3-channel sound chip? Yes, I
> understand you can quickly change pitches on a channel to simulate a
> second channel, but I think this will sound awful. So how do you do it?
Actually, it can be done. I have several demos, which play amiga music files
(soundtracker files for you amigaphyes) that play the music with 4 voices
at 28khz. The way they do it, is mix four 'virtual voices' into ONE physical
voice. This actually works VERY well, there is only a slight difference in
sound quality. I am not sure what demos Mr. Larserio has, but the one I am
talking about is called the 'ST-Connexion Sound Demo', it comes from a group
in France.

543. STe summaries -- post.

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 06:22:18 UTC
From: Metalist@cup.portal.com
Message-ID: <31276@cup.portal.com>
Source record: 240014

Due to unprecedented demand, here is the STe summary:
Here are the STe summaries you requested. Please note that the postings are not in chronological order.

From: daniel@pkmab.se (Daniel Deimert; Orebro Tech. College)

In article <30957@cup.portal.com> you write:

>Please, inform me: Is the STe incompatible with the ST? Or is this
>just a bunch of baloney? Those of you in Europe, Canada and elsewhere
>{ave had access to the STe for some time now. What problems does it
>possess? I thought it was just an ST, though enhanced with a few extra
>goodies like better color and sound and a few extra ports.

It is not fully compatible. Games tend to use a lot of non-documented features of the "original" ST, and so they won't work on the STe.

I'm currently working{in a local toystore, and around 30 % of the ST games we have DOES NOT work.

New games (1990 ->), though, seems to work fairly well.

On the whole, the new features DOES NOT impress. The sound is plain raw sampling, which can be played in only five or six different frequencies. And forget about the palette, noone will use it, since it won't work on the ST.
Hardware scrolling is nothing to care about, the LYNX do it much better. If you wanna play -- buy an Amiga or a LYNX. Not a STe.

The only things which is _really_ good are the blitter and the possibility to upgrade with SIMMs.

From: AAron

Ya, I've got an RF modulator, and 4 1megx8chip simms in my 1040STe
I used two Macintosh 2meg memory upgrade kits, and they are 100ns. I was told not to get any slower than 120ns.

yep, once ya got them, ya just pop out the 256x8 simms and pop the new ones in! Cake...

Dragon's Lair? no, haven't even heard of that one, so I don't know if it supports the extra colors.
BUT I have a friend's SPACE ACE, and it DOES support the xtra colors.
Only makes for better fades between scenes (I saw it on a MEGA2 also)...

hummm... Metalist, have I seen that name in the music sigs?
Do you know Dean Swan? Do you have an ST?

From: sun!eua.ericsson.se!Arto.Nummelin

Hi, I bought my 520STe in December '89. With it came a bunch of programs
called the 'Power Pack'. The games included were

Pac-Mania Nebulus Bomb Jack Afterburner
Super Hang-on Black Lamp Space Harrier Overlander
R-Type Starglider Double Dragon Outrun
+ 8 more which I can't remember now.

Of these R-Type didn't work.
I have also downloaded many of the programs from comp.binaries.atari.st
and all of them worked except for the 'mem' command in gulam.

So as I see it it seems that the STe is almost compatible with the ST
and when it isn't I guess it is because the programs use direct adressing
of some memory variables instead of using standard system calls.

I have upgraded my machine to 2 meg with two SIMM's. Very easy, about
5 min work. I have also connected a 5.25" 360k drive to it by using an
old drive from an IBM PC. This works fine if I use a small program which
changes the steprate for the B: drive.

From: gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl)

The "Mega problem" was that games accessed "secret" GEMDOS, VDI, and
AES variables at fixed locations in memory... under TOS 1.0. Atari
said "don't do that, we are going to move these variables". So when
the Megas came out with TOS 1.2, Atari had moved the variables, and a
lot of games that had broken the rules broke.

There was a short flurry of patches, people explaining how to patch
old games to get the variables in the new locations.

From: eric@castle.edinburgh.ac.uk

Hi!

I posted a similar question a couple of months ago (although I
don't particularly care about whether ANY games run on the STe as
I don't play computer games -- personal taste: I get bored in
minutes from most games!). Following is a summary of what I got
in response.

Good luck! Hope this little bit helps,

eric

........oo...ooo..o..o.o...o.o....oooo..oo...o.....o.....ooo..o.............
Eric S Fraga, Department of Chemical Engineering, University of Edinburgh
phone: +44 31 667 1081 x2955, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk

==========
First of all, thanks to everybody that answered my posting.

Essentially, the answers to my two questions are:

1. the STe's are compatible with everything I would want one for (mostly
editors, compilers, shells, and terminal emulators).

2. all kinds of different answers although Third Coast Technologies got
the most votes (not that the number is statistically valid :-).

I have included all useful (i.e. > 0 information content :-) responses
at the end of this posting.

Again, thanks to everybody that answered!

eric

----------//----------
----------//----------
From: Herbert Sauro <eang62@ed.castle>

I saw your mail on comp.sys.atari.st concerning STE compatibility. Four
things I run regularly are:

Mark Williams C - no problems so far
TeX from Tools of W. Germany - no problems so far
Gulam - if you ask for free mamory it bombs out, otherwise seems ok
Prospero Pascal - no problems so far.

I think you'll find that the majority of serious software runs without
problems. Its probably mainly games which are having problems with
compatibility. Basically don't believe what you read in the mags,
expecially ST Format and those weeklies.

Herbert Sauro
Genetics, KB, Edinburgh

PS I have a 2MB STE (SM124 of course) + home-made hard disk and I am
quite happy with it (especially the price, 450 pounds for 2MB STE).

----------//----------
From: olorin@ed.cs.tardis

I've just got an STE myself (4 meg 600 quid from best prices).
The following stuff I have checked and it appears OK.

GCC , Minix , Gulam , TeX ... I'll check Uniterm.

Mind you there's a rumour going round of an imminent price increase ...

----------//----------
From: "Jwahar R. Bammi" <bammi@edu.cwru.ces.curie>

eric,
i have second hand report from people who use some of the stuff
that i wrote/ported that it all works on the STE (and TT, some of the

stuff was shown at Ceebit), this list includes:
gulam, gcc, TeX (StTeX, undump, BiBTeX), zmdm (terminal emulator with
x/y/z modem).

gulam: dont use the 'mem' builtin command, and you'll be ok.
no one have reported any other incompatibility.
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

------------------------------------//------------------------------------
From: Graham Thomas <grahamt@susx.syma>

Eric,

I'd appreciate it if you'd pass on whatever answers you get. I'm
thinking of getting an expanded STE myself.

The hard disk question is tricky, isn't it? We've had reasonably good
reliability from our Atari SH205s and Megafile 20s, but they lose out a
bit on price/performance. Supra disks have been a bit flaky (I know of
three which have been ordered. Each has had to be sent back to be
replaced. Frontier have been very good with support, and two of the
three replacements have been reliable.) The Power Computing disks look
tempting in terms of price, but I don't trust the company (not from
personal experience - just things I've read about them from other
users). The Vortex drives are heavily advertised in German mags, and
are probably wery well made, but they're a bit more expensive than
others. Third Coast drives might be the best compromise. I've not used
any, and the company, I've heard, is a bit small and chaotic, but I've
not heard of serious problems or dishonesty.

Cheers,

Graham

------------------------------------//------------------------------------
From: CSTMCS@stafpol.cr83
Sender: "JANET CSTMCS@UK.AC.STAFPOL.CR83" <CSTMCS@stafpol.cr83>

I think the best on the market at the moment is the THird Coast Technologies
65Mb or 85Mb drives. These are reasonably large, and relatively cheap.
(65MB = #599, 85MB = #699) Both will take a second internal hard drive, which
if it's SCSI embedded, can simply be plugged in. TCT offer a 4.5% educational
discount, which you'd probably be able to use if you work at Edinburgh Uni.

As an alternative, since the TCT drives are so easily upgradable, you might
like to buy a smaller unit, and add an additional drive. In Micro Computer Mart
there are regular advertisements for 40Mb Scsi drives for about #100. In the
last issue, there was even a 85Mb Nec drive for #150.

Finally, the TCT drives are some of the fastest available (typically 25ms) and
have favourable reviews in various magazines (ST World, Jun 89 (?), ST User,

Aug 89/May 89 etc. THe 85MB has a removable drive mechanism for security.

I'll be buying a 65Mb drive next month, so if you get good reviews of other drives, could you forward the details to me, (though I have checked the competition very thouroughly:-)

Good luck,

Mark
(Computing Services, Staffordshire Polytechnic)

----------//----------
From: SCOFFIN@ox.vax

>From :
Rob Scoffin
Inorganic Chemistry Laboratory
Oxford
SCOFFIN@uk.ac.oxford.vax

I have just read your plea in info-atari16 for largish Atari HD's. We have two 65Mb drives bought from Third Coast Technologies in Bradford (look in any copy of ST User for details). The drives come in pretty "basic" cases but they seem well made and have enough space (and power supply potential) to add a second drive or a tape streamer (TCT sell their disks redy fitted with 40Mb streamers if you like). The disk driver software and utilities provided seem much better than the stuff that comes with the "Real" atari drives.... The last time I looked at their ad's I think they were offering 105Mb (all the way from 20Mb upwards) at quite a reasonable price... So far we have had no problems at all with either drive....

Hope this helps....

Robbie Scoff
==========
p.s. Atari's financial health ???? Who does care ????

----------//----------
From: Ralph Haglund <qralph@se.lth.dna>

Hi,
I am not in England, but I can always say what I would do...
Obviously buy a STE520 and put in SIMMs myself.
Get a 105Mbyte hard disk from Germany for DM1999. Fast, SCSI. I got an 85Mb in August from that same company that now sells that beast. My disk slowly died with more and more errors (after all it is a Seagate, the 105Mb one isn't...), returned the whole a few weeks ago to Germany, and a few days back I got paper from the customs here that it was back, they just wanted a few additional papers to show it was a return so I wouldn't have to pay customs twice.
Dunno what you plan to do - I occassionally do service on Ataris so I am not afraid of opening them up...

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

--
.....oo...ooo..o..o.o...o.o....oooo..oo...o.....o.....ooo..o.....
Eric S Fraga, Department of Chemical Engineering, University of Edinburgh
phone: +44 31 667 1081 x2955, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk
----
From : THE SLAYER
In message 1972/0/988, METALIST

Hey dont tell anyone I told ya, but I
heard from a guy in Oregon that th
> STE is available in OREGON!

The STe is already available, but from what I've read, they aren't all
theyre cracked up to be...sure they have stereo and 4096 colors, but
you can mod a reg. ST...(i have a tweety board (3D stereo) and a 16Mhz
upgrade with Math Coprocessor.)...The bad thing is, the STe has TOS 1.6
which is even worse than TOS 1.4 from what I've read in mags...they had
a list (about 2+ pages) of games, VERY recent games, that would not
run on the STe...and thats only games...who knows how many utilities,
term programs, etc. wont work...they should have had 4096 and stereo
from the start, that way everyone would program around the standards
the everything would be compatible...that's one area where the Amiga has
the ST beat...
[] Slayer []

From: sun!eua.ericsson.se!Arto.Nummelin

>How long have you had your STe?
Since December '89.

>Could ya point out the good/bad points.
Good:
- SIMMs
- Blitter included
- stereo sound via 2 RCA connectors
- 4096 color palette
- CPU socketed => easy to add PC emulator
- some improvements in TOS:
-possible to move filed/folders
-(sorry should have been files/folders, I can't edit previous line)
-some more I think

- plus all the good points of the ST

Bad:
- not very many programs that uses the new features (color, stereo)
- some new bugs in TOS:
- sometimes when I double-click on a program, the (SHOW) (PRINT)
alert box appears
- if I try to access a disk and the disk isn't inserted the
(RETRY) (ABORT) alert box appears. If I then click on
the (ABORT) the machine very often bombs. If I insert
a disk and click (RETRY) everything is ok.

>How much did it cost per 1 meg x eight chip SIMM strip?
I bought them via an ad. The guy who sold them had ordered them from the
USA for I think $89/SIMM.

From: clarkson.edu (AAron,,,)

I put four 1 meg by 8 chip 100ns SIMMs into my 1040STe and have had no
problems accessing the 4meg they give me. They were part of a standard
Macintosh memory upgrade kit. You must get EIGHT chip SIMMs (like the
Mac needs) for your STe, NOT NINE (Like the IBM needs) or TWELVE(like the
DEC Rainbows need).
The extra chip on the 9 chip SIMMs lets the computer detect most memory
access errors, (Due to solar flairs or a disturbance in the force, or just
because it wanted to flip!) because it holds the parity bits.. The 12 chip
SIMMs have the extra 4 chips to not only DETECT the errors, but to even
CORRECT them!!

I purchased TWO:
MICRON TECHNOLOGY, INC.
PC Enhancement Product
Xceed 2MB Memory Expansion Kit(s)
for Mac II SE/Plus (Low Profile)

They have worked perfectly for me, and people are wondering what works.
This is the reason I am bringing this information forward.
I'm not a "I liked it so much I bought the company" ...

From: sun!eua.ericsson.se!Arto.Nummelin

> Thanks for the information! Could I ask you how you upgrade using SIMMS??
I opened the case by removing 7 (i think) screws. (One screwhole was covered
by a Atari seal, so I guess don't have any guarantee for the machine anymore)
I then removed a shielding plate fastened by 4 screws. Then I took away
the 2 256k*8 SIMMS and replaced them with 2 1M*8 SIMMs (the Mac type, but
if you get hold of 1M*9 SIMMs, they can also be used although one bit is unused).
I tried to put the 256k*8 SIMMs in the 2 empty slots but that didn't work,
the machine kept rebooting. So I sold my 256k*8 SIMMs unfortunately, since
I saw later in a comp.sys.atari.st article that someone had a little program
that made it possible to mix the two types of SIMM's.
Well after putting back the shielding plate and the cover I now have
a 2080STe. When I get enough money I`ll buy 2MB more so I can use some
of the more memory consuming programs like GNU C++ or GNU Smalltalk. Since
I don't have a harddisk I also use Ramdisk which takes a lot of memory.

Hope this clarified something.

*** END OF STe SUMMARIES ***

544. Re: Snowman Demo.

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 13:30:14 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jun30.133014.9565@newcastle.ac.uk>
Source record: 240004

While on the subject of demos, is there a copy of the snowman demo on an ftp site anywhere. (The 1meg version not the hacked one to fit into 1/2meg.)

Thanks,

Dave H.
(D.C.Halliday@newcastle.ac.uk)

545. Four voices on a 3 voice soundchip (was: Re: Demos and Games are not the Same)

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 15:01:18 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <191@hexagon.pkmab.se>
Source record: 240019

In article <815@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
>
>Uh, how do you do 4-channel sound on a 3-channel sound chip? Yes, I
>understand you can quickly change pitches on a channel to simulate a
>second channel, but I think this will sound awful. So how do you do it?

It's even possible to use just _one_ of the soundchip channels, if you
don't care much about "hi-fi" :-)

Seriosly spoken, the basic principle could be described like this:

a) all sounds are samples -- not "beep"-style (ym/gi soundchip, that is)
b) play four sounds at the same time, by simply adding them together

The hard work is to calculate when to play what... When you
whish to change the frequency of the sound, just play it slower or
faster. This effect can easily be achieved by using tables with true
or false values, which of course are pre-calculated to save time.

I think there are a few commersial programs on the market that makes
use of this technique. [One is from Tommysoft {Germany}, the other
program I know of is from Worksoft {Sweden}. (Actually, a Swedish
demo-progammer from the more or less known group "SYNC" is the author)]

Hope this helped you out,
daniel

--
Daniel Deimert "Only use unneccessary force if neccessary!"
daniel@hexagon.pkmab.se ...!sunic!kullmar!pkmab!hexagon!daniel

546. supercharger

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 16:58:22 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3639@calvin.cs.mcgill.ca>
Source record: 240016

I was really curious to see what would happen if I wrote a program on the
ST compiled under Laser C and then recompiled it in Turbo C in Supercharger
mode. Although screen manipulations are slow on it, everything else
seems to be quite fast. I used an Othello program, and noticed a
1.23 speed increase factor when I was in Supercharger mode as compared
to my ST in native TOS mode (even though I had quickst installed).

So I guess that I am going to use it for heavy number crunching from now on..

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

547. Re: Writing programs which will run as both ACCs and PRGs

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 17:16:16 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <3603@bdt.UUCP>
Source record: 240017

Here is the message I am responding to:

From: kloppen@gmdzi.UUCP (Jelske Kloppenburg)
Newsgroups: comp.sys.atari.st
Subject: Re: Writing programs which will run as both ACC's and PRG's
Keywords: gl_apid
Message-ID: <2921@gmdzi.UUCP>
Date: 25 Jun 90 20:22:17 GMT
References: <1582@sys.uea.ac.uk>
Organization: GMD, Sankt Augustin, F. R. Germany
Lines: 15

cmp8157@sys.uea.ac.uk (S.M. Sowerby) writes:

> ... Is it right to always assume that 0 indicates a PRG and 2
>(or at least >0) is a desk accessory ? This is the way I do it annd it
works
>quite happily.

I wrote an accessory from which I can start programs. If You ever call Your
program from such an accessory, it will believe it is that accessory.
But if You dont...

greetings j.k.

Jelske Kloppenburg
German National Research Center for Computer Science (GMD)

Is this program Public Domain? If so, could you send E-Mail as to how you
accomplished this feat with your program, and the ramifications of running
programs from an accessory?

If possible, source code would be VERY much appreciated. Thanks!
/s

548. Looking for DeskJet+ printer driver for Publishing Partner

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 18:16:23 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1736@gmuvax2.gmu.edu>
Source record: 240009

Does anyone know where I can get a PD DeskJet+ printer driver for
Publishing Partner? FTP prefered.

Thanks.

-Steve Coile
SCOILE@GMUVAX.GMU.EDU
.BITNET

549. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-06-30 21:39:16 UTC
From: merlyn@iwarp.intel.com
Message-ID: <1990Jun30.213916.15072@iwarp.intel.com>
Source record: 240018

In article <31273@cup.portal.com>, Christopher@cup (Chris Jay McBride) writes:
| There are some differences between the IBM, Mac, and Amiga versions an
| version. The ST version does not have the 'cheat' that allows you to
| embezzle funds (to the tune of $10,000 a pop). To do this on the other
| computer versions you just type in 'FUND' during the normal course of the game
| and it will give you $10,000. There is a catch, you cant do it more than a
| couple of times in a row, or you will suffer a major earthquake disaster.
|
| I wondered that since the ST version of Simcity was programmed by Infrogrames
| (a french company (?)), that you might have to type in the french word for
| FUND. But I have no idea what that is. Anyone have any ideas as to what
| the cheat might be (if there is one).

Au contraire! (Spelled like I pronounce it... my humblest apologies... :-)

The word is "MONEY" typed in with the shift key. What a neat hack.
--
/=Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ==========\
| on contract to Intel's iWarp project, Beaverton, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!any-MX-mailer-like-uunet!iwarp.intel.com!merlyn |
\=Cute Quote: "Welcome to Portland, Oregon, home of the California Raisins!"=/

550. Glib

Newsgroup: comp.sys.atari.st
Date: 1990-07-01 04:41:39 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1925@vela.acs.oakland.edu>
Source record: 240020

Does anyone have a compiled version of Glib for the st and a kawai?
I have been having trouble with it.
swood

--
OK, who farted? | swood@vela.acs.oakland.edu
When you see Scott coming, | swood@vela.acs.oakland.edu
you can just sense trouble | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

551. Re: Pictures on the ST (pics on Amiga better)

Newsgroup: comp.sys.atari.st
Date: 1990-07-01 14:02:35 UTC
From: arc@desire.wright.edu
Message-ID: <716.268dbc2b@desire.wright.edu>
Source record: 240021

```
In article <2701@mrsvr.UUCP>, krieg@jupiter.uucp (Andrew Krieg) writes:
> I recently saw some IFF pictures on my friend's Amiga and was greatly
> impressed. They made most of the Spectrum pictures I've seen look like water
> colors. Is there a better graphics format than Spectrum for the ST? Does
> the Amiga 2000 have a higher resolution than the 520 ST? Is this a result of
> IFF displaying more colors or something?
>
> I also have some GIF pictures I've been trying to view on my ST. I haven't
> had much luck with PD GIF viewers, so I used a GIF to Spectrum conversion
> program instead. Some of these GIF files were 100-200K, but the Spectrum
> pictures produced by the coverter were always around 51K. Needless to say,
> the resolution was horrible! Is this a fault of the conversion program?
>
> Is there anyway to create/view high resolution color pictures on the ST that
> approach GIF and IFF? I've been very disappointed with what I've seen so
> far.
> --
> ============================================================================
> = Andrew Krieg Marvel Historian =
> = krieg@ylum.med.ge.com Keeper of: The LIST, 2to1 list =
> ============================================================================
> = Sheriff Truman: Do you think they spotted us? =
> = Agent Cooper: Gimme a doughnut. - Twin Peaks =
> ============================================================================

The IFF pictures you saw were in a format also called HAM. In which the
Amiga (ANY MODEL) can display all 4096 colors in a max. res. of 384x480 without
doing any weird stuff like Spectrum does. Also, HAM stands for
Hold-And-Modify.

----------------------------------------------------------------------------
= /// | Bryan K. Fite | Arc@Desire.Wright.edu =
= /// Amiga! | ^Service Engineer^ | -or- =
= \XX/ The One | Arc Electronics, Inc. | Arc@WSU.BITNET =
= ____& Only... | Wright State University |"Ouch! Quit-it." - Bart=
= | Dayton, Ohio | Depeche' Mode, Now! =
============================================================================
```

552. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-01 17:05:33 UTC
From: buggs@cup.portal.com
Message-ID: <31314@cup.portal.com>
Source record: 240023

>I want to eventually have this:
>True Unix which is modeled after 4.3 BSD and (If I get some support...)
>Mach with some "enhancements"

Sounds killer! I too would like this, though it sounds like a dream....
Don't get me wrong, if you CAN do this, buy all means do so! I will definately
want to get this!

Ed June

553. Re: Unix on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-01 17:48:40 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Jul1.174840.7379@agate.berkeley.edu>
Source record: 240022

I like Un*x. I like my Sparc 1 at work. I like X. I like NFS. Too bad that Laser C on the Atari provides a comparable compiling environment AND is faster for development.

I don't know that exact nature of the speed problem on the Sparcs, but I think that its the multi-processing environment in Un*x. Start up times for processes are measure in seconds, since the kernal must create a new virtual machine for each process. The performance of such a system makes it unreasonable to associate a single window with a single process -- the time cost is too high.

I recently used a flight simulator on a Sparc -- incredibly rudimentary, just like stuff you see on pcs (BTW, it also used a graphics accelerator board). I think its slow because to the multi-processing philosophy -- the sever gets the mouse events, figures out who owns them, sends them off, some computations are done, a bunch of graphic primitives are sent back, which the sever displays. Meanwhile, various processes are being swapped in and out memory. The bottom line is that the sparc machine is much more powerful than pcs, but its user interface performance is not.

I've also used Lisp Machines and Xerox Interlisp machines. These guys are multi-tasking, and the interface has a much higher throughput. Multi-tasking is coming back in vogue, with top people at Sun indicating that they are interested in moving in this direction. There is much discussion about light weight processes.

For the Atari ST, multi-tasking is really the only choice since it can't provide the virtual machine environment required for multi-processing. I suspect the OS/9, Minix, and MTcsh are all true multi-tasking OS. I expect that no one would be able to tell the difference between multi-processing and multi-tasking code that was well written.

Of course, there is the system resource problem in multi-tasking -- usually memory violations in poorly written code. But, the underlying implementation of MTcsh seems like a very reasonable start at sharing system resources such as disk drives, etc. Use of a sophisticate language like Lisp would eliminate memory violations.

In short, I think that there is a place for machines like the Atari ST in the future. But developers (and users) need to focus on computing in the 90s, not what was in fashion in the 80s. Light weight processing in a robust environment is certainly an obtainable goal for the Atari ST.

Eric
ericco@ssl.berkeley.edu

554. Single user leaf nodes -- Survey

Newsgroup: comp.sys.atari.st
Date: 1990-07-01 20:41:09 UTC
From: C506634@UMCVMB.MISSOURI.EDU
Message-ID: <9007012039.AA10705@jade.berkeley.edu>
Source record: 240024

Please forgive the multiple messages (vs crossposting). I am posting this
via the daemon at ucbvax and to the best of my knowledge there is no way to
cross post using this method.
I'm working on a paper about personal news feeds. I'd like to know:

1) How many news groups to you subscribe to?
2) How much total volume (ie. Kbytes) do you receive in a given time
(say, a week)
3) How long do you keep newsfiles?
4) How much total disk space do your news files take up?

Please EMAIL responses. Do not post them.

If there is intrest I will post the results at a later date. probably to
news.admin

/*/Eric Edwards c506634@umcvmb.missouri.edu or c506634@umcvmb.bitnet/*/
/*/ "Sir, you are an excellent star ship captain /"We come in peace, /*/
/*/ but as a taxi cab driver you leave much to / shoot to kill" /*/
/*/ be desired" - Spock, "A Piece of the Action"/ --"Star Trekkin'"/*/

555. G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 00:14:17 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6483.268e5999@umiami.miami.edu>
Source record: 240026

I got G-Dos with the Gemini DEsktop (AMC GDOS) and now I have opus, and
it mentions something about a META.SYS file. I have no idea what it is or
where to get it. I also have an EPSON_FX.SYS and don't know how to
put it in the asign.sys file, so basically.. what do I do and where can
i get/create a meta.sys file?

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

556. Re: Adding a mega ST keyboard to a 1040...

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 00:58:44 UTC
From: dclemans@mentor.com
Message-ID: <1990Jul2.005844.1199@mentor.com>
Source record: 240025

From article <1990Jun29.041619.16588@wolves.uucp>, by brian@wolves.uucp (Brian Daniels):
>
> I am getting ready to put my 1040 ST into a better case and
> would like to add a detached keyboard. I have heard that the Mega
> ST keyboard can be used with some modifications.
> I would appreciate any help on what specifically has to be done, and
> also cost/sources of Mega ST keyboards in th US. (if there are any
> other keyboards that will work, I'd appreciate hearing about them too...)
>

Putting a Mega-ST keyboard on a 520-ST, 1040-ST, etc. is trivial.
ALL that is needed is a cable adapter. (In fact I've seen a couple of
Atari dealers selling a Mega-ST keyboard as a separate spare-parts kit,
exactly for this kind of use. The price was around $130).

Of the six wires coming from the Mega keyboard, two are power (+5v), two
are ground, one wire is data from the keyboard, and one is data going
to the keyboard. Connect those to the appropriate four pins on the ST
motherboard and you're ready to go.

I've done this to one of my systems, but I don't have exact details
about pinouts with me.

dgc

557. New *.snd files at terminator

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 02:32:56 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Jul2.023256.28330@terminator.cc.umich.edu>
Source record: 240027

He also was kind enough to index them, so kindly check 'em out...

If anyone has any others that we don't, kindly mail them to me, or upload
'em to ~atari/new.

Thanks,
Jmw

--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Where nobody sleeps - ever... are afoot at the Circle-K..."

558. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 04:34:49 UTC
From: nrc@cbnews.att.com
Message-ID: <1990Jul2.043449.14282@cbnews.att.com>
Source record: 240028

First a little disclaimer, I own the fourth copy of Turbo ST sold and I have been beta testing for SofTrek since not long after that purchase. I am personally responsible for holding up the release of three different Turbo ST updates by discovering bugs at the last minute. :-)

I am speaking only for myself. The folks at SofTrek are much too busy for this sort of thing.

In article <1996@electro.com> ignac@electro.com (Ignac Kolenko) writes:
>
>As I have stated in a few postings to this newsgroup, I have left the
>company as a full time employee. I am still a developper for Branch Always
>since anything I develop will be marketed through Branch Always, and I will
>be paid royalties. Branch Always is still around, and as long as Turbo ST
>exists and is upgraded, so will Quick ST.

This strikes me as an odd way to define your company's product. Perhaps you've just worded it poorly but it sounds like your product exists not to meet your customer's needs but rather to compete with Turbo ST.

>Quick ST supports GDOS fonts, Turbo ST doesn't.

This could be misleading. True, as of the latest version of Turbo ST I don't think SofTrek has replaced any of the OS functions that deal with GDOS fonts specifically. But this does _not_ mean that Turbo ST will not speed up many programs that use GDOS fonts. The best example is Publisher ST where I can scroll through a typical page up to _twice_ as fast with Turbo ST as without.

I suspect that the reason they haven't replaced GDOS fonts yet is that they've been pursuing speed improvements in order of what would seem to be useful to the largest number of costumers. Their time spent specifically on speeding up Word Perfect (which I hear Quick ST still doesn't affect significantly) has probably been a greater boon to their users than time spent speeding up GDOS.

>That's all there is to it. Unfortunately, since Darek is
>currently in the process of moving to Seattle to begin his real job at
>Microsoft (boo hiss - the MSDOS people! :-) there's no one around to
>respond to questions. I sincerely hope that people out there can understand
>this current situation and not draw any hasty conclusions from it.

This is sort of silly. You ask that we please excuse your lack of support while you get on with your 'real jobs' but you ask that we don't say that there are any problems with your support? Producing

Turbo ST _is_ the people at SofTrek's "real job." They're attempting to make a living _supporting_ ST users the way they expect to be supported. That explains the price differential between the two products in a nutshell.

>I for one know that we have done
>more than SoftTrek has ever done (I have never received anything from
>SoftTrek about Turbo ST upgrades being available, except for 1 newsletter.
>Their upgrades are more expensive, and frankly, for the few percent
>difference in speed between Turbo and Quick, I think there is no question
>that Quick ST is better. unless some of you out there can really tell
>the difference between 1300% and 1305% or whatever the current numbers are.)

More than SofTrek has ever done? I can't agree. SofTrek was accelerating STs before there was any other way to do it, no blitters, no Turbo16 boards and certainly no Quick ST. I don't know whether there would have even been a Quick ST were it not for Turbo ST.

Your claim that the difference between Quick ST and Turbo ST is merely the difference between a 1300% and 1305% acceleration (numbers arrived at with Branch Always' own benchmarking program) is a gross over simplification of the issue. A benchmarking program may or may not reflect how a software accelerator affects a user's real world application.

When the first demo of the commercial version of Quick ST came out claiming based on benchmarks to be nearly as fast as Turbo ST I gave it a try. My experience at that time was that while Quick ST did speed up some programs nearly as much as Turbo ST there were other programs, some of which I use heavily, where Turbo ST held a significant advantage. I also noticed that at least that version of Quick ST seemed more bomb prone than Turbo ST.

I'd recommend that anyone who has chosen Quick ST over Turbo ST based souly on benchmarks and/or price try one of the Turbo ST demos that can be found on GEnie or perhaps your local BBS. You may find that the difference in your day to day applications is greater than you have been lead to believe by the "benchmarks."

If so, now's the time to find out because I'm told that SofTrek will be giving a discount on the purchase of Turbo ST to anyone who sends in their original Quick ST disk. According to the press release for their latest update (version 1.82) the offer is good until September. The announcement should be in the latest online newsletters soon. I can email the announcement to anyone who can't find it elsewhere.

"Don't drive too slowly." Richard Caldwell
att!cbnews!nrc
nrc@cbnews.att.com

559. Re: Pictures on the ST (Amiga's side!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 07:16:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul2.071658.16558@math.lsa.umich.edu>
Source record: 240029

Well, just to add more deadweight to the dying discussion... I've just finished porting Fractint 12 from MSDOS to the ST, and along the way I added some "new" video modes as well. I added 4-color grayscale to the monochrome resolution, and made the medium resolution 16 colors, and the low resolution has a palette of 256 colors. From my calculations, the available palette is 512 * 511 / 2 = 130816 distinct colors. The 4 color grayscale is nothing wonderful to look at. Downright ugly, to be honest, but it would look good on a monitor with high-persistence phosphor. The low resolution mode looks pretty slick, though. Most of these fractals look really gorgeous with 256 colors.

The trick is pretty obvious, it seems. Just use two screens, and flip the physical page on every vertical blank. This effectively doubles the number of bits per pixel, and as expected, squares the number of colors that can be displayed at once on screen. It also introduces an incredibly annoying flicker... But hey, Amigans settle for a megapixel display that updates at 15 hertz, 30 hertz is a lot better. Sending 4 complete screens at 15 hertz on the ST would give, what ... 64K displayable colors out of, oh... 36 bits worth of palette. Not that it'd be incredibly worthwhile.... You'd really need the same kind of monitor that the Amigans use - an intelligent one that assembles the video frames in an internal buffer.

Going to monochrome is a slightly different story. If you just use two screens and flip back and forth between them, you'll get dark, half-light, and light. To get 4 distinct levels of grayscale, or to make the significant bits really significant, you have to display them onscreen for a longer period of time. But that's pretty easy too... So, the 70 hertz monochrome video is split up into a low-significance image sent for one-third of the time, or 23.3 hertz, and the high-significance image is sent at 47 hertz. The flicker here is really really noticable. Anything slower than 30 hertz will be, of course. Turning the brightness down or getting a monitor with high-persistence phosphor would cure that problem....

Ok, I guess I've rambled long enough. I've had a lot of fun getting this code working, and I personally think the doubled video modes are kinda neat, even if the monochrome flicker is as obnoxious as a fluorescent light...

Now... If you're really really crazed, you can do vertical blank image switching *and* horizontal scan palette switching at the same time. I don't think it's really practical for general purpose drawing, or for drawing fractals either, for that matter. Limiting color selections on a per-scanline basis just seems like too much hassle to deal with. But if you wanted to try it, you could draw yourself... 256 * 3 swaps per line * 200 lines = 153600 colors per screen. I guess that's a bit excessive, given only 130K colors in the palette.

SO.... I hope this discussion is really, truly dead now, so we can get to more interesting things. Meanwhile I'll be submitting fractint for posting Real Soon Now. (But sometimes, ya gotta wonder. Why are you spending all these cycles drawing these silly pictures???)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

560. Re: 44 Meg SyQuest Removable Drive and SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 09:18:47 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2299@laura.UUCP>
Source record: 240030

In article <1990Jun30.013019.4251@ccu.umanitoba.ca>,
umwestm0@ccu.umanitoba.ca (Michael Westmore) writes:
|>Has anyone hooked up a 44 Meg SyQuest Removable drive to an ST? What
|>kind of SCSI interface is good for this and where can you get one?

I have two Atari Megafile 44, one at home and one at work. They are very reliable. I find it very confident to take the cartridge with me and have the same working environment here and there.

You do not need a SCSI interface for the Megafile 44. You just plug it in and start working. In fact, you can install an additional SCSI harddisk in the case. You only need to open the case and use the already-there plug to connect the harddisk - at least I was told so. (I did not yet open the case for it is still under warranty.)

Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

561. Re: 1200/75 baud comms program?

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 10:44:06 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul2124406@cresus.laas.fr>
Source record: 240037

In France there are a lot of BBS programs which suppose that you have
a 1200/75 modem behing your Atari. This is because the Frecn PTT
authority gave out thousands of such modems under the name Minitel.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

562. Blitter Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 12:35:57 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12602448273018@osu-20.ircc.ohio-state.edu>
Source record: 240031

I have a Mega-4 and I am no longer able to choose the 'Blitter' option from my menu or from NeoDesk (2.05).

Does the Mega detect the presence of a blitter automattically and then add it to the menu??

If so, is my blitter 'toasted'??

If my blitter chip is 'toast' how do I go about getting a replacement?

Or, should I not worry about the blitter & just purchase Turbo/Quick ST??

Thanks in Advance

Tyler

563. failing mail to Gadgets/Dave Small - others plse ignore

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 15:00:14 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <732@idcapd.idca.tds.philips.nl>
Source record: 240033

---- Sorry for posting this, but mail doesn't seem to work at the moment ---

Dave,
I did resend the message to you at the following address: dsmall@well.sf.ca.us

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
____

---- Others please ignore this ----

564. Re: Pictures on the ST (Amiga's RULES)

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 15:27:04 UTC
From: arc@desire.wright.edu
Message-ID: <725.268f2179@desire.wright.edu>
Source record: 240036

In article <1990Jul2.071658.16558@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> Well, just to add more deadweight to the dying discussion... I've just
> finished porting Fractint 12 from MSDOS to the ST, and along the way I
> added some "new" video modes as well. I added 4-color grayscale to the
> monochrome resolution, and made the medium resolution 16 colors, and
> the low resolution has a palette of 256 colors. From my calculations,
> the available palette is 512 * 511 / 2 = 130816 distinct colors. The
> 4 color grayscale is nothing wonderful to look at. Downright ugly, to
> be honest, but it would look good on a monitor with high-persistence
> phosphor. The low resolution mode looks pretty slick, though. Most of these
> fractals look really gorgeous with 256 colors.
>
> The trick is pretty obvious, it seems. Just use two screens, and flip the
> physical page on every vertical blank. This effectively doubles the number
> of bits per pixel, and as expected, squares the number of colors that can
> be displayed at once on screen. It also introduces an incredibly annoying
> flicker... But hey, Amigans settle for a megapixel display that updates at
> 15 hertz, 30 hertz is a lot better. Sending 4 complete screens at 15 hertz
> on the ST would give, what ... 64K displayable colors out of, oh... 36 bits
> worth of palette. Not that it'd be incredibly worthwhile.... You'd really
> need the same kind of monitor that the Amigans use - an intelligent one
> that assembles the video frames in an internal buffer.
>
> Going to monochrome is a slightly different story. If you just use two screens
> and flip back and forth between them, you'll get dark, half-light, and light.
> To get 4 distinct levels of grayscale, or to make the significant bits really
> significant, you have to display them onscreen for a longer period of time.
> But that's pretty easy too... So, the 70 hertz monochrome video is split up
> into a low-significance image sent for one-third of the time, or 23.3 hertz,
> and the high-significance image is sent at 47 hertz. The flicker here is
> really really noticable. Anything slower than 30 hertz will be, of course.
> Turning the brightness down or getting a monitor with high-persistence
> phosphor would cure that problem....
>
> Ok, I guess I've rambled long enough. I've had a lot of fun getting this code
> working, and I personally think the doubled video modes are kinda neat, even
> if the monochrome flicker is as obnoxious as a fluorescent light...
>
> Now... If you're really really crazed, you can do vertical blank image switching
> *and* horizontal scan palette switching at the same time. I don't think it's
> really practical for general purpose drawing, or for drawing fractals either,
> for that matter. Limiting color selections on a per-scanline basis just seems
> like too much hassle to deal with. But if you wanted to try it, you could

> draw yourself... 256 * 3 swaps per line * 200 lines = 153600 colors per
> screen. I guess that's a bit excessive, given only 130K colors in the palette.
>
> SO.... I hope this discussion is really, truly dead now, so we can get to
> more interesting things. Meanwhile I'll be submitting fractint for posting
> Real Soon Now. (But sometimes, ya gotta wonder. Why are you spending all
> these cycles drawing these silly pictures???)
> --
> -- Howard Chu @ University of Michigan
> ... the glass is always greener on the side ...

Hey, bud, our screens (640x200, 320x200, etc.) update at 60 frames per second.
ONLY our interlace mode updates at 30 frames per sec. DON'T even start!!!

ALso, we have a blitter and many co-proc's and the ONLY "co-processor" YOU
have is a DMA controller, BIG DEAL! Later

= /// | Bryan K. Fite | Arc@Desire.Wright.edu =
= /// Amiga! | ^Service Engineer^ | -or- =
= \XX/ The One | Arc Electronics, Inc. | Arc@WSU.BITNET =
= ____& Only... | Wright State University |"Ouch! Quit-it." - Bart=
= | Dayton, Ohio | Depeche' Mode, Now! =
===

565. FAX SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 15:46:46 UTC
From: jblake@hprnd.HP.COM
Message-ID: <2600006@hprnd.HP.COM>
Source record: 240032

Hello. I am posting this for a friend who doesn't have net access. He is wondering if there is any PD Fax software that will run on his 1040ST. If not, could someone recommend a commercial program?

Please respond to me via email if possible.

Thank you.

****
John Blake Email: jblake@hprnd.hp.com

"The opinions expressed on this program are those of the participants and guests, and do not necessarily reflect those of this station, its management, or sponsors."
****

566. Re: NetHack 3.0 patchlevel 9 binaries available

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 17:51:14 UTC
From: techno@zelator.UUCP
Message-ID: <658@zelator.UUCP>
Source record: 240034

PLEASE someone send the binaries to Steve Grimm for distribution via
comp.binaries.atari.st !!!

Longingly,

Techno

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

567. sh204 problems

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 18:33:59 UTC
From: brunk@wheaton.UUCP
Message-ID: <2097@wheaton.UUCP>
Source record: 240035

A few weeks ago my Atari SH204 hard drive started bombing and now I am unsure about what to do to fix it. Here is a brief history of what happened and the solutions I used:

-brought my hard drive (heads parked) to a friend's house to connect with his hard drive. He had a FA/ST 80Mb drive. We never got them to work and that was the first time I saw my drive act up. The busy light would stay on all the time once the computer was switched on, and it would not respond.

-took my drive back to my dorm room and reconnected it to my 1040STf. The same problem occurred again. I played with the cables a little and finally got it to boot normally. I use Atari's auto-booting software v3.0.

-I then copied some files from floppy to HD and soon found out that the filesystem on that partition had been corrupted. I then used Simon Poole's DL II optimiser/checker which seemed to really screw things up. I then tried TuneUp! which couldn't fix the errors either. Both complained that there were discrepancies between FAT #1 and FAT #2.

-after completely reformatting the hard drive (and losing about a month of work) and restoring what I had backed up, I thought I had everything under control until a week later the same thing happened again.

-I then ran a program that measures disk rpm's and found that my drive varies as much 20 rpm's when consecutive tests are taken. I am not sure of the reliability of that program but I became worried that it was correct. If I listen very carefully, I can hear a high-pitched squeal that seems to fluctuate around a little when I turn my HD on.

Has anyone ever experienced similar problems? Someone did tell me that it might need a good cleaning since it has been in dorm rooms for 2 years now. If that is true, is it worth getting it cleaned or should I just spend my money on a new drive. This drive is about 2.5 years old and I have never had any problems like this before.

Any help would be greatly appreciated.

Thank you very much,
Rob

--
Rob Brunk UUCP: ...!{spl1,obdient}!wheaton!brunk
Wheaton College "But I never claimed to be sane!"
---------- MA Bell: (708) 260-3823 ---------

568. Should I purchase a NEW 1O4OSTE or a USED 1O4OST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 20:59:04 UTC
From: Metalist@cup.portal.com
Message-ID: <31354@cup.portal.com>
Source record: 240038

I have a dilemma. I do not know if I should purchase a Used 1o4oST color system or a NEW 1o4oSTe color system.

Money is no object, since I can afford either alternative. However, I am beginning to consider whether the STe is really such a bargain.

Many used 1o4oST color systems can be had where I live for $4oo. A brand new 1o4oSTe color system will cost me close to $1OOO.

I would not mind getting the brand-new 1O4OSTe color system. In fact, this is what I wish to purchase. However: I need to know, does anyone know how much longer the Atari ST series will be in existence?

If the STs survive another 5 years, I will definitely go for the brand-new 1O4OSTE. Yet, if the STs will not survive much longer, I think it would be wiser for me to purhase a used 1O4OST and start saving up for a TT.
If anyone can help me with my decision, please send me mail to the address located at the end of this letter.

Your help is much appreciated.

Thank you,

Metalist@cup.portal.com

569. FAST Binary Transfers

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 21:27:34 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <24845.268f75f6@kuhub.cc.ukans.edu>
Source record: 240039

I recently developed a set of programs, one for our VAX 8650 running VMS, and one for my 1040ST, which allows me to download 8 bit binary files (such as .ARC) from the VAX across the 7-bit packet switch network in a Xmodemish fashion.

I did this mainly because of the slow transfer rates I was experiencing using Kermit in 8-bit quote mode. The faster rate is accomplished by doing some bit-encoding, and sending the data in 1k packets.

Are there any other people out there that have similar systems and have are tired of the long transfer times? I would be interested in hearing from anyone who would like to try this thing out and give me their thoughts.

Please E-mail me at either of the addresses below.

Thanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

570. KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-02 23:41:19 UTC
From: henderson@hamavnet.com
Message-ID: <1683.268f792f@hamavnet.com>
Source record: 239952
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

Hello there,

I managed to get a hold of the KA9Q package for the Atari ST. It took quite a bit of looking and asking, until a kind sould in Europe uucp'd me the files.

If someone would like a copy of the files, I'd be happy to uucp them to you.

Javier Henderson | henderson@hamavnet.com | These opinions
Engineering Services | Ham Packet: N6VBG @ KD7XG-1 | are all mine.
Hamilton Avnet | WWIVNet: 1@2397 |

571. Re: Pictures on the ST (Amiga's RULES)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 02:55:59 UTC
From: joe@cbmvax.commodore.com
Message-ID: <13008@cbmvax.commodore.com>
Source record: 240043

In article <725.268f2179@desire.wright.edu> arc@desire.wright.edu writes:
>In article <1990Jul2.071658.16558@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
>> You'd really
>> need the same kind of monitor that the Amigans use - an intelligent one
>> that assembles the video frames in an internal buffer.

If I read you correctly here, Howard, you're under a misconception: the standard monitors used on Amigas are not intelligent. They are analog RGB, NTSC or PAL compatible (depending on country). You may be referring to the use of multiscan monitors in conjunction with de-interlacing video cards which buffer interlaced scan lines in local RAM before sending the signal to the monitor to remove the flicker inherent in interlaced NTSC/PAL signals.

>
>Hey, bud, our screens (640x200, 320x200, etc.) update at 60 frames per second.
>ONLY our interlace mode updates at 30 frames per sec. DON'T even start!!!
>
> ALso, we have a blitter and many co-proc's and the ONLY "co-processor" YOU
>have is a DMA controller, BIG DEAL! Later

Please, Amiga owners, be polite when visiting other groups. There's no need to start flame wars over differences in various system designs. Leave religious fervor in the realm of metaphysics.
--
==========
Joe O'Hara || Disclaimer: I didn't say that!
Commodore Electronics Ltd ||
Product Assurance || "I never lie when I have sand in my shoes."
Systems Evaluation Group || - Geordi LeForge, Star Trek TNG
==========

572. Re: Four voices on a 3 voice soundchip (was: Re: Demos and Games are not the Same)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 03:52:43 UTC
From: kgg@zinn.MV.COM
Message-ID: <787@zinn.MV.COM>
Source record: 240041

Heh heh. We used to have a program on the PDP-12 (!) that used
this technique to put out two voices on one channel,
complete with the pre-built tables to speed up output.
Actually, I think it was eventually a compiler system
that took in "note files" and wrote out "play files",
and then a player program that just read the "play files"
and dumped them to the speaker.
But I think that at some point it could do it interactively
by using tables.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

573. Re: Pictures on the ST (Amiga's side!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 03:55:41 UTC
From: watters@penguin.cis.ohio-state.edu
Message-ID: <81847@tut.cis.ohio-state.edu>
Source record: 240040

In article <1990Jul2.071658.16558@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Well, just to add more deadweight to the dying discussion... I've just
>finished porting Fractint 12 from MSDOS to the ST, and along the way I
>added some "new" video modes as well. I added 4-color grayscale to the

This seems pretty impressive from the discription.

>flicker... But hey, Amigans settle for a megapixel display that updates at
>15 hertz, 30 hertz is a lot better. Sending 4 complete screens at 15 hertz

This is incorrect. The Amiga monitors refresh at 60Hz, all the time.
The screens with Xx400 and greater are interlaced which gives an apparent
refresh rate of 30Hz. 1/60th for each of 2 fields making 1 full image
refresh at 1/30th.
The 1200x400 and greater mode still refreshes at 30Hz, with each pixel having
half as much data letting you use 4 colors.

15Hz would be unusable!!!

> -- Howard Chu @ University of Michigan{

watters@cis.ohio-state.edu

574. Re: Pictures on the ST (Amiga's RULES)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 04:33:23 UTC
From: GRIGSBY@AUVM.BITNET
Message-ID: <90184.003323GRIGSBY@AUVM.BITNET>
Source record: 240046

Are all Amigans so paranoid that the Atari might have its strengths, too, that you all read atari.st just to make sure no one likes their machine? Fact correction is OK, but the Amiga/ST flame war is DEAD. Don't start it again -- it's what kept us and still keeps us from seriously challenging IBM/Apple. Both machines were rushed to market in buggy versions to compete with each other, and both user communities have flamed each other instead of enjoying their systems. Capishe?
-grigsby, a 5 year veteran (now conscientious objector) to this particular war.

575. Re: Pictures on the ST (Amiga's RULES)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 06:14:29 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul3.061429.6414@math.lsa.umich.edu>
Source record: 240042

In article <725.268f2179@desire.wright.edu> arc@desire.wright.edu writes:
>Hey, bud, our screens (640x200, 320x200, etc.) update at 60 frames per second.
>ONLY our interlace mode updates at 30 frames per sec. DON'T even start!!!

> ALso, we have a blitter and many co-proc's and the ONLY "co-processor" YOU
>have is a DMA controller, BIG DEAL! Later

>--
>= /// | Bryan K. Fite | Arc@Desire.Wright.edu =
>= /// Amiga! | ^Service Engineer^ | -or- =
>= \XX/ The One | Arc Electronics, Inc. | Arc@WSU.BITNET =
>= ____& Only... | Wright State University |"Ouch! Quit-it." - Bart=
>= | Dayton, Ohio | Depeche' Mode, Now! =
>==

Nice job of cutting down on the quotes there, "bud." Note that I said on a
so-called megapixel display. I have it on good authority that the 2024 monitor,
which displayes 1024x800 pixels, is only redrawn at 15 hertz. Granted, it's
a fair amount of work getting 800K pixels onto a screen, but this display
will only spit out 4 gray levels for all that time & effort spent in
interleaving frames. My "garbage" Atari with "no coprocessors" puts out
an 800x500 monochrome display at 70 hertz. For 4 graylevels I drop down to
35 hertz or so. For me to stoop to the slow redraw speed the Amiga spits out
I can gain another frame time, for 16 gray levels. And this is on a stock
Atari monochrome monitor, not some jazzed up $700 "megapixel" tube.

I didn't bring this up to dump on your machine, I was merely quoting a figure
for the sake of comparison. No need for an antagonistic attitude...

[But since you brought it up ... *One* DMA controller is more than adequate,
given a powerful enough selection of devices attached to it. In my case, I
happen to have a NeXT box attached to my ST, and I've found it pretty adequate
for most of my multiprocessing needs.]
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

576. Re: Four voices on a 3 voice soundchip (was: Re: Demos and Games are not the Same)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 07:04:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul3.070454.7090@math.lsa.umich.edu>
Source record: 240044

In article <787@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>Heh heh. We used to have a program on the PDP-12 (!) that used
>this technique to put out two voices on one channel,
>complete with the pre-built tables to speed up output.
>Actually, I think it was eventually a compiler system
>that took in "note files" and wrote out "play files",
>and then a player program that just read the "play files"
>and dumped them to the speaker.
>But I think that at some point it could do it interactively
>by using tables.

I guess a PDP12 beats this story, but I certainly remember this from my Apple II days. Electric Duet was a lot of fun, before I'd been exposed to better... (Pokey Player on the 800... }-)

Y'know, as someone said, by adding the frequency values together you can encode a pretty cheesy 4 voice sample into a single channel of the PSG. Well. Given that, why not .... 2 voices per channel on two channels each, and reserve the 3rd channel for sonic holography data? Heck, then I'd finally have something cool to use with my Tweety Board.

(After all, in current hi-fi surround-sound systems, there's only one channel of sound going to the rear speakers...) Boy, I guess I really wanna hear what that German 6-voice demo sounds like now.

Could someone please email me details on how I can get hold of these demo disks? I'm willing to send floppies anywhere for the likes of this. And if it's doable, I'll have the stuff up on terminator.

Hm..... I guess what we need is a program that reads a bunch of physical sectors, slams 'em thru a 16 bit compress, and spits out a file on the other end... And the reverse, of course. Or maybe tracks. Whatever...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

577. Does anyone have binaries for the Atari Ste?

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 12:17:35 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1990Jul3.121735.13003@newcastle.ac.uk>
Source record: 239954
Cross-posted to: rec.games.moria,comp.sys.atari.st

The subject header says it all really. Does anyone have / know the whereabouts of Moria (preferably later than version 5) that will run in an Atari STe?

We obtained the sources for 4.873 (I think) and compiled them, but they did not run on an STe.

Thanks for any help,

Julian

578. Re: Blitter Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 12:36:55 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2947@medusa.informatik.uni-erlangen.de>
Source record: 240045

GINGRICH-T@osu-20.ircc.ohio-state.edu (Tyler S Gingrich) writes:

>I have a Mega-4 and I am no longer able to choose the 'Blitter' option from
>my menu or from NeoDesk (2.05).

>Does the Mega detect the presence of a blitter automattically and then
>add it to the menu??
Exactly.

>If so, is my blitter 'toasted'??
If the blitter option showed up before, yes. If not, you probably don't
have any blitter. You might test this using the Xbios Blitmode function:

```
if (Blitmode(-1) & 2) puts("Yep, there is one.");
else puts("No blitter, no cry.");
```

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

579. DTP and postscript output.

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 13:34:49 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jul3.133449.15035@newcastle.ac.uk>
Source record: 239955

I am need of a DTP package that can output a postscript print file, Which of the many DTP programs is capable of doing this on a 2Meg STE (No hard drive) I have a mono and colour display.

I would realy like to buy Calamus but as the only laser I have access to is postscript I would need a postscript driver. Does one exist?

Failing this any other DTP package would be considered.

Thanks,

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

580. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 13:48:52 UTC
From: ignac@electro.com
Message-ID: <2074@electro.com>
Source record: 240049

I publicly retract ALL that I have said about Quick ST and Turbo ST in my
last posting. I have received all kinds of flak over what I have said,
and since I don't work for Branch Always Software anymore, I really don't
need or want the flak.

Both Turbo and Quick are excellent products, and they deserve the best
support from all Atarians. If I sounded harsh and critical, it was because
I perceived that other Netters were hacking Quick ST to pieces, and I became
a little defensive at the time. I am quite sorry. Please accept my
apologies.

but, just one point i'd like to make ... :-)

In article <1990Jul2.043449.14282@cbnews.att.com> nrc@cbnews.att.com (N. Richard Caldwell)
writes:
>This strikes me as an odd way to define your company's product.
>Perhaps you've just worded it poorly but it sounds like your product
>exists not to meet your customer's needs but rather to compete with
>Turbo ST.

unfortunately, competition is what keeps the western economies alive and
kicking. Darek at the time he began to tinker with the idea of quick st
saw that Turbo ST was a necessary idea, but since it was the only product
out there, it was far too expensive and he felt it needed some competition.
The customer NEEDS an INEXPENSIVE solution, and we offered it.

this sounds like the old complaints about how Atari itself doesn't offer
the same level of support as does a company like Apple. if you buy a product
which costs far less than the competition, then you have to realize that
there are reasons for such price differentials.

while we sold Quick ST as shareware, the author of Turbo ST claimed we
were unfair competition to Turbo. Now that Quick is commercial, there are
still problems with competition?? Sorry, but Darek enjoys what he does
(and i did enjoy it until all this crap started recently) and he will
continue to do so indefinatly. so get used to it, atari world! competition
will continue to exist!

now please, let's not see any more flame wars about either product, OK?
Let the consumer make the informed choice over which product to choose through
impartial third party reviews, demos at Atari shows, user group meetings,
etc. I've been using Quick now for over a year, and i like
it. Mr. Caldwell has been using Turbo for a few year, and he likes Turbo.
So which is better?? It's not up to me or him to decide for the atari world.

cheers!

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

581. Oh goody! More Amiga <--> ST flame wars!

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 14:30:55 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3790@rodan.acs.syr.edu>
Source record: 240047

Golly, it's so refreshing not to have to read anything about the Atari when I page through comp.sys.atari.st. Maybe we should also discuss the IBM PS/2, or perhaps badminton or Spam.

---jb

582. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 15:40:52 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23744@uflorida.cis.ufl.EDU>
Source record: 240048

In article <31273@cup.portal.com> Christopher@cup.portal.com (Chris Jay McBride) writes:
>There are some differences between the IBM, Mac, and Amiga versions an
>version. The ST version does not have the 'cheat' that allows you to
>embezzle funds (to the tune of $10,000 a pop). To do this on the other
>computer versions you just type in 'FUND' during the normal course of the game
>and it will give you $10,000. There is a catch, you cant do it more than a
>couple of times in a row, or you will suffer a major earthquake disaster.
>
>I wondered that since the ST version of Simcity was programmed by Infrogrames
>(a french company (?)), that you might have to type in the french word for
>FUND. But I have no idea what that is. Anyone have any ideas as to what
>the cheat might be (if there is one).

Actually, the cheat does exist. Try typing MONEY instead of funs, it
seems to work the same as on the IBM version of the game.

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=

583. Help with HP printer drivers

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 16:43:43 UTC
From: mjv@brownvm.brown.edu
Message-ID: <44342@brunix.UUCP>
Source record: 240050

Hi everyone,
I'm writing a review of the HP LaserJet III for Current Notes and would like to get some info. What programs do you know (or more specifically have you used) that have HP printer drivers (it can be any HP laser or deskjet)? Is there a GDOS driver (& who makes it)? Any experiences you have had with a LaserJet/DeskJet configuration?

Thanks a heap!!

Marshall

--mjv@brownvm.brown.edu

584. Re: 44 Meg SyQuest Removable Drive and SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 16:43:55 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Jul3.164355.9678@athena.mit.edu>
Source record: 239951

Are the Megafile 44's available in the US? And Where, if so...

Chris

PS.. Yes, my floppy has me THAT pissed off....

585. Re: QuickST vs TurboST

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 16:46:45 UTC
From: bill@mwca.UUCP
Message-ID: <1658@mwca.UUCP>
Source record: 239953

In article <1990Jul2.043449.14282@cbnews.att.com> nrc@cbnews.att.com (N. Richard Caldwell) writes:
>First a little disclaimer, I own the fourth copy of Turbo ST sold and
>I have been beta testing for SofTrek...
>In article <1996@electro.com> ignac@electro.com (Ignac Kolenko) writes:
>>...
>>Quick ST supports GDOS fonts, Turbo ST doesn't.
>>...
>>...other Quick ST/Turbo ST comparisons
>...
>"Don't drive too slowly." Richard Caldwell
> att!cbnews!nrc
> nrc@cbnews.att.com

Can I put in a plea that this not become July's first full-fledged overblown war of words between opposing camps? Turbo ST and Quick ST each have good and bad points, they are both well-supported products, and the competition between them has doubtlessly made them both much better products.

Both sides have made informative postings, let's not have it degenerate into mindless name-calling.

(So far it hasn't, I'm just trying to prevent it).

Thanks!!!

--
##
Bill Sheppard # OS-9: Seven generations beyond __/_!!
Microware Systems Corporation # OS-9000: 4500 times better than...
########Opinions expressed are my own, though you'd be wise to adopt them!#######

586. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 18:16:30 UTC
From: BLS7@psuvm.psu.edu
Message-ID: <90184.141630BLS7@psuvm.psu.edu>
Source record: 239957
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

In article <1683.268f792f@hamavnet.com>, henderson@hamavnet.com says:
>
>Hello there,
>
>I managed to get a hold of the KA9Q package for the Atari ST. It took quite a
>bit of looking and asking, until a kind sould in Europe uucp'd me the files.
>
>If someone would like a copy of the files, I'd be happy to uucp them to you.

The files for KA9Q are also on terminator.cc.umich.edu for annonomous ftp under
the /atari/telecomm directory. Thought you would like to know. :-)

Babs Silvas

587. Re: Pictures on the ST (Amiga's RULES)

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 18:38:47 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90184.133847SPLITE@MTUS5.BITNET>
Source record: 239958

In article <13008@cbmvax.commodore.com>, joe@cbmvax.commodore.com (Joe O'Hara - Product Assurance) says:
>
>Please, Amiga owners, be polite when visiting other groups. There's no need
>to start flame wars over differences in various system designs. Leave
>religious fervor in the realm of metaphysics.
>--
>==
> Joe O'Hara || Disclaimer: I didn't say that!
> Commodore Electronics Ltd ||
> Product Assurance || "I never lie when I have sand in my shoes."
> Systems Evaluation Group || - Geordi LeForge, Star Trek TNG
>==
>
Thank you, Joe. That should be worth a Nobel Peace Prize. ;-)
Kinda funny, what with Communism in decline, the environment a mess, the drug problem, etc., etc., that we get all hyped over how many MegaFroznits our monitors run at, eh? A little cooperation amd respect would go a long way. (Besides, we _should_ be beating up on MS-DOS users! ;-)

Steve Plite <SPLITE@MTUS5> "Don't shoot me, I'm only the consultant"

588. Re: Help with HP printer drivers

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 21:50:15 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul3.215015.20185@math.lsa.umich.edu>
Source record: 239960

In article <44342@brunix.UUCP> mjv@brownvm.brown.edu (Marshall Vale) writes:
> Hi everyone,
> I'm writing a review of the HP LaserJet III for Current Notes and would
>like to get some info. What programs do you know (or more specifically
>have you used) that have HP printer drivers (it can be any HP laser or
>deskjet)? Is there a GDOS driver (& who makes it)? Any experiences you
>have had with a LaserJet/DeskJet configuration?

NeoCept, the guys who put out WordUp, also have their TurboJet package,
which gives you GDOS drivers for Deskjet, QuietJet, ThinkJet, LaserJet,
etc. I.e., most of the HP -Jet printers I've ever seen. I can't say
anything about it other than that I've seen this stuff advertised. I don't
own any of these printers, so I haven't been too curious...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

589. Reading Disk Directorys and Folders Recursively.

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 22:10:46 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Jul3.221046.1818@monu6.cc.monash.edu.au>
Source record: 239956

Can someone out there tell me if there is available a program
which will read a directory and folder contents from a disk and then
write said info to a file. It must be able to read folders recursively.

I need this so that i can produce an archive listing of what
file i have on hand. Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

590. Email to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 22:40:02 UTC
From: rob@hp-ses.SDE.HP.COM
Message-ID: <3230001@hp-ses.SDE.HP.COM>
Source record: 239968

Anyone know the mail path to Atari?

-Rob

591. Re: 68030 speed increases (was Re: Atari TT 030 La

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 22:48:06 UTC
From: gmaster@malihh.hanse.de
Message-ID: <3210744@malihh.hanse.de>
Source record: 239959

Im Artikel <SCOTT.90Jun23011233@croaker.cs.odu.edu> schreibt scott@cs.odu.edu (Scott Yelich):
> >>32 Mhz in Europe. As far as I have read in several (european) magazines,
> >>the TT will have a 16 Mhz (alas).
> >It is also possible that some new person with no experience got mixed
> >up about the difference between Mhz and bits.
>
> 32mHz? I hears it was 32MiPs! Really.

I think it were 32 serial ports... 8-)

gm

--
+ Carsten Lutz, Rellingen, FRG +
+ gmaster@malihh.hanse.de (& g.master@mcshh.sub.org) +
+ Voice : 04101/207871 Fax : 04101/27757 malihh : 04101/22306 +

592. Re: Looking for DeskJet+ printer driver for Publishing Partner

Newsgroup: comp.sys.atari.st
Date: 1990-07-03 23:37:35 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Jul4003735@host.fctunl.rccn.pt>
Source record: 239961

In article <1736@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (SCOILE@GMUVAX.GMU.EDU) writes:
Does anyone know where I can get a PD DeskJet+ printer driver for
Publishing Partner? FTP prefered.

Thanks.

-Steve Coile
SCOILE@GMUVAX.GMU.EDU
.BITNET

I would also like that info (or even a DeskJet only printer driver).

Thanks also.

-jp

--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

593. Re: DTP and postscript output.

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 03:43:30 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1990Jul4.034330.23262@kodak.kodak.com>
Source record: 239962

PageStream most definitely supports PostScript output. I don't know about the others.

Bruce Nelson

594. Re: 44 Meg SyQuest Removable Drive and SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 06:53:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <31406@cup.portal.com>
Source record: 239963

Christopher K. Brown asks:

>Are the Megafile 44's available in the US? And Where, if so...

Yes, the Atari Megafile 44 is available in the US, and has been for several months now... Atari quietly slipped it into distribution with no fanfare, no marketing, and very little availability.

They're available at your local Atari dealer... if you're lucky enough to live anywhere near the approximately 43 Atari dealers left in the entire country...

You might call Atari Corp and see if they'll sell you one directly... or a better idea might be to contact a company that's actually interested in selling a product like this, like Toad Computers or ABCO for example.

BobR

595. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 08:28:35 UTC
From: ge@phoibos.cs.kun.nl
Message-ID: <1753@wn1.sci.kun.nl>
Source record: 239965

bill@mwca.UUCP (Bill Sheppard) writes:

>I've seen the same thing when using OS-9's PC File Manager to write PC-
>compatible disks - when looked at on the ST the directory looks fine, but
>the same sector or few sectors are repeated throughout the file. I can copy
>the file to a real PC, delete the file, and re-copy back to the disk and then
>my ST can read it. Any ideas what might produce this behavior?

What did you use to format those disks. If you use TOS all bets are off.
Better use a PC.
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1 tel. +3180612483 (UTC+1,
6525 ED Nijmegen, the Netherlands UTC+2 march/september

596. Re: sh204 problems

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 09:15:12 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2952@medusa.informatik.uni-erlangen.de>
Source record: 239964

brunk@wheaton.UUCP (Rob Brunk) writes:
> -brought my hard drive (heads parked) to a friend's house to connect with
> his hard drive. He had a FA/ST 80Mb drive. We never got them to work and
> that was the first time I saw my drive act up. The busy light would stay on
> all the time once the computer was switched on, and it would not respond.
So the host adaptor crashed for some reason.

> -I then ran a program that measures disk rpm's and found that my drive
> varies as much 20 rpm's when consecutive tests are taken. I am not sure of
> the reliability of that program but I became worried that it was correct.
> If I listen very carefully, I can hear a high-pitched squeal that seems to
> fluctuate around a little when I turn my HD on.
What's the program's name? I don't think the difference of 20 rpms should
bother you; it's most probably the program's fault. Try the program with
other drives, and you'll see.

>Has anyone ever experienced similar problems? Someone did tell me that it
>might need a good cleaning since it has been in dorm rooms for 2 years now. If
>that is true, is it worth getting it cleaned or should I just spend my money on
>a new drive. This drive is about 2.5 years old and I have never had any
>problems like this before.
What do you want to get cleaned in a hard disk? The disk drive itself is
sealed and will never come back to life if you'd try to clean it.

To summarize, you should do some additional tests on your hard drive.
What kind of ST do you own? STEs like to trash your hard disk data
sometimes, and the MegaSTs with those IMP chips installed have other
problems concerning DMA transfers, especially over long cables, or if
there are more than two drives connected to the DMA bus. Check your
cables. Try one from a friend. Try to get your hands on some low-
level check program for your SH204. (I have written one and would
like to send it to you via snail mail if you send me a disk. At the
moment, I can't post it, sorry.)

>Thank you very much,
> Rob
Good luck!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

597. Turn the ST into an AT??

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 11:41:01 UTC
From: joep@tnosoes.izf.tno.nl
Message-ID: <1211@tnosoes.izf.tno.nl>
Source record: 239967

Because I want to add MS-DOS to my atari, I was thinking of
PC Speed. But last week somebody told me about the possibility
of changing the ST into an AT. Has somebody already seen this
hardware?

My local dealer told my it's not available in the Netherlands (yet) and
when it is, it costs about the same as PC Speed. Is it already for sale
in the USA or Germany? How good is it? Any information is good.

Joep.

==
Joep Mathijssen
TNO Institute for Perception Phone : +31 34 63 562 11
P.O. Box 23 Fax : +31 34 63 539 77
3769 ZG Soesterberg E-mail: uunet!hp4nl.nluug.nl!tnosoes!joep
The Netherlands or: joep@izf.tno.nl
==

598. Compatibility of 1040ST vs. 1meg 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 12:10:29 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <90185.071029MCCABE@MTUS5.BITNET>
Source record: 239973

I'm selling my one megabyte 520ST to someone with a 1040ST, and he wants to be sure all his usual programs will work on my machine. Are there any compatibility problems between a 1040 and a 1meg 520?

Jim McCabe
MCCABE @ MTUS5.BITNET

599. Portfolio & Metal Detectors Qu?

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 12:29:40 UTC
From: curt@quest.UUCP
Message-ID: <10173@quest.UUCP>
Source record: 239966

A Question about the Atari Portfolio computer.

A friend of mine is travelling to Europe soon and plans to take her
Portfolio with her. What dangers will the Airport metal detectors
and X-ray machines be to it? Any horror or "Took a licking and
keeps on ticking" stories. Suggestions are welcome.

I would rather part with my left ear than part with my 1040.

WAIT! It might be DANGEROUS... You go first.
==========
Curtis, Knight of the White Feather. Contrary.
work: curt@quest.uucp 612-894-7752 home: 612-894-9917
==========

600. ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 15:05:42 UTC
From: arc@desire.wright.edu
Message-ID: <746.2691bf77@desire.wright.edu>
Source record: 239971

Here's a "nice" question for you ST people. It's about the blitter, of course. I know you guys can "hack" and put a blitter in the 520/1040, and that the MEGA, STe(?), and TT(?) come with one. But what are the blit sizes for those blitters? Our "old" blitters are 1Kx1K and the new ones (which started beginnish of last year) are 32Kx32K blit sizes... I hope SOMEONE CAN ANSWER THIS! OH, ONE MORE important question. A programmer friend of mine told me that ST's OS (1.4 in the 520/1040?) is/was CP/M with a GEM overlay? Is that true? And, if you DON'T know what the heck you're talking about, PLEASE DON'T REPLY, I'm sick of stupid people.

THANK YOU,
Jim...

601. Re: Re: Email to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 15:50:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1448613092@thelake.mn.org>
Source record: 239970

[In article <3230001@hp-ses.SDE.HP.COM>,
rob@hp-ses.SDE.HP.COM (Robert Oyung) writes ...]

>
> Anyone know the mail path to Atari?
>

The trouble with paths is that they vary depending on where you are.

portal!atari!<whomever> and sun!imagen!atari!<whomever> may work if
you can find a path to those better-known sites (sun.com, portal.com).

I have found that rutgers.edu and plains.nodak.edu maintain very
reliable UUCP path databases. When people mail to thelake!steve
instead of steve@thelake.mn.org, the mail usually goes through one
of those two sites.

Atari Corp. really should get a registered domain address. It doesn't
cost anything to speak of and you don't need an Internet connection.
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

602. Sending Non TOS format disks over the net (was Union Demo)

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 15:58:10 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <3401.26921212@ccvax.ucd.ie>
Source record: 239969

In article <1656@mwca.UUCP>, bill@mwca.UUCP (Bill Sheppard) writes:
> Thanks to everyone who offered to send me the Union and other demoes! The
> response was great, mostly from Europe, although I'll only need to send to
> Seattle for it (I'm in N. California).
>
> Perhaps it would be a good project for someone to hack the built-in program
> copier to allow the disk to be saved to a normal file, then recreate the
> disk elsewhere (for easier world-wide distribution!).
>
>
>
> --
> ##
> # Bill Sheppard # OS-9: Seven generations beyond __/_!! #
> # Microware Systems Corporation # OS-9000: 4500 times better than... #
> ########Opinions expressed are my own, though you'd be wise to adopt them!########

There is a program called Magic Shadow that can be used to send non
TOS format disks over the net and recreate them at the far end. It could be
used for the Union demo above or for the netter looking for the CPM emulator
system disk or even for Spectre/Magic Sac/Aladin disks, but not I think for
real mac disks. It's PD and available from several mail servers.

Padraig.

603. Re: Blitter Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 19:49:55 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <3660@bdt.UUCP>
Source record: 239974

```
Do you have suggestions on books or articles or even better source code that
can read 1024 byte sectors with 5 sectors per track??
```

604. Terminator Mail Service: Bart Update

Newsgroup: comp.sys.atari.st
Date: 1990-07-04 23:11:06 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul4.231106.10541@math.lsa.umich.edu>
Source record: 239972

Terminator is on the verge of being back in the mail business. BART (bart for short) is in the hands of some valiant beta-testers who have volunteered to make sure I didn't mess it up too badly.

With any luck, terminator will be open for mail business within the week. I will post an article here when we are ready.

I am arranging for other sites to test bart. Eventually, the code will be released to the net.

Jon - dyer@math.lsa.umich.edu Umich - where everyone sleeps... always Bart-man!

605. Convert SUN raster pictures to ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 05:23:25 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1990Jul5.052325.24867@eua.ericsson.se>
Source record: 239975

Does anybody know a program that converts Sun raster pictures to
a format that can be used for the ST (mono)??? I would like
to use a scanner connected to a SUN to scan in pictures and use
them on my STe.

--
Arto.Nummelin@eua.ericsson.se
---

606. gdos

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 08:53:07 UTC
From: christ@informatik.uni-stuttgart.de
Message-ID: <CHRIST.90Jul5105307@is.informatik.uni-stuttgart.de>
Source record: 239976

I need some help on GDOS:

* what is it? is it public domain?
* where can I get screen and printer fonts/drivers?

mail, I'll summarize.

--
Oli

Oliver Christ
christ@is.informatik.uni-stuttgart.de

Institute for Computer Sciences (Institut f"ur Informatik)
University of Stuttgart
West-Germany
---

607. Re: 68030 speed increases (was Re: Atari TT 030 La

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 14:23:08 UTC
From: ignac@electro.com
Message-ID: <2079@electro.com>
Source record: 239992

In article <3210744@malihh.hanse.de> gmaster@malihh.hanse.de (Carsten Lutz) writes:
>Im Artikel <SCOTT.90Jun23011233@croaker.cs.odu.edu> schreibt scott@cs.odu.edu (Scott Yelich):
>> >>32 Mhz in Europe. As far as I have read in several (european) magazines,
>> >>the TT will have a 16 Mhz (alas).
>> >It is also possible that some new person with no experience got mixed
>> >up about the difference between Mhz and bits.
>>
>> 32mHz? I hears it was 32MiPs! Really.
>
>I think it were 32 serial ports... 8-)

sure it wasn't 32 pounds in weight??

(liberal sprinkling of smilies)

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

608. Re: Compatibility of 1040ST vs. 1meg 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 15:26:53 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Jul5.152653.23308@athena.mit.edu>
Source record: 239982

I've had an upgraded 520 for longer than I can remember. Never had any compatability problems with 1040 stuff, they're the same machine minus built in drive.

I bought my 520 the first Christmas they were available in the US and upgraded about 4 months later.

Chris

609. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 17:18:00 UTC
From: mn@atari.UUCP
Message-ID: <2235@atari.UUCP>
Source record: 239986
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

In article <90184.141630BLS7@psuvm.psu.edu> BLS7@psuvm.psu.edu writes:
>In article <1683.268f792f@hamavnet.com>, henderson@hamavnet.com says:
>>
>>Hello there,
>>
>>I managed to get a hold of the KA9Q package for the Atari ST. It took quite a
>>bit of looking and asking, until a kind sould in Europe uucp'd me the files.
>>
>>If someone would like a copy of the files, I'd be happy to uucp them to you.
>
>The files for KA9Q are also on terminator.cc.umich.edu for annonomous ftp under
>the /atari/telecomm directory. Thought you would like to know. :-)
>
>Babs Silvas

The KA9Q is a ham radio callsign. Armed with that knowledge you could also
have gone to a public library that has a copy of the ARRL ham radio callsign
directory and found his (or her) address and written them directly.

```
-------------------------------------------------------------------------
| Michael Nowicki N6LUU Atari Corp,Sunnyvale CA /TT/UNIX/X team |
|.......................................................................|
| char *disclaimer=" Views expressed are my own, not my employer's"; |
-------------------------------------------------------------------------
```

610. ATARI CDAR504 CD ROM PLAYER

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 17:38:16 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1956@lzsc.ATT.COM>
Source record: 239988

Notes on the CDAR504.

Since the only traffic dealing with the CDAR504 I have seen is my own,
I may be speaking in a vacuum. Nevertheless, here are my observations.

ATARI has made the CDAR504 available to DEVELOPERS at a very reasonable
price. Further, there is evidence of plans to release a demo CD of
ATARI software, which implies that sometime dealers will have CD players
to use. And Sell?

I bought one of these beasties, to see what it would do.

1. I tried it on a Music CD. The CDAR504 plays them. There is even a
DA to allow cataloging the tracks of multiple CD's. NEAT!

2. There are no native ATARI CD's yet. (Or least, I don't have access
to one). So no comment on their use.

3. There are lots of MS/DOS Data CD's. I got hold of two that are intended
for IBM PC's using the Microsoft CD Rom Extensions (MSCDEX).

The CDAR504 comes with software that functions similarly to MSCDEX
which allows trapping all the GEM OS calls the access files and
permits doing it the mscdex way. (Remember we have file systems
of == 600 million bytes; far exceeding the gem/ms-dos limits of
32 million bytes).

The CD's may be opened from the desktop and files accessed, read,
copied, and the like, without limitation. Of course it is hard
to copy a file of 200 million bytes to something else. The real
problem is that most of the data is compressed and is meant to be
read with a program supplied in the directory structure of the
CD rom. If the program had been native for an ATARI it would
surely work. Unfortunately, the programs are for IBM PC's.

4. I modified PC-Ditto I (a true emulator) to interface to MSCDEX and
permit accessing the CDAR504. Now I can access the whole disk
and display the encoded information. It is copyable also.

5. Next I got an Apple demo CD. This is a true multi-media (nice buzz
word, right!) disk. It has 5 tracks on it, tracks 2 and 3 are
speeches describing how great the CD is. These tracks play on
my Sony CD player; NOT on the CDAR504. TROUBLE here!!

When I try use the CDAR504 to read the contents of the data tracks
it refused.

Problems with a CDAR504.

1. It turns out that this device internally will access only 2 types of CD rom data structure:
A. Music. The magic code is MUSIC, and multiple tracks may be specified. This can be played, but the binary read commands are disallowed. No looking at the bits!!.
B. Data. The magic code is DATA. A MSCDEX compatible CD then describes 1 track (containing the whole disk). This can be read, but not played as music.

2. A Multimedia CD (as Apple does it) is structured as:
A. The magic code is DATA, but multiple tracks are specified. Think of this as the same as the partitioning of a Hard Disk. The tracks serve to give Start and Extent, not Content.

The CDAR504 handles this disk by allowing reads of track 1, and blocking access to the other tracks.

A Conclusion.

I bought the CDAR504 knowing only that it would play music, and read a yet to be produced Atari CD-rom. I found that it will read and support the common CD-roms for the IBM PC using the MSCDEX software. Finally I found that it will not read multi track data cd's which I suspect covers most of the multimedia ones that combine voice and data.

Hopefully, ATARI will see this and consider potential changes in their CDARxxx product line if it is ever released.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

611. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 17:40:01 UTC
From: marc@uni-paderborn.de
Message-ID: <1990Jul5.174001.14176@uni-paderborn.de>
Source record: 239978

Is it true that Sim City runs in Low Res only? I read about the game in Newsweek (!) a couple of months ago and was since then eagerly waiting for the ST version to come out. What a pity if I couldn't play it just because of my black & white monitor!

Are there any rumors whether Sim City will once run in Hi Res?

Marc
--

Marc Gumbold EMail: marc@uni-paderborn.de Phone: +49 5251 60 3803
Snail: Uni-GH Paderborn, FB17i, 4790 Paderborn, W. Germany

612. Re: ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 18:18:03 UTC
From: arsen@milkfs.itstd.sri.com
Message-ID: <32397@sparkyfs.istc.sri.com>
Source record: 239980

In article <746.2691bf77@desire.wright.edu> arc@desire.wright.edu writes:
>
>
[Stuff about Blitter deleted as I Don't know the answer]
>THIS! OH, ONE MORE important question. A programmer friend of mine told me
>that ST's OS (1.4 in the 520/1040?) is/was CP/M with a GEM overlay? Is that
>true? And, if you DON'T know what the heck you're talking about, PLEASE DON'T
>REPLY, I'm sick of stupid people.
>
>
> THANK YOU,
> Jim...

Jim, The underlying OS for the ST is TOS it stands for Traimel
Operating System (if I spelled his name wrong forgive me) it is its
own entity but from looking at the bios and xbios calls it seems to be
losely based on MSDOS, probably due to GEM being a MSDOS application
ported over to the Atari (and it also explains the compatabilties
between disk formats). But it is not a MSDOS clone as a lot of the
underlying structures (interupts and memory addressing) and it does
not use loadable device drivers (all device drivers are loaded as
TSR's). CP/M was used in the prototype of the ST but it was found to
slow the machine too much so it was scraped.

Thomas J. Arseneault
INTERNET: arsen@itstd.sri.com
SRI International

613. Proposal: COMP.WARS newsgroup

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 18:42:48 UTC
From: owen@euclid.enet.dec.com
Message-ID: <13107@shlump.nac.dec.com>
Source record: 239977
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.ibm.pc,comp.sys.atari.st,news.groups

At school we had a conference called 'COMP.WARS' which basicly was the place where all should go to try to prove that their computer was better than the next guys. It was mostly a battle of home computers, so it was IBM vs AMIGA vs MAC, but anyone was invited. It was usually a pretty heated battle, but personal flames were against the rules.

It was nice because it kept the flame wars out of the actual computer conferences (news groups), and it shed some light on each computer's capabilities, weakneses and strengths.

What do you all think of having such a news group? Either comp.wars, or alt.comp.wars. As far as I know, there is no such conference now, and I think it would be fun and interesting to have one.

Discussion? Pros/Cons etc... let's hear it!

I think it would be a good idea to keep the discussion for this news group in NEWS.GROUPS where it belongs, but you can send your ideas to me at owen@euclid.enet.dec.com.

PLEASE don't send me your opinions about yours or other computers, that's what the news group will be for, should it become a reality.

```
------------------------------------------------------------------------------
Steve | owen@euclid.enet.dec.com (Jul-Dec) or sowen@lynx.northeastern.edu(Jan+)
Owen | "Reasoning is Partly Insane, Image Just an Eyeless Game"-Neil Peart
==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==-
Bootleg collectors(U2,CuRE,REM,etc),send me mail! All normal disclaimers apply.
------------------------------------------------------------------------------
```

614. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 18:43:48 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Jul5.184348.16232@ux1.cso.uiuc.edu>
Source record: 239979

I was reading about the ST version of Sim City on GEnie, and I am
pretty sure that it is low-res only. Sorry.

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>
GEnie: j.gordon14

615. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 19:04:47 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <31449@cup.portal.com>
Source record: 239985

Babs Silvas writes:

> The files for KA9Q are also on terminator.cc.umich.edu for annonomous ftp und
er
> the /atari/telecomm directory. Thought you would like to know. :-)

1. I have it on good authority that the version on Terminator is not current.

2. Not everybody on the net can use FTP. Including myself.
- hbm

Henry B. Messenger "You want my reply?
henry_burdett_messenger@cup.portal.com What was the question?
I was looking at the big sky."

616. Re: Pictures on the ST (Amiga's side!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 19:52:54 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13062@cbmvax.commodore.com>
Source record: 239981

In article <1990Jul2.071658.16558@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

>The trick is pretty obvious, it seems. Just use two screens, and flip the
>physical page on every vertical blank. This effectively doubles the number
>of bits per pixel, and as expected, squares the number of colors that can
>be displayed at once on screen. It also introduces an incredibly annoying
>flicker... But hey, Amigans settle for a megapixel display that updates at
>15 hertz, 30 hertz is a lot better.

You're confused about the Amiga megapixel display. While it's true that the entire display is logically updated at either 10Hz or 15Hz (selectable), the actual video refresh rate (eg, will it flicker?) is 60Hz in the 1008x800x2 mode, and 50Hz in the 1008x1024x2 mode. You don't see any flicker on these displays. But they're not suitable, in the high resolution modes, for real time on screen animation. Not that anyone using a monochrome display is all that concerned about animation anyway. The simple case of the mouse pointer "animation" is handled by "mouse-tracking", where the quadrant or sextant of the logical screen containing the mouse pointer is updated more often. Note that, to the system, the screen looks just like you'd expect a megapixel screen to look, it's only the actual screen driver that must perform any special tricks to display on one of these monitors.

> -- Howard Chu @ University of Michigan
> ... the glass is always greener on the side ...

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
"I have been given the freedom to do as I see fit" -REM

617. Re: ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 22:50:13 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2959@medusa.informatik.uni-erlangen.de>
Source record: 239983

arc@desire.wright.edu writes:

> Here's a "nice" question for you ST people. It's about the blitter, of
>course. I know you guys can "hack" and put a blitter in the 520/1040, and that
>the MEGA, STe(?), and TT(?) come with one. But what are the blit sizes for
The TT has no blitter. Blitters don't make sense in a 68030 system with
burst transfers. Well, not much sense, that is.

>THIS! OH, ONE MORE important question. A programmer friend of mine told me
>that ST's OS (1.4 in the 520/1040?) is/was CP/M with a GEM overlay? Is that
>true? And, if you DON'T know what the heck you're talking about, PLEASE DON'T
That's not correct. TOS is based on GEMDOS which is much more of a DOS clone
than some CP/M derivate. GEM, consisting of AES and VDI, sits on top of it.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

618. Re: ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-05 22:53:17 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2960@medusa.informatik.uni-erlangen.de>
Source record: 239984

arsen@milkfs.itstd.sri.com (Tom Arseneault) writes:

>Jim, The underlying OS for the ST is TOS it stands for Traimel
>Operating System (if I spelled his name wrong forgive me) it is its
TOS = The Operating System! (This is the official DR name.)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

619. Re: a "translator" for STe?

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 01:02:08 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul6.010208.4350@sun.soe.clarkson.edu>
Source record: 239987

```
From article <1433@nyx.UUCP>, by mmiller@nyx.UUCP (Mark Thomas Miller):
>
> In past postings on here, people have been complaining about STe
> incompatibility with certain software. If you'll remember many years ago,
...
> Translator disk, which loaded the old 800 OS into RAM of the XL or XE
...
> (like ver. 1.0 or 1.4) on disk, that would take over as the ST OS, so that
> those programs that do not run on the STe (particularly games, as has been
> mentioned) CAN be run, because the characteristics that those programs
...

A friend and I tried this very thing with our STe's and TOS 1.0 on disk.
It helped "a little"... some programs that bombed right away, didn't
bomb right away, but did bomb a little later due to something else...

A good example: ST-TALKER, a neat speech synthesizer. Bombed under TOS 1.6
when you tried to make it say ANYTHING. With TOS 1.0 in memory, it
spoke, but bombs when you try to pull out the extra speech settings window.

But the benefits of the STe far outway the disadvantages as I see it...

AAron nAAs
AAron@sun.soe.clarkson.edu
```

620. Re: Proposal: COMP.WARS newsgroup

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 01:40:01 UTC
From: ked01@ccc.amdahl.com
Message-ID: <a7FO02Ao01DW01@JUTS.ccc.amdahl.com>
Source record: 239989
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.ibm.pc,comp.sys.atari.st,news.groups

In article <13107@shlump.nac.dec.com>, owen@euclid.enet.dec.com (Steve Owen) writes:
>
> At school we had a conference called 'COMP.WARS' which basicly was the place
>
> What do you all think of having such a news group? Either comp.wars, or
> alt.comp.wars. As far as I know, there is no such conference now, and I think
> it would be fun and interesting to have one.

I think it already exists. It's called alt.religion.computers. It does
not stop the "wars" that typically are the result of crossposted
questions, or worse crossposted opinions.

Note: followups are directed to news.groups, which is where a discussion
such as *this* belongs. It does NOT belong crossposted to all the
comp.sys.* groups in sight!

/kim

--
UUCP: kim@uts.amdahl.com -OR- ked01@juts.ccc.amdahl.com
or: {sun,decwrl,hplabs,pyramid,uunet,oliveb,ames}!amdahl!kim
DDD: 408-746-8462
USPS: Amdahl Corp. M/S 249, 1250 E. Arques Av, Sunnyvale, CA 94086
BIX: kdevaughn GEnie: K.DEVAUGHN CIS: 76535,25

621. Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 03:07:26 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul6.030726.24719@wolves.uucp>
Source record: 239990

How does one go about constructing a circuit that will hold off
the 1040ST until the hard drive gets up to speed?
(other than the listen and then flip switch interface :-)

Later,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

622. Re: ATARI CDAR504 CD ROM PLAYER

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 04:00:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul6.040051.10256@chinet.chi.il.us>
Source record: 239993

I hesitate to speak in the same discussion with Howard, who knows device drivers awfully well. But from what little I've been able to learn, (another reason I hesitate--I don't have one) the CDAR504 and its driver software have been designed for greatest flexibility. Physical and logical disk access functions are separated as much as possible. The boldness of the attempt should be viewed in light of the fact that for PC applications, it's now common to regard the CD ROM, the player and the access software as one purchase. It's unsafe to presume ANY degree of interoperability. In this context, the serious problems mentioned aren't all that discouraging. The ST may yet become the universal CD reader. It clearly isn't there yet.
On a related note: can anyone tell me how to get the documents describing the CD ROM 'standards'? (High Sierra and ISO something-or-other). I can see a few applications, but I don't know remotely enough.
Steve J.

623. Re: Questions on Mega4/HD/Laser setup (+ Dave & Bea)

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 05:52:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <31479@cup.portal.com>
Source record: 239995

Graham Thomas writes:
> ... But first: I was looking through the ROM address space of TOS
>1.4 and was delighted to find (at address $FD0294 AND $FD3206) that Dave
>Staugas still (after 2 ROM revisions) loves Bea Hablig. Not only that,
>but (at $FD124E) that Jim (Eisenstein?) loves Jeneane.

Nice to get independant confirmation of the veracity of what Neil Harris,
John Townsend, Alan Pratt, Ken B., and others from Atari have been telling
us all along... there just isn't any room in the TOS ROMs to add any more
useful features for us...

BobR

624. Re: Re: MicroEmacs on 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 06:11:22 UTC
From: steve@thelake.mn.org
Message-ID: <A158012646@thelake.mn.org>
Source record: 239994

[In article <1990Jul4.023225.17342@msuinfo.cl.msu.edu>,
schultzd@kira.msu.edu (David Schultz) writes ...]

> Does anyone know of a version of microemacs that will run on a
> 520ST with standard 0.5meg and TOS1.0? I have tried gnome
> and Jove from terminator but both giver TOS error -39 (Insufficient
> Memory) and sometimes give error -66 (Invalid executable file format).

This is puzzling. I have not had any trouble running GNOME, JOVE,
MGE, Conroy's MicroEMACS or Daniel Lawrence's MicroEMACS in 512K.

> Respond via e-mail... summary posted if requ'ed...
> --
> David W. Schultz | schultzd@frith.egr.msu.edu

Love to. Unfortunately, neither kira.msu.edu nor frith.egr.msu.edu
seems to exist. I've tried to mail you my favorite version of
MicroEMACS at least four times, only to have it returned by two
Internet mailers (cs.umn.edu and nic.mr.net). If you can send me a
valid address, I'll try again.
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

625. Re: ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 11:26:06 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Jul6122606@host.fctunl.rccn.pt>
Source record: 239857

In article <746.2691bf77@desire.wright.edu> arc@desire.wright.edu writes:

OH, ONE MORE important question. A programmer friend of mine told me
that ST's OS (1.4 in the 520/1040?) is/was CP/M with a GEM overlay? Is that
true? And, if you DON'T know what the heck you're talking about, PLEASE DON'T
REPLY, I'm sick of stupid people.

The ST's OS, which is TOS (Tramiel Operating System in the good old
days, The Operating System nowadays (official name from DR as I read
from csbrod?), Thirty-two Operating System (32-bit, geddit)) is from
Digital Research, which wrote CP/M. While they were writing the OS for
the ST, they based it in CP/M 68K, a version for the MC68000, and
that's where the CP/M base comes from. Mind you, it's just based on,
not real CP/M.

-jp
--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

626. Re: Blitter Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 11:33:23 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Jul6123323@host.fctunl.rccn.pt>
Source record: 239858

In article <3660@bdt.UUCP> ALBERT_DAYES@bdt.UUCP writes:

Do you have suggestions on books or articles or even better source code that
can read 1024 byte sectors with 5 sectors per track??

Well, I think that, with the proper information in the boot sector
(ie, saying it has 1024 bytes/sector, 1 or 2 sectors/cluster, 5
sectors/track, 80/82 tracks, 2 disk sides, 800/820 sectors), TOS will
read the disk quite happily. It has got the required info in the boot
sector, so while not use it?

-jp
--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

627. Re: ATARI CDAR504 CD ROM PLAYER

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 12:09:04 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2963@medusa.informatik.uni-erlangen.de>
Source record: 239991

hcj@lzsc.ATT.COM (HC Johnson) writes:

>I bought one of these beasties, to see what it would do.

>1. I tried it on a Music CD. The CDAR504 plays them. There is even a
> DA to allow cataloging the tracks of multiple CD's. NEAT!
An official DA from ATARI? Why didn't I see that all the time?

>2. There are no native ATARI CD's yet. (Or least, I don't have access
> to one). So no comment on their use.
The German software company MAXON collaborated with ATARI Germany and
Bertelsmann in producing a CD-ROM containing nearly 200 PD disks. This
CD comes with every CDAR504 in Germany; at least that's what ATARI
says when I checked the situation some months ago.

There's also been a demo CD with some demo software from several German
software companies that had been produced for the 1988 ATARI fair in
Duesseldorf.

> The CD's may be opened from the desktop and files accessed, read,
> copied, and the like, without limitation. Of course it is hard
> to copy a file of 200 million bytes to something else. The real
> problem is that most of the data is compressed and is meant to be
> read with a program supplied in the directory structure of the
> CD rom. If the program had been native for an ATARI it would
> surely work. Unfortunately, the programs are for IBM PC's.

Rumours say that there is a software package from a Dutch company
that allows some of those DOS CD data to be retrieved on the ST.
I think they said something about CDs that can be viewed under DOS
with the Microsoft Bookshelf environment.
>4. I modified PC-Ditto I (a true emulator) to interface to MSCDEX and
> permit accessing the CDAR504. Now I can access the whole disk
> and display the encoded information. It is copyable also.
>
Neat hack! Several readers of my book asked me for something like
that. Would you like posting it? How did you do it?

> speeches describing how great the CD is. These tracks play on
> my Sony CD player; NOT on the CDAR504. TROUBLE here!!

Right. The CDAR504 can _not_ handle CDs with combined music and data.
I tried with an early firmware version and made suggestions to ATARI in
order to change that. (Not very difficult, I think.) Is Mr Schmal listening?
What's the current firmware version?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

628. Re: Sending Non TOS format disks over the net (was Union Demo)

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 13:23:47 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul6.132347.28544@cunixf.cc.columbia.edu>
Source record: 239997

In article <3401.26921212@ccvax.ucd.ie> h236_014@ccvax.ucd.ie writes:
>
> There is a program called Magic Shadow that can be used to send non
>TOS format disks over the net and recreate them at the far end. It could be
>used for the Union demo above or for the netter looking for the CPM emulator
>system disk or even for Spectre/Magic Sac/Aladin disks, but not I think for
>real mac disks. It's PD and available from several mail servers.

I have already tried this method. Apparently, the disk is too densely
packed for even shadow to deal with it. The demo is HUGE! I suspect
there is more than a megabyte worth of info on the disk.

> Padraig.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

629. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 13:47:15 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810022@hpnmdla.HP.COM>
Source record: 239852

> >The files for KA9Q are also on terminator.cc.umich.edu for annonomous ftp under
> >the /atari/telecomm directory. Thought you would like to know. :-)
> >
> >Babs Silvas

Michael Nowicki N6LUU writes:

>
> The KA9Q is a ham radio callsign. Armed with that knowledge you could also
> have gone to a public library that has a copy of the ARRL ham radio callsign
> directory and found his (or her) address and written them directly.
>
However, most of the porting of Phil's code to the ST has been done by
amateurs in Europe, DG2KK and recently PE1CHL. Distribution of current
ST code in the US has been a problem, I've mailed out more diskettes than
I would have preferred because of this.

Not only could you have gone to the library, but in northern California
anyway you could have used tcp/ip to finger the amateur radio database
which n6oyu runs and gotten the information via radio. Of course
if you only have an Atari that might require the very code you were trying
to get it ....

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@hpnmd.hp.com

630. res emulators from comp.binaries...

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 13:59:16 UTC
From: schultzd@kira.msu.edu
Message-ID: <1990Jul6.135916.19595@msuinfo.cl.msu.edu>
Source record: 239996

Has anyone gotten the resolution emulators posted to comp.binaries...
to work yet? I get 'Not enough memory to run the application...'

They sound like really cool programs, I would like to see them work...

--
David W. Schultz | schultzd@frith.egr.msu.edu

#define DISCLAIMER "It is NOT my fault...!"
(ARMAGEDDON Development: Writing software for the end of the world!)

631. Re: SIM City

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 15:41:22 UTC
From: rvr@fctunl.rccn.pt
Message-ID: <RVR.90Jul6164122@host.fctunl.rccn.pt>
Source record: 239859

Yes, I have the game here, and it runs only in low-res.

rvr

| Rogerio Reis |
| UUCP: rvr@nccup.pt |
| EAN: rvr@ncc.up.ctt.pt |
---

632. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 16:12:09 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <13154@shlump.nac.dec.com>
Source record: 239999
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

In article <2235@atari.UUCP>, mn@atari.UUCP (Mike Nowicki) writes...
> The KA9Q is a ham radio callsign. Armed with that knowledge you could also
>have gone to a public library that has a copy of the ARRL ham radio callsign
>directory and found his (or her) address and written them directly.

Not a good idea. KA9Q is Phil Karn's call sign. He write the
"original" MS-DOS versions of the code. Other people then write the
variants, such as the Atari version. Walter Doerr DK2GG (or DG2KK?) did
one of the ST ports; a later one comes from somebody in Holland. A
better notesfile to ask in might be rec.ham-radio.packet.

Fred R. Goldstein goldstein@carafe.enet.dec.com
k1io or goldstein@delni.enet.dec.com
voice: +1 508 486 7388

633. Printing text sideways on the SLM804

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 16:49:17 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2694C10D.11359@maccs.dcss.mcmaster.ca>
Source record: 239861

Hello.

Does anyone have or know about a utility that will print text
sideways? I have some text files that are quite wide (ie > 120 columns)
and would like to be able to print them out on a regular printer with a
8.5 inch carriage.

I've seen MSDOS progorams that do this. Is it hard to write a
piece of code that does this? What difference is it on a Diablo compatible
(ie SLM804) or an Epson compatible?

Thanks for any help.
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.ca

634. Re: ATARI CDAR504 CD ROM PLAYER

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 17:36:14 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750071@hpsad.HP.COM>
Source record: 239860

There is a native ST CD-ROM available, a collection of PD programs. Last time I checked (late January), it was about $60 from the store called "computer rock" in San Francisco (where its originators work).

---

635. Help Needed with My Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 18:22:45 UTC
From: BLS7@psuvm.psu.edu
Message-ID: <90187.142245BLS7@psuvm.psu.edu>
Source record: 240000

I need to know the pinout for the ST's mouse. Including which colors go with what pins. My mouse is on its' last legs but, can be saved if I put a new connector on the end. (The mouse is the oringinal mouse that came with the ST.)

Thanx in advance,

Babs Silvis

636. Re: Oh goody! More Amiga <--> ST flame wars!

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 18:34:21 UTC
From: techno@zelator.UUCP
Message-ID: <662@zelator.UUCP>
Source record: 239998

jfbruno@rodan.acs.syr.edu (John Bruno) writes:

>Golly, it's so refreshing not to have to read anything about the Atari when
>I page through comp.sys.atari.st. Maybe we should also discuss the IBM PS/2,
>or perhaps badminton or Spam.

Yeah. that's the spirit ! I always wonder what those Amiga guys (never heard
of a female using an Amiga) are doing here ? Maybe they try to talk budding
ST-buyers out of it, because they feel the amiga is underrepresented. Now,
that's an inferiority (sp ?) complex if ever I saw one !~r

A hard core ATARI ST fan

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

637. TOS 1.6 & Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 19:02:29 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul6.190229.19792@sun.soe.clarkson.edu>
Source record: 239851

From article <1990Jul6.030726.24719@wolves.uucp>, by brian@wolves.uucp (Brian Daniels):
>
> How does one go about constructing a circuit that will hold off
> the 1040ST until the hard drive gets up to speed?
> (other than the listen and then flip switch interface :-)
>

By the way, TOS 1.6 waits about 6 seconds for the harddrive to get up to
speed before continuing to boot.

Not having a harddrive, I just find this annoying. :)

AAron nAAs

638. Re: Questions on Mega4/HD/Laser setup (+ Dave & Bea)

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 19:19:37 UTC
From: alex@athertn.Atherton.COM
Message-ID: <26704@cherry.athertn.Atherton.COM>
Source record: 239853

BobR writes:
>Graham Thomas writes:
>> ... But first: I was looking through the ROM address space of TOS
>>1.4 and was delighted to find (at address $FD0294 AND $FD3206) that Dave
>>Staugas still (after 2 ROM revisions) loves Bea Hablig. Not only that,
>>but (at $FD124E) that Jim (Eisenstein?) loves Jeneane.

>Nice to get independant confirmation of the veracity of what Neil Harris,
>John Townsend, Alan Pratt, Ken B., and others from Atari have been telling
>us all along... there just isn't any room in the TOS ROMs to add any more
>useful features for us...

Give me a break. Encoding this stuff takes maybe 30 bytes, tops. (I
used to write video games, and this kind of stuff is pretty common--you've
got 10 bytes sitting around, so you encode something cute in it. BFD).
If they had 'easter-egged' it, so that if you did something funky
like bring up a dialog box, then hit ALT-SHIFT-CTL-F1-F2 and they
pop a message to that effect, _then_ I'd be upset, 'cause that takes
a chunk of codespace. But 30 bytes? Sheez.

(P.S.-Neil Harris hasn't worked at Atari in quite a while. He works
for Genie now.)

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "AAAAAGH! Friday the 13th is on a Friday this month! |

639. Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 20:51:15 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul6.205115.24379@water.waterloo.edu>
Source record: 239854

In article <1990Jul6.030726.24719@wolves.uucp> brian@wolves.uucp (Brian Daniels) writes:

> How does one go about constructing a circuit that will hold off
> the 1040ST until the hard drive gets up to speed?
> (other than the listen and then flip switch interface :-)

There is a product called Baby Duck or some similar that does
just this. But the guy who built these things got tired of it,
I guess, and designed a software product that does the same thing.

The program is called "duck31" by Larry Rymal. As it comes, off the
shelf, it is designed to boot off a floppy, wait 15 seconds, and then
issue a command to do a cold boot. By that time, your hard drive might
be up to speed. The time delay is settable. You can get it from
the server "terminator".

Binaries/volume09: 14867 Apr 13 13:39 duck31.Z
diskutils: 11823 Mar 24 18:24 duck31.arc

640. Re: Portfolio & Metal Detectors Qu?

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 20:59:32 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul6.205932.24637@water.waterloo.edu>
Source record: 239855

In article <10173@quest.UUCP> curt@quest.UUCP (Curtis S Gibson) writes:
>
>A friend of mine is travelling to Europe soon and plans to take her
>Portfolio with her. What dangers will the Airport metal detectors
>and X-ray machines be to it? Any horror or "Took a licking and
>keeps on ticking" stories.

I heard one horror story recently. A friend of mine brought a portable
on the plane. The X-ray operator took extra interest and scanned it
a couple of times. After this it would not boot, because, apparently
the hard drive was wiped clean. Best explanation I have heard yet is
this: The X-rays themselves do not hurt the magnetic media, but the
focusing coils do.

Does anyone else know about problems like this?

641. Argv/xarg protocols - help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-06 22:21:03 UTC
From: dhollis@shiloh.UUCP
Message-ID: <202@shiloh.UUCP>
Source record: 239856

I need to get the specs on the XARG/ARGV protocols, I know I saw them a while back, but unfortunately those messages have scrolled off the sites that I reiceve news at... anyways, if someone could please mail me the specs on the XARG/ARGV protocols, I would really appreciate it...

642. Waiting for HD to boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 08:01:41 UTC
From: jeroen@phil.ruu.nl
Message-ID: <510@accucx.cc.ruu.nl>
Source record: 239862

Newsgroups: comp.sys.atari.st
In-Reply-To: <1990Jul6.030726.24719@wolves.uucp>
Cc:

I have both a software and a hardware answer to your question.
I bought (yes, hard cash flowin') a pcb and some electronics that,
basically, on power-up is holds the ST's reset button signal HIGH (or
low, wichever is applicable) for a configurable amount of time.
The ST will then boot after the installed time.
The software solution (the reason why I never got to building in my
PCB board) is a program I've written that waits for a certain amount
of time and then resets the ST. Since a floppy must be present in drive
A: at boot time anyway (that is, unless you're patient enough to wait for
the drive to time-out) it is no problem to have to have an AUTO folder
containing this program present on floppy at boot time.
If you insist on having it the hardware way, mail me and we'll arrange
for you an instruction how to build it (I have to draw the darn thing in
that case).
If you forget about the hardware stuff you can send a request for the
software way.
I might even consider posting it to comp.binaries.atari.st.

643. Dialogues

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 11:33:40 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1096@xenon.kcl-cs.UUCP>
Source record: 239863

Can someone tell me how to get TEDINFO strings out of dialogue boxes using Prospero pascal?? There is some strange pointer type involved. I am not using an RSC file though.

Marcus Bointon.

644. Re: ATARI CDAR504 CD ROM PLAYER

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 16:53:21 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <50080@iuvax.cs.indiana.edu>
Source record: 239864

smithj@hpsad.HP.COM (Jim Smith) writes:

>There is a native ST CD-ROM available, a collection of PD programs ...
from the store called "computer rock" in San Francisco.

If someone knowns the contents of this disk, could they post some more
information.

645. fread problems in MWC when loading my STE samples!!

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 18:33:35 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul7.183335.3152@sun.soe.clarkson.edu>
Source record: 239865

I am writing an STe digital sample player, and am having a problem with fread.

```
count = fread(buffer, size, n, fp);
```

I give it all the correct parameters, and verified this by printing them
out beforehand.

The problem is that the command won't ALWAYS read the "n" bytes that I request.
"count" ends up less than "n".

Since I am doing this several times in a row (and advancing the "buffer")
to load large samples, there are gaps in the sample when it is played.

Does fread stop when it encounters a certain byte code, thinking it has
reached the end of file?

AAron nAAs Yes, once I get this STe digital sample player totally working,
I WILL post it to the net!!

AAron@sun.soe.clarkson.edu

646. Re: fread problems in MWC when loading my STE samples!!

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 19:10:31 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul7.191031.4017@sun.soe.clarkson.edu>
Source record: 239866

From article <1990Jul7.183335.3152@sun.soe.clarkson.edu>, by AAron@image.soe.clarkson.edu (AAron nAAs):
>
> The problem is that the command won't ALWAYS read the "n" bytes that I request.
> "count" ends up less than "n".

> Does fread stop when it encounters a certain byte code, thinking it has
> reached the end of file?
>
>
> AAron nAAs Yes, once I get this STe digital sample player totally working,
> I WILL post it to the net!!

YOU IDIOT!

I'll bet your doing an
fp=fopen(filename, "r");
try
fp=fopen(filename, "rb");

sound samples are BINARY files!!!

AAron "oops" nAAs

647. Waiting for HD boot - A software solution for a hardware problem :-)

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 19:25:03 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <7605@orca.wv.tek.com>
Source record: 239867

I had the same problem with my ST. My solution was rather 'plain' but simple, cheap and effective. I've got an imbedded SCSI drive on my ST, with an ICD host adapter. (The SCSI drive w/ICD often takes two "reboot" cycles even if the drive is up to speed.)

What I did was to create a blank floppy, and in it's auto folder is:
(in this order)
icdboot.prg
coldboot.prg

If the hard drive does not boot, then coldboot runs, and the cycle continues until the HD is ready. Once the HD is ready, C:\AUTO is used rather than A:\AUTO.

-Jeff
--
Jeff Beadles jeff@quark.WV.TEK.COM
Utek Engineering, Tektronix Inc. +1 503 685 2568
SPEEA - Just say no.

648. Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-07-07 21:21:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.647385701.larserio@kvart.uio.no>
Source record: 239868

One IMPORTANT thing about all the resolution emulators !!!!

THEY MUST ALL BE RUN FROM THE AUTO FOLDER....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

649. Re: ST/Amiga Blitter & ST OS (CP/M/GEM?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 00:13:01 UTC
From: kgg@zinn.MV.COM
Message-ID: <795@zinn.MV.COM>
Source record: 239870

I never used CP/M extensively, but I clearly recall that the command-line interpreter of CP/M was an immediate descendent of those of the traditional (i.e. pre-VMS) DEC operating systems -- TOPS-10, RT-11, OS/8. I haven't used MS-DOS extensively either, but I can use it in a pinch mostly because it, in turn, looks a lot like CP/M. So, I suppose one could say that, to the extent that TOS is based on MS-DOS, TOS is indirectly based on CP/M, except that the window/mouse user interface doesn't look anything like the user interface of either MS-DOS or CP/M. Just a bit of history...

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

650. Re: MicroEmacs on 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 00:34:30 UTC
From: kgg@zinn.MV.COM
Message-ID: <796@zinn.MV.COM>
Source record: 239871

I'd have to rummage around on my disk to figure out anything about their origins, but I've got *three* different versions of MicroEmacs that run on my 1040 ST. None of them are Jove or Gnome. One of them is called 'me' and comes with the the Mark Williams C package, and the manual for that states that it (MWC) runs on either a 520 ST or a 1040ST. The version I have is sufficiently old that I doubt they even considered a 1-meg 520 ST, so I'd say that this constitutes a sort of existence proof.
One of the other two uEmacs's ... uEmacses ... versions of uEmacs that I have is a fairly stripped-down version that is meant to be called directly from the desktop. I suspect it would fit in 512k. I *think* it came with sources, but I'd have to check. The third one is called 'em', is fairly fancy, and my gut feeling is that it wouldn't fit in 512k.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

651. reading and writing Mac diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 01:46:07 UTC
From: kgg@zinn.MV.COM
Message-ID: <797@zinn.MV.COM>
Source record: 239872

Does anyone know of a utility program that will allow me to read
and write Macintosh diskettes on my Atari 1040 ST?
I don't want to emulate a whole Mac,
I just want to exchange text files, including program sources,
with friends. -- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

```
+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

652. debugging mangled .arc files

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 02:01:46 UTC
From: kgg@zinn.MV.COM
Message-ID: <798@zinn.MV.COM>
Source record: 239873

There's probably a newsgroup that deals more directly with the ARC utility, but I notice that many folks in this group use it, so I'll start here...

I have a bunch of .arc files, comprising all my Usenet mail for the past three years, that I recently created from raw 'mbox'-format files. The very next day, I ran arc -v on them, and 5 out of 7 of them were corrupt! The messages indicated one or more bad headers. In most cases, there were two bad headers; the message for the first was legible, but the message for the second was itself garbled. Apparently by that point it was so confused that it looked no farther. When I tried to extract the files from them (-x), the resulting mail files were quite short compared to their original lengths.
The worst of it is that nearly all the mail that I've exchanged with various of you since I joined this (atari.st) newsgroup in March is gone.

Does anyone know of a utility or technique(s) whereby I could repair these files so as to reclaim most, if not all, of the archived material? Obviously, if a "header" is corrupt, there's not much I can do about the block to which the header belongs, but I hope that other blocks thereafter can be found and recovered.

Help!??!!
-- Kenn Goutal

P.S. Please reply via mail, since I very often miss a few days' messages at a time. I'll prepare to summarize the results for anyone who asks. Thanks again.

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

653. Re: reading and writing Mac diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 02:13:29 UTC
From: kgg@zinn.MV.COM
Message-ID: <799@zinn.MV.COM>
Source record: 239874

```
P.S. Please reply via mail, since I very often miss a few days'
messages at a time. I'll prepare to summarize the results
for anyone who asks. Thanks again.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+-----------------------------------------------------------+
| Ship and Travel Intermodally -- Commute Electronically! |
+-----------------------------------------------------------+
```

654. Stereo sound demos for the STe?

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 05:16:12 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul8.051612.13406@udcps3.cps.udayton.edu>
Source record: 239875

I work for one of America's largest ST dealers and I'm looking for a demo that shows off the stereo sound capabilties of the STe. All we have are the Atari Australia Demos which use one-channel digitized sound. If you have a demo which does use stereo (or know where I can get one), please let me know via a 'R'eply. Thanks in advance.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps2.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

655. Forcing a media change

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 07:50:54 UTC
From: dhollis@shiloh.UUCP
Message-ID: <204@shiloh.UUCP>
Source record: 239876

This message is primarily directed at Allan Pratt, and the TOS folks at Atari corp. (but I would love a response from ANYONE!)..

Is there some way to 'fake out' TOS, and force a media change via software? If so, is there a 'legal' way to do it? If not a 'legal' way, then how do you do it anyways? Any responses would be appreciated...

656. Turning the Key Click and Bell on/off

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 09:00:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1685.2696afc8@miavx1.acs.muohio.edu>
Source record: 239877

I'm using GFA Basic 3.0, and I would like to know how to turn the keyclick
on and off, and the system bell.

Thanks,
--
~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

657. Re: Compatibility of 1040ST vs. 1meg 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 16:59:21 UTC
From: bdeskin@cognos.UUCP
Message-ID: <8586@cognos.UUCP>
Source record: 239869

Don't worry about the memory upgrade, worry about the version of TOS. If both machines use the same version of TOS, and both have double sided drives, I don't know of any other incompatibilities. I've had an upgraded 520 for about two years (and the 520 itself since November 1985) and have never had problems. Of course I'm still using TOS 1.0.

--
Bob Deskin Cognos Incorporated
(613) 738-1338 ext 5003 P.O. Box 9707
FAX (613) 738-0002 3755 Riverside Drive
UUCP: uunet!mitel!sce!cognos!bdeskin Ottawa, Ontario, CANADA K1G 3Z4

658. Request for Tweety and Color upgrade info.

Newsgroup: comp.sys.atari.st
Date: 1990-07-08 17:04:00 UTC
From: WSCART01@ulkyvx.BITNET
Message-ID: <6A24B02E157F600A79@ulkyvx.bitnet>
Source record: 239878

I have been lately been wondering how the STe has stereo. Could some kind soul please mail me some specifics. (Even just let me know if it is the same way the Tweety upgrade works.) I am also interested in knowing if I did upgrade the color palette of my Mega, could I shove in the STe's TOS, assuming that Tweety is the same type of sound upgrade the STe uses, would I have a STe , but without the extra joystick ports?

Along these lines, I have misplaced my Color palette upgrade docs and was hoping someone could send me the schematics. I was also wondering about the Tweety upgrade. Has someone made up docs to do a equivalent job, or should I just order Tweety mail order? Also, I was wondering just what programs make use of the Tweety board?

Stuart Carter | Anyone looking for a Physicist with
University Of Louisville | good computer skills?
Physics Dept. | RSVP

659. Re: Forcing a media change

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 00:01:11 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2967@medusa.informatik.uni-erlangen.de>
Source record: 239883

dhollis@shiloh.UUCP (Dan Hollis @ 7819367) writes:

>Is there some way to 'fake out' TOS, and force a media change via software?
>If so, is there a 'legal' way to do it? If not a 'legal' way, then how do
>you do it anyways? Any responses would be appreciated...

Simple. Link into the hdv vectors. Let them point to routines that return
2 (hdv_mediach), -14 (hdv_rw), or deinstall themselves (hdv_bpb), i.e.
something like this:

```
my_rw:
move.w $e(a7),d0 ; drive to read/write
cmp.w ourdrive(pc),d0 ; drive to fake media change on?
bne.s rw2 ; no, goon
moveq #-14,d0 ; Media changed
rts
rw2:
move.l old_rw(pc),a0 ; get old rw vector
jmp (a0) ; jump to the old routine

my_med:
move.w 4(a7),d0 ; drive to check media status
cmp.w ourdrive(pc),d0 ; drive to fake media change on?
bne.s med2
moveq #2,d0 ; media changed
rts
med2:
move.l old_media(pc),a0 ; get old mediach vector
jmp (a0)

my_bpb:
move.w 4(a7),d0 ; drive to get BPB from
cmp.w ourdrive(pc),d0 ; you know which drive-...
bne.s bpb2
move.l old_rw(pc),hdv_rw ; restore vectors
move.l old_media(pc),hdv_med
move.l old_bpb(pc),hdv_bpb
move.l old_bpb(pc),a0
jmp (a0)
```

After you've done that, do some dummy GEMDOS call like Fopen("X:\\YYYY")
where X is the drive where the media changed shall be faked on and YYYY
is a file name that may or may not exist. In this moment, GEMDOS calls
the BIOS routines: Mediach() and Rwabs() return 'changed', so GEMDOS
calls Getbpb() to reinitialize drive data. It also forgets all about
the drive, including folder info and things like this.

Remember to use XBRA when linking into the BIOS vectors (I omitted that
for reasons of brevity). The code above is not guaranteed to work -
it's 2 a.m. and I badly need to sleep.

By the way: You'll find a detailled description on how to this in
the TOS 1.4 release notes.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

660. More Time Bandits Stuff...

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 00:23:30 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9007090023.AA16125@cie.uoregon.edu>
Source record: 239879

Hi again! I'd like to thank everybody who helped me out in response to my last question. I am now the proud owner of six artifacts and well along in the game. I do have a couple more questions that I hope somebody can help me with. I'm really not very good at these sorts of games (this is the only one I even play!) and am appreciative of any help I can get.

1. I've discovered that not all the areas in the game contain artifacts. Can somebody tel me which areas don't have artifacts in them? So far I've found six, and confirmed that one other doesn't have an artifact in it. I think there must be at least one or two more, from the spaces in the display where the artifacts are shown.

2. There is a teleporter maze in the Guardian that is virtually impossible to navigate. I've tried several times to follow I. Jones' map, with no success. Whenever I take a wrong step I am placed in a corridor which forces me to leave the level, and replay the entire thing to try again. Now, this game has some hard puzzles but this one is just a bit too complicated to be fair. Am I missing something somewhere? Is there an extra key I haven't found? (if you've played this part of the game, you'll know what I mean.) Has somebody successfully negotiated the maze and made a map that works?

Anyway, thanks for your patience and your help...

(Please send replies via E-mail to avoid wasting bandwidth.)

James Charles Lynn
---
jamesl@cie.uoregon.edu

"All flames considered on basis of merit (i.e. ignored)"

661. Fast Binary Transfers Again.

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 01:20:58 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <24888.269795aa@kuhub.cc.ukans.edu>
Source record: 239898

To all those that requested copies of the Fast binary transfer programs,
I think I have all your addresses, and will be sending those out in
a day or two. I want to make sure they are all working as expected
with the checksums and such.

Thanks for the interest,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

662. Re: Forcing a media change

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 02:08:32 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <812@van-bc.wimsey.bc.ca>
Source record: 239880

```
Re: Forcing media change.
There is a pd autoboot program around called FMC,I believe,which will force a
media change on your floppy drives. If you need to do this in your own program,
I did it once by stealing the vector at $47e,then using this little routine to
replace it.
my_mc:
move.w 4(a7),d0 * drive?
move.l sys_vec,a0
cmp.w #$c,d0 * you talking to me?
bne .sk1 * no get lost
cmp.w #0,dc_flg1 * copied a disk lately?
beq .sk2 * no then use rd vec
move.l #ret_err,a0 * otherwise tell tos to look again
.sk1 jmp (a0)
.sk2 move.l sav_vec,a0
jmp (a0)
ret_err:
moveq.w #2,d0 * disk has definately been changed
move.w #0,dc_flg1 * only need to check once
rts
Note that this was written to support loading a ramdisk (M) with a floppy
as a sort of an un-Turtle program. The system would not look at a ramdisk
for a media change as I loaded the ramdisk by using the ramdisk memory as a
track buffer.
```

663. Hard drive write protect

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 03:55:15 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul9.035515.9591@wolves.uucp>
Source record: 239882

First, thanks to all those who helped out with my boot-delay question.

Now, for another question :-)

Is it possible to build a write protect switch for a hard drive? It would seem to be a good way to protect against errors, viruses, and other general mayhem...

Thanks in advance,
Brian

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

664. Re: Request for Tweety and Color upgrade info.

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 03:56:06 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul9.035606.19057@sun.soe.clarkson.edu>
Source record: 239881

From article <6A24B02E157F600A79@ulkyvx.bitnet>, by WSCART01@ulkyvx.BITNET:
>
> I have been lately been wondering how the STe has stereo. Could
> some kind soul please mail me some specifics. (Even just let me know
> if it is the same way the Tweety upgrade works.) I am also interested
> in knowing if I did upgrade the color palette of my Mega, could I shove
> in the STe's TOS, assuming that Tweety is the same type of sound upgrade
> the STe uses, would I have a STe , but without the extra joystick ports?

You are probably going to get swamped with people saying that the Tweety
board and the STe's new digital stereo sound chip are COMPLETELY different.
This is because it's true.

The Tweety board just outputs each of the standard Yamaha sound chip's
three channels to three different RCA jacks. It is amusing, and makes
some things sound nicer, but a friend of mine who has/had it, didn't find
it all that impressive.

I HAVE heard that the color palette upgrade that was available before the
STe's (well at least in the US) is compatible with the extended palette
in the STe.

Don't even let the idea of putting TOS 1.6 into your MEGA enter your mind...
It's not going to happen.

AAron "has only opinions" nAAs

665. Re: Questions on Mega4/HD/Laser setup (+ Dave & Bea)

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 05:51:03 UTC
From: bill@mwca.UUCP
Message-ID: <1659@mwca.UUCP>
Source record: 239899

In article <26704@cherry.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:
>BobR writes:
>>Graham Thomas writes:
>>> ...
>If they had 'easter-egged' it, so that if you did something funky
>like bring up a dialog box, then hit ALT-SHIFT-CTL-F1-F2 and they
>pop a message to that effect, _then_ I'd be upset, 'cause that takes
>a chunk of codespace. But 30 bytes? Sheez.
>...
>|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
>| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
>| "AAAAAGH! Friday the 13th is on a Friday this month! |

Along the same lines...an interesting anecdote.

When Microware was writing the OS for the Tandy Coco III there was ~6K of ROM space left over, which Radio Shack instructed to "fill with garbage". The authors of the OS digitized a picture of themselves and put in a small routine to display it upon pressing Alt-Ctrl-Reset (reset is on the back of the Coco). Try it next time you're in Radio Shack - the clerk will have NO IDEA how that picture got there!

--
##
Bill Sheppard # OS-9: Seven generations beyond __/_!!
Microware Systems Corporation # OS-9000: 4500 times better than...
########Opinions expressed are my own, though you'd be wise to adopt them!#######

666. Re: Waiting for HD to boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 05:55:07 UTC
From: bill@mwca.UUCP
Message-ID: <1660@mwca.UUCP>
Source record: 239889

Berkeley MicroSystems has a boot sector on their diskette which keeps trying
the hard disk until it's ready - no reboots, and it boots immediately upon
the hard disk being up to speed. Shouldn't be too hard for any of you other
Wiz's to do the same thing...
--
##
Bill Sheppard # OS-9: Seven generations beyond __/_!!
Microware Systems Corporation # OS-9000: 4500 times better than...
########Opinions expressed are my own, though you'd be wise to adopt them!#######

667. Atari stores in Boston?

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 06:06:04 UTC
From: huw@extro.ucc.su.oz.au
Message-ID: <1990Jul9.060604.19074@metro.ucc.su.OZ.AU>
Source record: 239884

Can anyone recommend a good Atari dealer in Boston, preferably close
to MIT? I'm particularly looking for someone who stocks GCR.

Please reply by email.

Thanks,

--
Huw Price ..... huw@extro.ucc.su.oz.au
..... Traditional and Modern Philosophy
..... University of Sydney
..... Australia 2006

668. Re: Compatibility of 1040ST vs. 1meg 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 11:29:52 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <90190.122952ABADDON@LIVERPOOL.AC.UK>
Source record: 239885

In article <90185.071029MCCABE@MTUS5.BITNET>, MCCABE@MTUS5.BITNET (Jim McCabe) says:
>
>I'm selling my one megabyte 520ST to someone with a 1040ST, and he wants
>to be sure all his usual programs will work on my machine. Are there
>any compatibility problems between a 1040 and a 1meg 520?

I've been using such a system for about 2 years (gosh thinking about it its probably longer - doesn't time fly) with a fairly large range of software (both games and applications) and I haven't had any problems. The 1040 and the 520 both use the same boards, so if your upgrade is of the 'buy the bits yourself and plug them in' form there is no difference at all. I don't know about the various 'solderless upgrades' but I would suspect there to be no problem

"What makes you think I care?" - Batman, Legends Of The Dark Knight

Kevin O'Donovan ABADDON @ UK.AC.LIVERPOOL.IBM
KEBAB%CIX.UUCP @ UK.AC.UCP

669. Re: DTP and postscript output.

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 11:37:44 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <90190.123744ABADDON@LIVERPOOL.AC.UK>
Source record: 239886

As far as I know, Fleet Street Publisher V3.0 will support postscript

"What makes you think I care?" - Batman, Legends Of The Dark Knight

Kevin O'Donovan ABADDON @ UK.AC.LIVERPOOL.IBM
KEBAB%CIX.UUCP @ UK.AC.UCP

670. Disks for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 12:09:35 UTC
From: roger@tippy
Message-ID: <1990Jul09.120844.13040@tippy>
Source record: 239887

I've got some public domain/shareware disks that I'd like to sell if anyone is interested.
There are 27 disks from BRE Software (most are games and kid's programs with some utilities/applications such as ST Xformer, JIL Cad, Fontmaster, QT Com, ST Writer, and lots more. Most are fairly new, ie. less than a year old.) Also, the 6/90 STart disk, Atari Interface Disk 6&7/90 and 8/90, a King's Domain clip art disk, and the 1/90 through 6/90 ST Informer disks.
This is a total of 37 disks, and I'll take $70 for all of them (no, I won't sell just part of them.) That's less than $2 a disk, which is less than half-price. E-mail or call if you're interested.

Thanks - roger (317) 474-0379

--
tippy!roger@newton.physics.purdue.edu

671. HP LaserJet to ST help needed

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 12:37:13 UTC
From: arf@otter.hpl.hp.com
Message-ID: <570059@otter.hpl.hp.com>
Source record: 239703

Can anyone help with details of connecting an ST1040 to an HP laserjet II(I)?

When Pagestream from SoftLogik is run the machine hangs after 2 lines.
Apparently there is a problem with the centronics port. If anyone
can shed any light or propose a work around I'd appreciate it.

Please reply by mail if you can help.

Thanks

Andy Farmer

==
E-MAIL: arf@hplb.hpl.hp.com || arf@hplb.hp.co.uk || arf@hplb.uucp
IN-REAL-LIFE: Andrew Farmer
ORGANISATION: Hewlett-Packard Laboratories, Bristol
ADDRESS: Filton Road, Stoke Gifford, Bristol, England, BS12 6QZ
TELEPHONE: +44 272 799910 x 24111

672. Disinfectant 2.0 for Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 13:38:48 UTC
From: matthews@umd5.umd.edu
Message-ID: <6846@umd5.umd.edu>
Source record: 239896

Sorry if this has been posted already (as far as I know, this information was made available last night), I don't read comp.sys.atari.st any more. But I thought this would be of interest. It's a new Disinfectant release (Macintosh anti-virus program) that makes specific reference to viruses that *only run on some Mac emulators on Atari computers.*

Here's the press release:

Disinfectant 2.0
================

July 8, 1990

Disinfectant 2.0 is a major new release of our free Macintosh anti-viral utility.

The main goal of version 2.0 is to provide a complete and free solution to the Macintosh virus problem in a single package (in fact, in a single file). Version 2.0 addresses all four aspects of the virus problem: detection, repair, protection, and education.

Version 2.0 includes a new virus protection startup document (INIT). The INIT is designed for use by novices and others who find existing protection INITs to be too complicated and obtrusive.

Version 2.0 has a much-improved online manual, with pictures, printing, a context-sensitive help system, and many new sections of information.

Version 2.0 is a non-modal application with standard windows and menus. It supports desk accessories, printing, MultiFinder application switching, and scanning in the background.

There is a new Preferences window which can be used to specify miscellaneous options and parameters.

Other new features include more scan and disinfect options, new counters in the main window, and a much-improved scanning station feature.

Version 2.0 also recognizes the Frankie virus. Frankie only affects some kinds of Macintosh emulators running on Atari computers.

Disinfectant 2.0 is available now via anonymous FTP from site acns.nwu.edu [129.105.49.1]. It will also be available soon on sumex-aim.stanford.edu, rascal.ics.utexas.edu, comp.binaries.mac, CompuServe, GEnie, Delphi, BIX, MacNet, America Online, Calvacom, AppleLink, and other popular sources of free and shareware software.

Macintosh users who do not have access to electronic sources of free and shareware software may obtain a copy of Disinfectant by sending a self-addressed stamped envelope and an 800K floppy disk to the author at the address below. People outside the US should send an international postal reply coupon instead of US stamps (available from any post office). Please use sturdy envelopes, preferably cardboard disk mailers.

John Norstad
Academic Computing and Network Services
Northwestern University
2129 Sheridan Road
Evanston, IL 60208

Bitnet: jln@nuacc
Internet: jln@acns.nwu.edu
CompuServe: 76666,573
AppleLink: A0173
----------end announcement----------

Mike

673. Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 15:46:09 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul9.154609.16158@arcsun.arc.ab.ca>
Source record: 239900

In article <1990Jul6.190229.19792@sun.soe.clarkson.edu> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
>From article <1990Jul6.030726.24719@wolves.uucp>, by brian@wolves.uucp (Brian Daniels):
>>
>> How does one go about constructing a circuit that will hold off
>> the 1040ST until the hard drive gets up to speed?
>> (other than the listen and then flip switch interface :-)
>>
Well I use a desk accessory (called HDWAIT?) that you put on a floppy and I just leave this in the machine when I turn my machine on (everything is on a powerbar). It waits to see if the hard drive is there and if it is boots off the hard drive. If not it waits a while and tries again...If anyones is interested I'll post it to binaries.

Bob Erkamp

674. Re: Convert SUN raster pictures to ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 16:57:43 UTC
From: david@bdt.UUCP
Message-ID: <3700@bdt.UUCP>
Source record: 239888

The PBMPLUS package posted to comp.sources.misc has utilities to
do what you want. It can read and write many picture formats
including Sun Raster, GEM IMG, and DEGAS .PI3.

Available from your favorite archive server.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

675. Looking for Okidata Microline 92 driver for Degas

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 17:56:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4b7db862.20b6d@apollo.HP.COM>
Source record: 239707

If anyone has such a driver please send it to me if you can.
Source code would be very much appreciated. By the way, that
is for just plain, old Degas, not Elite, in case there's a
difference in the drivers. Thanks alot.

Gary Zaidenweber (508)256-6600 x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX:(508)250-4943 | once is enough!

676. STe Hardware scroll

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 18:01:26 UTC
From: micro@imada.dk
Message-ID: <779@imada.dk>
Source record: 239702

```
Hi;

Does anyone know why the STe hardware scroll, won't work in monocrome mode?
-or even better how to fix it (software!!!) :-)

The problem is that this simple program don't work :
vbl:
movem.l d0-d1, -(a7)

move #LineLen - N_Planes, D1
move Offset, d0
addq #1, d0
and #%1111, d0
move d0, Offset
bne no_fng
addq #N_Planes, D1
no_fng:
move d1, LINEWID
move d0, HSCROLL

movem.l (a7)+, d0-d1
rte

it's installed as the only program on the vbl, and all other interupts is
disabled...
N_Planes is 1 for mono, and 4 for Low res...
The program is shortned a bit for the sake of readability (it won't scroll
more than 15 pixels). But it ilustrates the point: the screen moves to the left
(physical) when HSCROLL becomes 0 (i think it's HSCROLL that triggers the jump).

PS it works fine in low res and the scroll in mono works, if HSCROLL don't
become 0 (which means that LINEWID is constant LineLen - N_Planes).

- Klaus (micro@imada.dk)
```

677. Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 18:02:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4b7dbd6f.20b6d@apollo.HP.COM>
Source record: 239890
Cross-posted to: comp.sys.atari.st,comp.os.cpm

From article <4951@brahma.cs.hw.ac.uk>, by neil@cs.hw.ac.uk (Neil Forsyth):
>
> The TT has an Appletalk interface. IMHO this is a very smart decision by
> Atari. Does Atari have any plans to make native TT software that will use
> this on a network say like TOPS with Macs, PCs and Suns? I'm certain
> Dave Small will use it when he converts Spectre to the TT.
>
> On an unrelated topic:-
> Is the CPM emulator for the ST in the public domain? If so, is there anyone
> willing to mail it to me? Tell me first please. Thanks in advance.
>
According to a file included with the CP/M emulator, it does appear to be in the public domain, placed there by none other than Atari Corp. (who also appears to be the one who commissioned the port to the ST.) I got it off of Terminator, though I'll be happy to mail it to you if you wish. Please respond by email and I'll do it (its over 200K uuencoded/arc'ed so I don't want to be one of ten doing it :-))

I'm glad you asked about it though, since I use it occasionally, and find that a few pieces of functionality and information are missing and was thinking of bringing up the topic myself. First of all, I can't find any information about hard-disk support under CP/M, though the TOS filesystem commands can access the hard disk. Also, there's not enough info to make changes to CP/M itself like upgrading to ZCPR. (For those of you not familiar with it, the Atari ST CP/M emulator emulates a "documented" Z80, i.e. doesn't implement the undocumented Z80 opcodes.) If anyone can help, please post or email.

Gary Zaidenweber (508)256-6600 x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX:(508)250-4943 | once is enough!

678. Terminator Mail Server: Bart

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 19:30:53 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul9.193053.6183@math.lsa.umich.edu>
Source record: 239706

Terminator is back in the mail archiver server business. As of today Bart is ready for public use. To find out more about bart, send a message to atari@terminator.cc.umich.edu with a body of "help". You will get a message back with the help file.

Questions about bart such as how to use it or how to set up your own bartchive should be addressed to me. (jon@terminator.cc.umich.edu)

Questions about the archive such as why isn't the index perfect, what does this file do, what do I do with an arc file, and what is a booty and how do I know if I'm shaking it should be addressed to Jeff Weiner. (weiner@terminator.cc.umich.edu)

Thanks to all my beta-testers and code-reviewers. Special thanks to Jeff, Wes Craig, and Elliot Soloway respectively for the name, the knowledge and the time.

Jon Brode -- jon@terminator.cc.umich.edu Boycott {Apple,Lotus,Xerox}!
The *other* Bartman

679. Re: Hard drive write protect

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 20:12:35 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.647554357.larserio@kvart.uio.no>
Source record: 239891

A friend of mine at the university has made a C: write protect that they use to stop the students at the university from messing with C: on all the university's MEGA STs

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

680. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 20:14:34 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.647554511.larserio@kvart.uio.no>
Source record: 239892

Atari ST 720K disks and IBM 720K disk are 99% identical...
Some IBM don't read disks formatted on TOS 1.2 and older so format the
disk on the IBM if possible....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

681. Re: Turn the ST into an AT??

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 20:50:20 UTC
From: blackbox@pfunk.UUCP
Message-ID: <a8857730@pfunk.UUCP>
Source record: 239893

From article <1211@tnosoes.izf.tno.nl>, by joep@tnosoes.izf.tno.nl (Joep Mathijssen):
> Because I want to add MS-DOS to my atari, I was thinking of
> PC Speed. But last week somebody told me about the possibility
> of changing the ST into an AT. Has somebody already seen this
> hardware?
>
> My local dealer told my it's not available in the Netherlands (yet) and
> when it is, it costs about the same as PC Speed. Is it already for sale
> in the USA or Germany? How good is it? Any information is good.
>
>
> Joep.
>

Yes, there is a direct successor to the PC-Speed, it's calles AT-Speed
and will be available in 3 to 6 Week's for about the same money of
the PC-Speed. It will have a Norton Index of about 6 to 7 and applies
to be very compatible. But there is another alternative, which could be
available in a few weeks / months. The AT-Once from Vortex, also a
german hardware producer. They announced it on the CeBit in Hannover
this year. It will cost as much as PC-Speed and have the same Norton SI.

Let's hope for good news in a few weeks

Bye...Michael

--

listen to the coolest !	Michael kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Radenwisch 82
!!! P-Funk !!!	West Germany /++ 49 40 550 65 56

682. Waiting for HD boot - A software solution

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 21:16:23 UTC
From: ljdickey@daisy.waterloo.edu
Message-ID: <1990Jul9.211623.14525@watdragon.waterloo.edu>
Source record: 239894

I tried two send directly to the original writer, but could not reach him.
Larry Rymal wrote a program called "duck31" that is available at the
"terminator" file server. It sits on the floppy in the AUTO folder.
It runs, waits 15 seconds or so, and then boots again. By then, maybe the
hard disk is up and running. I think you can adjust the number of seconds
delay.

683. Re: Forcing a media change

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 21:29:51 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul9.212951.5648@water.waterloo.edu>
Source record: 239895

In article <204@shiloh.UUCP> dhollis@shiloh.UUCP (Dan Hollis @ 7819367) writes:

>Is there some way to 'fake out' TOS, and force a media change via software?
>If so, is there a 'legal' way to do it? If not a 'legal' way, then how do
>you do it anyways? Any responses would be appreciated...

While browsing through some programs in the directory "diskutils"
at "terminator", I came across a program called "fmc"
(for Force Media Change). I have not tried it, but this might be
just what you want.

I don't know how many or which versions of the OS this works for.

684. X window on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-09 21:51:45 UTC
From: fang@mango.ucsb.edu
Message-ID: <5920@hub.ucsb.edu>
Source record: 239897

Can X window be used on Atari ST?
Is there any driver of X window for Atari ST?
Any information are welcome. Please respond by e-mail.
Thanks.

Fang, Hsing-Chung
fang@cs.ucsb.edu

685. Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 02:38:22 UTC
From: iojj@vax5.cit.cornell.edu
Message-ID: <4529.2699075f@vax5.cit.cornell.edu>
Source record: 239701

I have a little problem with my 1040ST which I just
bought used: the mouse doesn't work in the horizontal direction.
It's very strange, but no matter which way I move it, the cursor
moves to the right. The vertical axis is OK. If I move the mouse
really fast to the left, it may move in that direction, though.
Anyone, have any ideas about what may be wrong? I would especially
appreciate anyone in the Ithaca area who can give me a call, or
email.
Thanks in advance :-).

David Chin
IOJJ@CORNELLA
(607)272-6766 [>7pm]
(607)255-5732 [work]

686. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 07:13:28 UTC
From: rode@uniol.UUCP
Message-ID: <3031@uniol.UUCP>
Source record: 239704

Hello,

hpasanen@niksula.hut.fi (Harri Pasanen) writes:

>A simple question that surely has come up before, my apologies:

>Is it possible to read/write Atari 1040STE diskettes with IBM PS/2?
Only when formated under TOS 1.4 or with a special program writing
an IBM header to the boot block of the Disk.

> - " - IBM PS/2 - " - Atari?
When formated to 720k (80 Tracks, 9 Sectors) no problem.

mfG Diro

--
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *

687. Spectre/MultiFinder-Problem

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 09:24:54 UTC
From: friedrich@uniol.UUCP
Message-ID: <3032@uniol.UUCP>
Source record: 239705

When starting the booting Spectre with MultiFinder,the following
problem occurs: MultiFinder tries to read form floppy B,regardless wether
a second drive is attached or not.In case of a single drive,the MultiFinder
requests to change the disk,but doesn't recognize the change.

Has anybody any idea to force the MultiFinder to stop that?

---
real: Martin Friedrich
in house: jupp on faramir
UUCP friedrich@uniol

I never understand humans - Spock

688. Re: Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 16:55:01 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1869@engage.enet.dec.com>
Source record: 239708

In article <4529.2699075f@vax5.cit.cornell.edu>, iojj@vax5.cit.cornell.edu writes...
>bought used: the mouse doesn't work in the horizontal direction.
>It's very strange, but no matter which way I move it, the cursor
>moves to the right. The vertical axis is OK. If I move the mouse
Sounds like the rollers need cleaning. Just pop out the ball and clean the "gunk" off the three rollers. If you are a little adventurous you can remove the two screws and seperate the mouse halves, this makes it easier to give the rollers a good cleaning.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

689. Need help printing to a Centronics Printstation 351

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 18:58:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1703.2699df0c@miavx1.acs.muohio.edu>
Source record: 239709

I have just bought a Centronics Printstation 351 printer, Its a 132 column wide printer and I would love to run it off my ST. Anyway, the st acts like its going to print, and then just comes back without printing anything, I didn't get any errors either.

I read awhile back that this is a timing problem with STs. Has anyone got anything to help me? (I've tried some printer buffers, but they don't seem to help.)

Thanks,
Goz
--
~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

690. Is there a prg to view GIF pictures on the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 19:17:28 UTC
From: stefan@phx.mcd.mot.com
Message-ID: <13185@mcdphx.phx.mcd.mot.com>
Source record: 239710

```
The Subjectline says most of it. Addition: On a color monitor.
If such a thing exists, where can I get it ?

Thanx
Stefan
```

691. -- Favorite Game Survey --

Newsgroup: comp.sys.atari.st
Date: 1990-07-10 19:32:00 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500022@m.cs.uiuc.edu>
Source record: 239711

Would people send me a list of their top 5 or 10 Atari ST
games, and a short one or two line description of each? If I get
enough replies, I'll summarize people's favorite games.

--- Bri

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

692. Atari Gulam shell for Atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 02:21:39 UTC
From: clive@aldetec.oz
Message-ID: <187@aldetec.oz>
Source record: 239712

Hello world! I am trying to use the Gulam shell on my Atari.st. Sadly the disk I got the shell on contained no documents.... Has anyone out there got any help doc or manual docs for this shell
livin in hope
..Clive

Clive Salvidge Internet : clive@aldetec.oz.au
ACSnet : clive@aldetec.oz

693. Re: Terminator Mail Server: Bart

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 02:38:39 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul11.023839.17873@water.waterloo.edu>
Source record: 239713

In article <1990Jul9.193053.6183@math.lsa.umich.edu>
dyer@math.lsa.umich.edu (Jon Brode) writes:
>Terminator is back in the mail archiver server business.

Congratulations, Jon! I think it is great.

Now your first class file server is available not just to those
who have "ftp" but to all who can reach terminator by e-mail.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet (while it lasts)

694. Single Switch System Boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 04:06:14 UTC
From: bms@bdt.UUCP
Message-ID: <3750@bdt.UUCP>
Source record: 239714

Recently, there have been a number of articles on the net concerning the problems associated with booting an ST/hard disk system. Most of the articles have dealt with specific solutions and haven't gone into any real detail about the problems and their causes. I've decided to take a crack at defining these problems and discussing the pros and cons of various solutions.

The Disk

As I'm sure we all know, hard disks are basically mechanical devices. This means that they operate orders of magnitude slower than the microprocessors they're generally used with. When you turn a disk on it could be 40 seconds before you'll be able to read any data. How a disk and its controller (embedded and otherwise) behaves during power-up places it in one of three groups.

The first group responds to any command with a "drive not ready" status until the disk is up to speed and ready to read and write. Drives from manufacturers like Micropolis, Imprimis, Priam, and Quantum fall into this group.

The second group, upon receiving a command, holds the SCSI bus busy until either the disk is ready, or a period of time (15-40 sec.) has elapsed. The hard disk then will either execute the command (disk is ready) or respond with "drive not ready" status (timeout). This group notably includes Adaptec controllers.

The third group responds by not responding. If the drive is not up to speed and ready to go it will not go busy in response to an SCSI select phase. This group notably includes Seagate SCSI drives.

Each of the above groups has its problems. The first group requires that the computer's boot code pole the drive until ready. The second group requires that the command timeouts be greater than the controllers timeout to prevent the SCSI bus from becoming hung. The third group requires that you wait around for the maximum power-up delay before deciding to boot the floppy.

The Computer

Inside your ST is a power-up reset circuit. Its purpose is to delay operation of the computer until the power has stabalized, any additional delay only gives you more time to twiddle your thumbs.

The ROMs

When it comes to hard disks the TOS ROMs really missed. The hard disk boot code manages NOT to work with drives in all three catagories. They don't pole for drive ready, they just try to read sector 0. They don't allow for long command execution times, you get 2 seconds. They don't delay than boot, they just boot.

The Boot Sequence

It's important to know how the ST comes up in order to know where we can reasonably make changes. After reset goes away the ST first tries to boot the cartridge at various levels. It then loads sector 0 off the floppy and executes it if the checksum is correct. Next, for each of the 8 DMA devices, sector 0 is read, checksummed, and executed if the checksum is correct. Only after attempting to boot DMA devices does the ST try to run programs from the auto folder.

The Solutions

1) Big Capacitor in Reset Circuit

Increasing the value of the power-up reset capacitor is a quick and dirty way of making the computer wait before accessing the hard disk. It has the side affect of making you wait no matter what the situation is, if you just push the reset button you wait, if you get a fast power-up hard drive you wait, if you're only booting a floppy you wait.

2) Sophisticated Big Capacitor in Reset Circuit

Along the same lines as the first possible solution is a circuit that only adds a delay the when power is applied and not when the reset button is pushed. This eliminates some of the more annoying aspects of solution 1 but still can make you wait. In addition you've now got to build this circuit from scratch.

NOTE: The above solutions can be reasonably applied in unattended systems like BBSs.

3) Hard Disk Cartridge

Making a cartridge with code on it to make sure the hard disk is ready before booting would definitely work. You could even have different versions for different catagories of hard disks. However it does preclude using the cartridge port for anything else.

4) Bootable Floppy

The "waitboot" utility included on the BMS distribution disk is an example of what can be put on the boot sector of a floppy. Waitboot operates by poling DMA device 0 until either it can read sector 0 or 40 seconds have elasped. This means that you only wait as long as it takes the drive to come ready. It also has the side effect of clearing a "unit attention" status.

5) New ROMs

This is the only real solution to the problem. If you're going to support hard disks you might as well have a booter sophisticated enough to do the job. This means poling the SCSI devices until they come ready and then loading and executing the boot sector. Handling things like "unit attention" statuses and devices that don't respond until ready are also part of this. Unfortunately this can really only be done by Atari as it would significantly increase the size of the boot code.

However, we can fix one bug in the existing ROMs. Within the DMA bus boot code there exists two timeouts, one is applied during the transfer of command bytes to the device, and the other is used to recover in case a device dies while executing a command. The first timeout is 50 milliseconds, this is really too short but can be left alone. The second timeout is 2 seconds, why? I have no idea. This timeout ONLY comes into play if the device has successfully received a command. By altering one bit in the ROMs from my 1040ST I've extended the timeout to 42 seconds, this allows single switch booting of my ST/hard disk (group 2) system. It's interesting to note that if Atari had put a reasonable value in here in the first place the original SH204 would have booted. The byte to be changed is at address $fc05da in the TOS 1.4 ROMs, the original value is $01 the new value is $21. I realize that this is only a cure for systems that use Adaptec controllers, but it is a real bug and should be fixed.

6) Auto Folder Programs

If you're using a hard disk from either group 1 or group 3 an auto folder program can be useful. When the ST tries to boot a DMA device it will get either "drive not ready" status (group 1) or no response (group 3). Both cases result in the floppy auto folder being executed. A program that simply delays then reboots would work but will probably need to be tailored for each system to minimize unnessasary delays. A better approach would be to pole DMA devices until ready then reboot. When used with group 2 hard disks auto folder programs won't work unless the controller has timed out (this would be the case if you'd modified your ROMs as above). This also won't get rid of a "unit attention" status as it will be recreated each time the system reboots.

What To Do

The ideal solution would allow single switch booting without requiring you to put in a floppy. This is possible if you have a group 2 disk and modify your ROMs. If you're using a group 1 or group 3 disk, or you don't want to modify your ROMs then waitboot should work. I'd stay away from reset circuit mods and auto folder programs.

695. Re: Single Switch System Boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 04:11:50 UTC
From: bms@bdt.UUCP
Message-ID: <3751@bdt.UUCP>
Source record: 239715

Sorry! Forgot to include my signature with the Single Switch System
Boot article.

Chris Rhodin
Berkeley Microsystems
bms@bdt.UUCP

696. Moria 5.2 Binaries

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 04:15:21 UTC
From: ppanicolle@rose.waterloo.edu
Message-ID: <1990Jul11.041521.9001@watdragon.waterloo.edu>
Source record: 239716

Does somebody knows where the latest version of Moria (posted
in comp.sources.games not long ago) can be found.

I can get the source but I don't have the resources to compile them.

Thanks,

Phil

ppanicolle@rose.waterloo.edu
ppanicolle@rose.uwaterloo.ca
uunet!watmath!rose!ppanicolle

697. Want a program that plays STe samples?

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 04:55:51 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul11.045551.3954@sun.soe.clarkson.edu>
Source record: 239717

I knew that would get your attention...

Remember me? I was/am the one complaining that there are no programs that use the new "stuff" in the STe?

Well.. It just hit me... Why don't I write something???

Hey, whoa, what a great idea!

Anyway, I have a TOS program that you give all kinds of fun parameters to that will not only play your samples, but will let you adjust alot of settings.

As of this moment, this is possible:

```
Usage:
[[-L[{R,L}]] <filename>] Load: Sample [Right/Left].
[-S <0xhhhhhh> <0xhhhhhh>] Sample Loc: Hex memory span.
[-M{S,M}] Mode: Stereo/Mono.
[-R{0,1,2,3}] Rate: 6.25/12.5/25/50kHz.
[-P{O,L,S}] Play: Once/Loop/Stop.
[-K] Keep: Protect sample memory.
[-I] Info: Suppress info listing.
[-HELP] Help: This list.
Key: Elements between [ and ] is optional,
An element between { and } must be selected.
Memory locations must be in hex and begin with '$'
If only <filename> is given, then it defaults to '-MM -R1 -PO'.
If -L[{R,L}] or -S is used, NOTHING changes by default,
which means it must specifically be told to play, and how.
```

Just thought I'd tempt all of you with what I'm almost ready to post.

The hard stuff is done, now all I gotta figure out what numbers to put in the MICROWIRE data registers to change master/left/right volume, treble, bass and mix. Believe it or not, this IS going to be easy once I figure it out... (I'm lookn at the STe DMA soundchip stuff posted to the net a few months ago, and the explaination of this isn't very clear, anyone understand it?)

AAron "I am SERIOUS, this IS almost ready!!!" nAAs
AAron@sun.soe.clarkson.edu

698. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 09:19:39 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2982@medusa.informatik.uni-erlangen.de>
Source record: 239726

hpasanen@niksula.hut.fi (Harri Pasanen) writes:

>Is it possible to read/write Atari 1040STE diskettes with IBM PS/2?
> - " - IBM PS/2 - " - Atari?

>If so, which programs do I need and how is it done?
You don't need anything but the DESKTOP formatter if you own a STE.
TOS 1.4 and TOS 1.6 finally have a completely DOS-compatible disk format.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

699. DTP and Postscript Output

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 12:53:24 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12604810746010@osu-20.ircc.ohio-state.edu>
Source record: 239718

Publisher ST (Timeworks) supports PS output. My only complaint is the program will not allow you to use fonts bigger than 99 points (whereas regular postscript will allow up to 255 pts).

My favorite setup is to put Ultrascript in 1 revolver window & Publisher in the 2nd revolver window. This works very cleanly!!

Tyler

PS: Standard disclaimers apply.

700. Re: Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 13:07:17 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <1990Jul11.130717.18656@watmath.waterloo.edu>
Source record: 239719

```
In article <1869@engage.enet.dec.com> you write:
>
>In article <4529.2699075f@vax5.cit.cornell.edu>, iojj@vax5.cit.cornell.edu
>writes...
>>bought used: the mouse doesn't work in the horizontal direction.
>>It's very strange, but no matter which way I move it, the cursor
>>moves to the right. The vertical axis is OK. If I move the mouse
>Sounds like the rollers need cleaning. Just pop out the ball and clean the
>"gunk" off the three rollers. If you are a little adventurous you can remove
>the two screws and seperate the mouse halves, this makes it easier to give the
>rollers a good cleaning.

Although if you've already tried this (obvious) solution, the chances
are that you've blown one of the horizontal i-r emitter/receiver pairs,
most likely the orange i-r led transmitter as these do break given
violent shocks. If this the case then you will have to refer servicing
to qualified personell.

On the other hand, check for breaks in the traces with a magnifying glass,
clean any extranious dust from the internal mechanism by the i-r pairs,
do a continuity check of all wires coming from the keyboard jack and,
if all else fails, ATARI will replace your mouse for just $25 if you
send in the dead one to an authorized service center.

Is all.

>
>---
>Ray Wallace
> (INTERNET,UUCP) wallace@oldtmr.enet.dec.com
> (UUCP) ...!decwrl!oldtmr.enet!wallace
> (INTERNET) wallace%oldtmr.enet@decwrl.dec.com
>---

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"
```

701. TEDINFO help please!

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 13:28:32 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1117@xenon.kcl-cs.UUCP>
Source record: 239720

Having done a little experimentation, I still can't get the info out of a tedinfo structure in Prospero Pascal.
Should I be using a rsrc_gaddr call? The one I have returns a type called PTR, which is not a pointer! This seems strange considering the function of the call!!

Another little thing- if I use fmd_shrink on exit from a dialogue *after* the form_do, the editable field in the box goes into a sort of overstrike mode. This seems very strange. I have intermittent problems with fmd_grow too.

Please can somebody give me a bit of help??

I'm up a tree without a pointer!!

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<

702. Midwinter games

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 15:11:59 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <50480@iuvax.cs.indiana.edu>
Source record: 239721

Does anyone know whether Midwinter games by Rainbird works with TOS 1.4?
I have a copy that appears not to work on my TOS 1.4 machine but does appear
to work on 1040. If it has trouble with TOS 1.4, is there any chance that the
company has a fix.

703. comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 16:18:48 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.647713128.cmm1@cunixa.cc.columbia.edu>
Source record: 239722

```
Is it just me or has the flow in comp.binaries.atari.st slowed to only
one posting or so each week? I'm no programmer or I'd contribute
myself. :-) What gives?

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

704. Icon Programming

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 17:29:08 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Jul11.172908.20348@agate.berkeley.edu>
Source record: 239723

Has anybody written any programs in Icon for the Atari ST?

I've just looked at some of the documentation on Icon. It looks like a comprehensive language and programming environment. I've used SNOBOL in the past and found it very interesting. In particular, the documentation states that there is a programming library that contains an object oriented system.

Glancing at the documents, it seemed that Icon's syntax is much more like C than SNOBOL. If someone has some simple (but not completely trivial) code samples of Icon to share, I would very much like to see it before investing time figuring out what Icon is like. I would be especially interested in any object oriented Icon code.

Thanks,
Eric

Eric
ericco@ssl.berkeley.edu

705. Re: Moria 5.2 Binaries

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 18:55:26 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul11.185526.5520@chinet.chi.il.us>
Source record: 239734

In article <1990Jul11.041521.9001@watdragon.waterloo.edu> ppanicolle@rose.waterloo.edu (Philippe Nicolle) writes:
>
>Does somebody knows where the latest version of Moria (posted
>in comp.sources.games not long ago) can be found.
>
>I can get the source but I don't have the resources to compile them.
>
I have the stuff compiled, and it works just fine, but an important part of the program simply doesn't exist yet: the highscores file and associated routines. I was figuring to wait until Jim Wilson decrees what the standard would be (one nice thing about moria is that files are supposed to be movable from machine to machine) before posting anything. After all, it's pretty large. The old version works ok as long as you remember to set the date and time on your ST before playing. If people disagree with this attitude, mail me. I really hope the highscores stuff gets decided soon and this dilemma doesn't need to be addressed at all.
At last report, Wilson was a bit burned out, and didn't need a whole lot of mail asking him what's holding stuff up. He's done a great job, and is certainly entitled to a breather.
So if you must flame someone, I volunteer (to ignore flames). If you're impatient, write me a short note. I may be convinced to post the incomplete version. Or someone else may choose to.
Steve J.

706. Re: Atari Gulam shell for Atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 21:21:28 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul11.212128.16436@water.waterloo.edu>
Source record: 239724

In article <187@aldetec.oz> clive@aldetec.oz (Clive Salvidge) writes:

>Hello world! I am trying to use the Gulam shell on my Atari.st. Sadly the
>disk I got the shell on contained no documents.... Has anyone out there got
>any help doc or manual docs for this shell

The docs are available from "terminator". See the recent announcement
about ther new mail service, if you don't have ftp available to you.
If you can't make that work, I have a copy of the docs here.

707. Turrican cheat

Newsgroup: comp.sys.atari.st
Date: 1990-07-11 22:50:33 UTC
From: jasonf@cetemp.Eng.Sun.COM
Message-ID: <138765@sun.Eng.Sun.COM>
Source record: 239725

Just got the game Turrican. I heard that there
was a cheat a while ago, but I didn't have the game then so
I didn't pay attention.

Does anyone know what the Turrican cheat is, or where
I can find it?

Please reply via email, I usually don't read this newsgroup.

Thanks,
Jason Freund
jasonf@cetemp.Corp.sun.com

708. To Park or not to Park ....

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 01:04:32 UTC
From: baffoni@aludra.usc.edu
Message-ID: <10764@chaph.usc.edu>
Source record: 239727

I have a Quantum Pro 80meg drive that autoparks, so I haven't had to worry about this problem too much, but I was curious to know if others have had this problem: When using the makepark program that came with my ICD host adapter, I use the resulting park program on the Quantum: The result is an alarming sound - the apparent slowing down of the Drive with some other nasty sounds. Needless to say, that was the last time I used it, but I was wondering if the park program is destructive to autoparking systems, or just Quantums, or is the sound I was hearing no more destructive to my disk than any other disk read?

Anyone else have this problem? Or am I just special....:)

-Mike

709. Re: TOS 1.6 & Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 01:57:35 UTC
From: baffoni@alcor.usc.edu
Message-ID: <10766@chaph.usc.edu>
Source record: 239728

In article <1990Jul6.190229.19792@sun.soe.clarkson.edu> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
>From article <1990Jul6.030726.24719@wolves.uucp>, by brian@wolves.uucp (Brian Daniels):
>>
>> How does one go about constructing a circuit that will hold off
>> the 1040ST until the hard drive gets up to speed?
>> (other than the listen and then flip switch interface :-)
>>
>
>By the way, TOS 1.6 waits about 6 seconds for the harddrive to get up to
>speed before continuing to boot.
>
>Not having a harddrive, I just find this annoying. :)

Is that all it does? Wait 6 seconds? Couldn't they be using that time
for something useful? Like maybe a memory check or something? It seems
awfully silly to be wasting time that could be put to good use...

(just my $.02 worth).

>
>AAron nAAs

-Mike Baffoni

(sorry, no .sig - no $$ - no time. The only yes I here is "Yes, its bill time")

710. Re: Is there a prg to view GIF pictures on the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 02:30:41 UTC
From: rcb@netcom.UUCP
Message-ID: <11967@netcom.UUCP>
Source record: 239729

In article <13185@mcdphx.phx.mcd.mot.com> stefan@phx.mcd.mot.com (Stefan Loesch) writes:
>The Subjectline says most of it. Addition: On a color monitor.
>If such a thing exists, where can I get it ?
>
>Thanx
>Stefan

Yes, there is a GIF viewer program available via the panarthea archive server. Quite impressive in low-res with 16 colors ... (it takes care of pictures with resolutions higher than 320x200 via scroll bars). It is shareware though and the author wants $15.

Roy Bixler
netcom!rcb@apple.com

711. Panarthea/Other fileserv help

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 03:06:00 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <31642@cup.portal.com>
Source record: 239735

I need help accessing Atari ST fileservers.

I have heard of Panarthea, and Bart. I need help with any listserv functions.

The ST section at my local net is pretty unimpressive, and lacks a version of VanTerm. I was hoping to access this and other files from Liserver and fileservers and ftp sites.

Once before someone provided me with huge documentation which I wish that I still had, but they are on my eight-bit and I know not how soon it will be before I can force myself to use it again. THE ST is a joy to use and I never want to go back!

Please send me mail?

Thank you

Bryan_Jones_Woodworth@cup.portal.com

712. Re: Union Demo

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 03:18:24 UTC
From: lodzins@pilot.njin.net
Message-ID: <Jul.11.23.18.23.1990.27731@pilot.njin.net>
Source record: 239730

I have seen the Union Demo. It is amazing. I was told that over 900K
of data is on the disk. You have to run the demo to make copies of
it. I don't think it can just be copied or arced.
--

Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
USA at 201/727-1914 (1200/2400/9600)

713. Re: Email to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 03:39:56 UTC
From: lodzins@pilot.njin.net
Message-ID: <Jul.11.23.39.55.1990.28289@pilot.njin.net>
Source record: 239731

I have an address for Alan Pratt at Atari. I don't know if it still accurate or if he works there, but here it is: apratt@atari.uucp Alan was very helpful with me when I had a hard drive problem a while back, unfortunately I can't say that Atari in general. They never answer my "snail" mail, so I hope they are better at answering email.
--

Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
USA at 201/727-1914 (1200/2400/9600)

714. Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 08:40:18 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1213@unicorn.WWU.EDU>
Source record: 239741

I have just purchased Laser C, and after a week of book hunting was able to purchase a copy of "The C Programming Language", second edition, by B. Kernighan and D. Ritchie. I was advised to buy this book as I was told it was the "bible" for C. I was learning a lot of the basic functions of C and having a pretty good time learning the language until I hit the section on functions.

It appears to me that Laser C is _not_ ANSI compatible, which really burns me. I got massive syntax errors when I tried to compile a simple function. The next page (p.26) the authors showed a "note of history" where "The biggest change between ANSI C and earlier versions is how functions are declared and defined...." and gave an example of a function "would have been written" in the older versions of C. I wrote the old version in and it compiled and ran perfectly.

Satisfied that I could overcome a small syntactical problem with the language, I went off to the next example which has an array passed to a function, and the function returns an integer value. The compiler hated it. I have tried for an hour to juggle the syntax around, but it still won't compile at all. The algorithm is as follows as per the book:

```
/* getline: read a line into s, return length */

int getline(char s[], int lim)
{
int c,i;

for (i=0; i<lim-1 && (c = getchar())!=EOF && c!='\n'; ++i)
s[i] = c;
if (c == '\n') {
s[i] = c;
++i;
}
s[i] = '\O';
return i;
}
```

The Laser C compiler screams bloody murder on the first line; It insists that there is a missing ')', missing ';', and then declares that there is an invalid function. I have tried to 'mimic' their example of 'older' versions of C programming by declaring the variables under the function declaration and removed the beginning 'int', thus reading:

```
/* getline; read a line into s, return length */
```

```
getline(s, lim)
char s[], int lim;
{
etc. etc. etc.
}
```

but the compiler still tells me that the function is declared wrong, and that the 'char s[], int lim' line is redefining what 's' and 'lim' were in the first place.

First question: How does one pass variables to a function in Laser C, and how do you declare that the function will return a certain type?

Second question: Is there a Laser C upgrade which meets the ANSI standards? I have heard a lot of good stuff about this language and find it hard to believe that it does not meet a standard that was set over two years ago.

My apologies if I've been verbose with my problem; I wanted to insure that I was specific in defining it.

Thanx in advance to any Laser C 'experts' out there!

Perry Pederson n8742883@unicorn.WWU.EDU

715. Re: To Park or not to Park ....

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 10:11:13 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2990@medusa.informatik.uni-erlangen.de>
Source record: 239732

baffoni@aludra.usc.edu (Juxtaposer) writes:

> I have a Quantum Pro 80meg drive that autoparks, so I haven't had to
>worry about this problem too much, but I was curious to know if others have
>had this problem: When using the makepark program that came with my ICD host
>adapter, I use the resulting park program on the Quantum: The result is an
>alarming sound - the apparent slowing down of the Drive with some other nasty
>sounds. Needless to say, that was the last time I used it, but I was
>wondering if the park program is destructive to autoparking systems, or just
>Quantums, or is the sound I was hearing no more destructive to my disk than any
>other disk read?

This is just the way it should be. If you send a SHIP command to a Quantum
drive, it will spin down and just sit there waiting for some reviving command
from the computer. If you look at some SCSI specs, this is perfectly OK:
The SHIP command really is called "START/STOP UNIT" in SCSI terms, so
that's what Quantum drives do.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

716. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 11:27:47 UTC
From: rode@uniol.UUCP
Message-ID: <3065@uniol.UUCP>
Source record: 239733

Moin,

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

>>If so, which programs do I need and how is it done?
>You don't need anything but the DESKTOP formatter if you own a STE.
>TOS 1.4 and TOS 1.6 finally have a completely DOS-compatible disk format.
I don't think so, look at disk free: Atari says something about 726016
Bytes, an IBM says something about 728112 Bytes free. But the new TOS
versions - thats correct - make an IBM like Bootsector.
If you want to have 100% IBM Disks, you can use Fcopy 3.0.

mfG Waldi

--
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *

717. Re: Spectre/Multifinder-Problem

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 12:16:11 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12605066114021@osu-20.ircc.ohio-state.edu>
Source record: 239737

Martin Friedrich writes....
> When starting the Spectre w/MultiFinder...MF tries to read from floppy B
> ....
>
> Has anybody any idea to force the Multifinder to stop that??
>

Send in your Spectre registration card. Version 2.65 of the Spectre software
fixes this bug.

Tyler

PS: I mailed in my registration card & received ver 2.65 in only 6 days!!
This is the usual level of support provided by Gadgets, so I guess I
shouldn't be so suprised.

PPS: I've been having trouble printing Postscript Files w/ my GCR.
I need to know which 'laserwriter' file to use in the chooser. I have
Ver 6.02 of the system folder & the only 'laserwriter' file I can find
has the Appletalk wiring in the Icon. When I select this printer, print
PS, and convert the file the PS file has some appletalk activation commands
on the front. My question - is there a laserwriter file which works
directly (ie doesn't make me code PS). If there is, what does the
Icon look like, what is the EXACT name, and where do I find this file???

718. Re: Need help with mouse problem :-(-- :-) solved

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 13:40:55 UTC
From: iojj@vax5.cit.cornell.edu
Message-ID: <4575.269c45a7@vax5.cit.cornell.edu>
Source record: 239739

In article <4529.2699075f@vax5.cit.cornell.edu>, iojj@vax5.cit.cornell.edu writes:
> I have a little problem with my 1040ST which I just
> bought used: the mouse doesn't work in the horizontal direction.
> It's very strange, but no matter which way I move it, the cursor
> moves to the right. The vertical axis is OK. If I move the mouse
> really fast to the left, it may move in that direction, though.
> Anyone, have any ideas about what may be wrong? I would especially
> appreciate anyone in the Ithaca area who can give me a call, or
> email.
> Thanks in advance :-).
>
> David Chin
> IOJJ@CORNELLA
> (607)272-6766 [>7pm]
> (607)255-5732 [work]

Thanks to everyone who replied. I got some helpful info
which showed me the right place to look. I fiddled around
with the thing last night, and managed to repair it.
So, here's what went wrong. Firstly, the mouse was
cleaned off, but to no avail. Then, I looked at some other
suggestions. The one that struck me the most likely was
that it something to do with the opto-thingamajig. And it
was. The rollers are on an "axle", and they have to be parallel
to the plane of the mouse base, i.e. they must not jiggle up
and down or left and right. The axle in my mouse was jiggling
vertically. If you look carefully at both the axles, you can
see that the ends are held down by plastic things (very sorry
I don't know the technical names :-)). The end with the
slotted wheel is held down by a plastic rod, which you can see
if you look down parallel to the axle through the hole in the
plastic post in which the axle end is held. Turns out that
that was loose on my mouse: I found that out by comparing it
with the vertical axis axle. Just put a small screwdriver into
the hole at the top (looking vertically down) of the plastic
post, you can push the plastic rod back down onto the axle to
hold it in place.
Now, about the screws. Those just hold the whole assembly,
circuit board and all, down to the mouse case. The reason that
fiddling with those screws works is that if you loosen them, you
make clearance for the mouse ball to jiggle vertically, and that
prevents the axle from jiggling.
Well, that's it. Thanks again for all the helpful replies.
:-) :-)

David Chin
IOJJ@CORNELLA.CIT.CORNELL.EDU
IOJJ@VAX5.CIT.CORNELL.EDU

Disclaimer: the usual, I guess
"The sun in Ithaca shines mainly outdoors ..."

719. Re: Waiting for HD to boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 18:27:52 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <3085@gmdzi.UUCP>
Source record: 239736

bill@mwca.UUCP (Bill Sheppard) writes:

>Berkeley MicroSystems has a boot sector on their diskette which keeps trying
>the hard disk until it's ready - no reboots, and it boots immediately upon
>the hard disk being up to speed. Shouldn't be too hard for any of you other
>Wiz's to do the same thing...

Yes, I have made such a boot sector for my st.
But consider the following: not all hard disks spin up when disturbed
with 'test unit ready'. There are even different SH204's!
With those sensible hard disks duck31 or coldstart.acc and such things
dont work either.
Regards
j.k. (Jelske Kloppenburg / GMD)
kloppen@gmdzi.UUCP

720. cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 19:09:34 UTC
From: ljdickey@daisy.waterloo.edu
Message-ID: <1990Jul12.190934.1951@watdragon.waterloo.edu>
Source record: 239748

In article <1990Jun26.145321.9843@water.waterloo.edu> I wrote:

>Our local librarian is looking for good stuff to use to
>organize the our club PD and Shareware collection.

> (1) What software do you ... use
> to keep your library in order?

and I got NO answers. Does this mean that nobody out there keeps a
list of all the stuff they have on disks? I don't believe it.

C'mon folks, you can do better than that!
How do you keep track of all your stuff?

721. Re: Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 21:17:16 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Jul12.211716.27268@ux1.cso.uiuc.edu>
Source record: 239738

```
Do you have a function prototype? If so, do not name the parameters
in it, just list the types:

void foo(int, int, char []) rather than
void foo(int x, int y, char cow[])

Hope this helps.

---
John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>
GEnie: j.gordon14
```

722. Re: Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 21:36:59 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1876@engage.enet.dec.com>
Source record: 239755

In article <1213@unicorn.WWU.EDU>, n8742883@unicorn.WWU.EDU (Perry Pederson) writes...
>
> It appears to me that Laser C is _not_ ANSI compatible, which
>really burns me. I got massive syntax errors when I tried to compile

>/* getline; read a line into s, return length */
>
>getline(s, lim)
>char s[], int lim;
>{
> etc. etc. etc.
>}
You can fix this one by changing the comma in the second line, to a semicolon.
More commonly (I think) is to put the different types on seperate lines. Ie:
char *s;
int lim;

> First question: How does one pass variables to a function in
>Laser C, and how do you declare that the function will return a
>certain type?
Ahh, thats two questions? When you define a function, place only the variable
names (not the types) inside the paranthesis (after the function name). To
specify the data type returned by the function, just place the type in front
of the function name. Ie:
```
FILE fopen( name, mode )
char *name, *mode; /* The comma is correct here since both
* variables are of the same type.
*/
{
static FILE file1;
etc. etc. etc.
return &file1;
}
```

>
> Second question: Is there a Laser C upgrade which meets the
>ANSI standards? I have heard a lot of good stuff about this language
I don't know the answer to that.

> Thanx in advance to any Laser C 'experts' out there!
I have never used Laser C, but you are welcom anyway :-)

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace

(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

723. Re: TOS 1.6 & Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-12 23:52:06 UTC
From: apratt@atari.UUCP
Message-ID: <2236@atari.UUCP>
Source record: 239753

In article <1990Jul6.190229.19792@sun.soe.clarkson.edu>,
AAron@image.soe.clarkson.edu (AAron nAAs) writes:

>By the way, TOS 1.6 waits about 6 seconds for the harddrive to get up to
>speed before continuing to boot.

Actually, I think he meant 60 seconds. The actual number is 90 seconds.
If the manual that came with the computer didn't contain a comment
about this, it should have. The comment would read something like this:

"When you turn on your computer, the Floppy Disk Access light
will come on, then go out, then come on again. After this there is a
90 second delay, to allow your hard disk to become ready. If the hard
disk becomes ready in less than 90 seconds, or if you have no hard
disk, you can press any key to terminate the delay and continue the
startup sequence."

Believe me, people, I tried to come up with a solution which didn't
involve a simple delay. It turns out that hard disks vary widely in
their spin-up time, and also in their responses to commands between the
time they are powered up and the time they are ready.

Hitting a key too early will not stop the delay because the system
hasn't initialized the keyboard yet. Wait for the floppy access light
to come on, then go out, then come on again: that's when everything is
initialized, and you can hit a key to stop the delay.

The 90-second delay addresses the need for machines you can turn on
with one power switch, and most notably for unattended machines which
might come up all at once after a power outage. The logic goes like
this:

(A) 90 seconds is more than enough for all hard disks we're aware of.
(B) If you're there, you can hit a key when your HD is ready.
(C) If your system comes up unattended, an extra 90 seconds won't hurt.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

724. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 01:01:52 UTC
From: a1318@mindlink.UUCP
Message-ID: <2430@mindlink.UUCP>
Source record: 239740

Hi Lee,
Perhaps the problem was one of your msg. not getting out to the net.I'm not certain but I do not believe that I saw here.
Anyways,a possible solution is a STart Mag.prg.called Director used in conjuction with CardSTack,a free form DB.Both are from the Special Issue #3 1988.While not ideal,at least it will give you something to go with until you find something better.
IF you should find something that you like better,could you pls let me know,as I'm in the same situation.
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /
//

725. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 01:23:48 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23832@uflorida.cis.ufl.EDU>
Source record: 239756

This is in answer to your question about software to keep your
libraries in order. I seem to recall quite a few programs to organize
archives....there was one by GrimWare, I forget what it was called
though. Look on BBS's or the net...Some names I seem to remember is
DiskScan, DiskKeeper

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=

726. Fixing a Blown Mega

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 03:02:51 UTC
From: src@cs.odu.edu
Message-ID: <13103@xanth.cs.odu.edu>
Source record: 239758

I had a problem recently where my Mega 4 flat-out DIED while booting up recently. It got about ten seconds into my hard disk boot sequence, and went out like an expired coupon. No display, no LEDs lit, no fan running.

Let me explain: I know something of hardware. Before I panic, I look for blown fuses. I've had my Mega open before (installing TOS 1.4) so that helped. I unscrewed the cover, unplugged the battery, untwisted the metal shield, and stared at the power supply. Blown fuse! I plucked out the tiny thing and zoomed off to Radio Shack. It's a fast-acting 2 Amp fuse, Cat. No. 270-1244.

I get home, plug in a new one, reconnect the Mega, and turn on the switch. NOTHING. With the ``impending doom'' feeling I dig my way back inside the unit, and as expected, the fuse is blown again.

It's time to get technical now. Fortunately, I've had some experience. To rule out the computer, I unplug the power supply from the mega, and physically remove it from the system. I install another fuse, and plug it in separately. By the way, the Mega's switching supply has the power switch and the AC plug incorporated, so when it's removed from the box you still have these. I plug it in, turn it on, and poof! The fuse goes again.

Once again, experience helped. Now I knew the problem was in the power supply itself. In power supplies, one of the things that seems to go most often is the rectifier diodes. The Mega's switching supply feeds the AC line to a diode bridge directly, for full-wave rectification. With a meter, I started testing the bridge (one unit with four leads) and sure enough, one of the AC lines is shorted directly to the + output line!

Well, I'm using the Mega now. I made another trip to the Shack and put in a nice big replacement bridge. This part is labeled DB1 on the power supply PCB, and the part itself is a small black cylinder labeled `W10M' in tiny white letters. The one I replaced it with is a much beefier model, which handles 400 PIV at 4 Amps. When in doubt, overestimate.

I'm not saying that all suspicious deaths of STs with switching supplies will be caused by this part, but it'd be a good place to start looking. With a little bit of careful checking and soldering, you can save a lot of waiting and $$$!

Scott Chilcote
src@cs.odu.edu

727. Re: comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 04:28:45 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul13.042845.4685@udcps3.cps.udayton.edu>
Source record: 239742

In article <CMM.0.88.647713128.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>Is it just me or has the flow in comp.binaries.atari.st slowed to only
>one posting or so each week? I'm no programmer or I'd contribute
>myself. :-) What gives?
Chris,

Well, I've had a couple of posts pending for about three weeks now, with no results. So, it could be one of about a thousand things more. I admit that I'm no programmer myself, but I do pass along PD/SW programs that I come across. Rest assured, somebody is sending things...

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

728. Re: parallel<->ethernet wanted

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 06:02:45 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul13.060245.23140@math.lsa.umich.edu>
Source record: 239757

In article <12245@asylum.SF.CA.US> romkey@asylum.SF.CA.US (John Romkey) writes:
>In article <1884@murdu.oz> pjr@murdu.ucs.unimelb.edu.au (Peter Rayner)
>asks for a parallel port to ethernet adapter.
>
>Try Xircom. They manufacture an ethernet adapter that plugs into uni-
>and bi-directional parallel ports. They also make token ring and
>arcnet adapters. Recent packages include a packet driver, which should
>work with most popular freely available and commercial TCP/IP's for
>PC's.

This sounds like a slick little device, anyone know any more about it?
Or ST ethernet products in general? I remember talking to Mike Schmal
at Atari about an official Atari ethernet product a year or so ago, but
I haven't heard anything about it since.

I know there are a few ethernet products available now. It may be a good
idea to come up with an ST equivalent of the PC Packet Driver interface.
I certainly don't expect that all these boards are programmed the same way.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

729. Re: TOS 1.6 & Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 13:54:27 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul13.135427.22911@sun.soe.clarkson.edu>
Source record: 239743

From article <2236@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
> In article <1990Jul6.190229.19792@sun.soe.clarkson.edu>,
> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
>
>>By the way, TOS 1.6 waits about 6 seconds for the harddrive to get up to
>>speed before continuing to boot.
>
> Actually, I think he meant 60 seconds. The actual number is 90 seconds.

Well my computer does wait LESS than 10 seconds (haven't cared to time it yet),
and then continues booting without me having to touch the keyboard...
Now, if it waits the 90/60 seconds after "sensing" that there is a harddrive
attached, that's something I don't know...

I was told by a friend with an STe that the delay was for the harddrive,
So I mentioned it...

Oh, I'm glad we are hearing from Atari again! (Someone AT Atari I mean!)
AAron nAAs

730. Re: TOS 1.6 & Re: Hold that computer...

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 14:34:47 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <25560@cs.yale.edu>
Source record: 239744

In article <2236@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Believe me, people, I tried to come up with a solution which didn't
>involve a simple delay. It turns out that hard disks vary widely in
>their spin-up time, and also in their responses to commands between the
>time they are powered up and the time they are ready.

Unfortunately, the solution you describe seems to preclude using
configurable software solutions such as duck31 that others have
devised. Is there any way to disable the 90 second delay, or has that
been made the official MINIMUM time for booting an unattended machine,
regardless of how fast your hard disk spins up? Will a bootable
floppy allow one to bypass the delay?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

731. Panarthea archive service unavailable this weekend

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 14:41:47 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2629@male.EBay.Sun.COM>
Source record: 239745

Due to work on the power lines near my building, the panarthea archive server won't be available from about 4:00 today (July 13) to sometime Monday morning (July 16.) Don't be alarmed if your requests aren't answered during that time. The server will be back on Monday.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

732. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 14:42:02 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <25561@cs.yale.edu>
Source record: 239746

```
In article <3065@uniol.UUCP> rode@uniol.UUCP (Dirk Rode) writes:
>Moin,
>
>csbrod@medusa.informatik.uni-erlangen.de (Claus Brod ) writes:
>
>>>If so, which programs do I need and how is it done?
>>You don't need anything but the DESKTOP formatter if you own a STE.
>>TOS 1.4 and TOS 1.6 finally have a completely DOS-compatible disk format.
> I don't think so, look at disk free: Atari says something about 726016
>Bytes, an IBM says something about 728112 Bytes free. But the new TOS
>versions - thats correct - make an IBM like Bootsector.
TOS won't write the last two clusters of a disk---thinks they are
always in use. It can read them however. This was a bug in TOS 1.0
that has been preserved for compatibility. However, that does not
imply that the disk format is incompatible. As far as I know, disks
formatted by the TOS 1.4 desktop formatter are completely compatible
with IBM. It's just that TOS 1.4 can't fill them completely.
==================================================
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==================================================
```

733. Re: parallel<->ethernet wanted

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 14:51:50 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3890@rodan.acs.syr.edu>
Source record: 239747

In article <1990Jul13.060245.23140@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <12245@asylum.SF.CA.US> romkey@asylum.SF.CA.US (John Romkey) writes:
>>In article <1884@murdu.oz> pjr@murdu.ucs.unimelb.edu.au (Peter Rayner)
>>asks for a parallel port to ethernet adapter.
>>
>>Try Xircom. They manufacture an ethernet adapter that plugs into uni-
>>and bi-directional parallel ports.
>
>This sounds like a slick little device, anyone know any more about it?

The Xircom comes in two flavors, thick and thin ethernet. Since the original IBM PC Standard (which everyone, or course, blindly follows...) does not allow input from the parallel port, they had to use the printer status lines, like READY, PAPER OUT, etc.. (I don't have documentation in front of me). I'm not sure whether or not you can input thru the data lines of the parallel port with the ST, but this device doesn't do it anyway. I don't see any reason it wouldn't work on an ST, if they had ST driver software for it. Considering the ST market, I'd be amazed if they had one.

---jb
P.S. -
Xircom
22231 Mulholland Hwy, Suite 114
Woodland Hills, CA 91364
(818) 884-8755
FAX: (818) 884-1719

>[...]
>--
> -- Howard Chu @ University of Michigan
> one million data bits stored on a chip, one million bits per chip
> if one of those data bits happens to flip,
> one million data bits stored on the chip...

734. Publishing Partner printer font editor PEDIT--anyone got docs???

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 16:26:54 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1830@gmuvax2.gmu.edu>
Source record: 239749

Does anyone out there have the program PEDIT, which allows the editing of Publishing Partner printer fonts? I have a copy, and it didn't come with docs (because, as the author says himself, he was too lazy to do 'em), and I can't get it to work! Does ANYONE have ANY sort of documentation for this program??? I would love to be able to make my own fonts...*sigh*...

Thanks in advance.
Please reply to SCOILE@GMUVAX.GMU.EDU or SCOILE@GMUVAX.BITNET

-Steve Coile

735. Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 16:33:25 UTC
From: bill@mwca.UUCP
Message-ID: <1661@mwca.UUCP>
Source record: 239750

Well, I got copies of the Union and Carebears demoes (thanks, Dan!), and to my utter horror discovered that they are 50 Hz, and my Video Key doesn't tolerate this too well. Are there any measures I can take to make these demos viewable? If I crank on the vertical hold I can stop the rolling but the picture is shifted such that 30% of the screen is lost to the right, and full-screen stuff looks like utter garbage. Any suggestions?

On a related note, I've got a multiscan available to me - can someone mail me the pinouts to make a cable? I suspect this may alleviate the 50Hz problem...

--

##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

736. My laser C problems are (almost) over!

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 18:10:29 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1217@unicorn.WWU.EDU>
Source record: 239751

Thanks to everyone (all 25+ of you!) who answered my question about C parameters and function calls. Everyone said basically the same thing on how to change the structure of the functions to get everything working! I've been away from my ST for a bit, and will change my code this weekend and watch it run.

I have (sigh!) one more question specifically pertaining to Laser C. Some of the programs I have written check for an EOF value. I know that EOF is defined by Laser C as having a integer value of -1, but the beginning programs by K & R need to have an EOF value entered from the keyboard. What key sequence(s) in Laser C are needed to send a EOF to the program? Control-Z send out an EOF value, but also shells out of the program before anything else can be done. Control-C shells out completley, and Control-Delete interrupts the program.

I have tried all possible alt/shift/control sequences on the keyboard; is there a key sequence to send the EOF character to a program?

Respecfully,

Perry Pederson n8742883@unicorn.WWU.EDU

737. Re: Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 18:17:14 UTC
From: MERTENS@tubvm.cs.tu-berlin.de
Message-ID: <MERTENS@DB0TUI11.BITNET>
Source record: 239761

In article <1869@engage.enet.dec.com>, wallace@ynotme.enet.dec.com (Ray Wallace)
says:
>
>In article <4529.2699075f@vax5.cit.cornell.edu>, iojj@vax5.cit.cornell.edu
>writes...
>>bought used: the mouse doesn't work in the horizontal direction.
>>It's very strange, but no matter which way I move it, the cursor
>>moves to the right. The vertical axis is OK. If I move the mouse
>Sounds like the rollers need cleaning. Just pop out the ball and clean the
>"gunk" off the three rollers. If you are a little adventurous you can remove
>the two screws and seperate the mouse halves, this makes it easier to give the
>rollers a good cleaning.
>
I've had the same problem with my vertical movement. Sometimes the mouse
would only move up, sometimes down. cleaning was of no help. its now
working again, after opening-looking inside-and closing several times.
but from time to time the mouse-arrow drops about an inch or so on the
screen. i've also checked vor viruses-none. I think the cable is worn
out. i'll try a new mouse anyway some time.

|
Steve, Berlin. | MERTENS@DB0TUI11
| (I never said that)

738. Re: Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 18:55:09 UTC
From: alex@athertn.Atherton.COM
Message-ID: <27048@cherry.athertn.Atherton.COM>
Source record: 239752

Perry Pederson asks:

> First question: How does one pass variables to a function in
>Laser C, and how do you declare that the function will return a
>certain type?

> I have tried to 'mimic' their
>example of 'older' versions of C programming by declaring the
>variables under the function declaration and removed the beginning
>'int', thus reading:

>/* getline; read a line into s, return length */

>getline(s, lim)
>char s[], int lim;
>{
> etc. etc. etc.
>}

Your example should read as follows:

```
getline(s, lim)
char s;
int lim;
{

stuff here

}
```

The problem with your example is that you have a comma following
the definition of s[], not a semi-colon. That ain't Laser C's
fault, that's the C language--you canna do that, lad. <grin>

I don't know if Laser C has an ANSI upgrade--Mark Williams has
been promising one for a while, but so far has pooped out on
actually producing it....

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "AAAAAGH! It's Friday the 13th!!! |

739. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 19:23:23 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1878@engage.enet.dec.com>
Source record: 239754

In article <1990Jul12.190934.1951@watdragon.waterloo.edu>,
ljdickey@daisy.waterloo.edu (Lee Dickey) writes...
>In article <1990Jun26.145321.9843@water.waterloo.edu> I wrote:
>> (1) What software do you ... use
>> to keep your library in order?
Since you insist. I used to use uEmacs, the current librarian and the
librarian before me both just use an editor to create and update the list.

As far as maintaining the disks, it is just a matter of copying (and sometimes
deleting) files as appropriate.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

740. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 22:29:47 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jul13.222947.10562@wam.umd.edu>
Source record: 239768

In article <1661@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Well, I got copies of the Union and Carebears demoes (thanks, Dan!), and to
>my utter horror discovered that they are 50 Hz, and my Video Key doesn't
>tolerate this too well. Are there any measures I can take to make these
>demos viewable? If I crank on the vertical hold I can stop the rolling but
>the picture is shifted such that 30% of the screen is lost to the right, and
>full-screen stuff looks like utter garbage. Any suggestions?

On a related note, I've found that a lot of games from acros the pond
don't work with my Atari monitor (SC1224 or whatever), but DO work on
other peoples' monitors (also SC1224 or whatevers). Mine is different
in that it's vintage 1986; an "old style" monitor. When running some
games, the screen rolls horrendously. (Bill's vertical hold fix works
on mine too, but you should see the desktop after you diddle with your
monitor that way!)

Anybody know what it is that these hackers are doing that mucks up
the screen? (Examples of programs that do not work: Afterburner,
Blood Money)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

741. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 22:59:29 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul13.225929.7675@math.lsa.umich.edu>
Source record: 239769

In article <1990Jul13.222947.10562@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>On a related note, I've found that a lot of games from acros the pond
>don't work with my Atari monitor (SC1224 or whatever), but DO work on
>other peoples' monitors (also SC1224 or whatevers). Mine is different
>in that it's vintage 1986; an "old style" monitor. When running some
>games, the screen rolls horrendously. (Bill's vertical hold fix works
>on mine too, but you should see the desktop after you diddle with your
>monitor that way!)
>
>Anybody know what it is that these hackers are doing that mucks up
>the screen? (Examples of programs that do not work: Afterburner,
>Blood Money)
>
>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

I remember this occasionally happening with my SC1224 on the old Rex demo. I figure they were probably trying to up the vertical resolution or something. (I'd achieved the same in my 8-bit Atari days by messing with the display list. Try to draw too many scanlines, instead of leaving X number black at the top & bottom of the screen, and the picture rolls.)

Rex demo also scrolls colors across the overscan region, so they must at the very least be messing with the display enable signal. (By toggling the screen between two scan rates. Probably 50 & 60hz.)

I'm going to have to try Afterburner again, I don't remember it working on my system either. Oh well.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

742. Charles F. Johnson's programs

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 23:03:28 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3689@calvin.cs.mcgill.ca>
Source record: 239759

I think every one of you should do this right now:

1. go into your auto folder

2. run each program, and count how many of them are by charles f. johnson

3. Multiply that number by an appropriate dollar value

4. send him a check for that amount.

I just realized I had THREE of them, and don't know how long I have been
using them, or how I could live without them. When I finally realized he
wrote them all, I felt really guilty!! (The check's in the mail).

that's all I had to say.
--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

743. Lattice C/Laser C Help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-13 23:55:17 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul13.235517.1011@udcps3.cps.udayton.edu>
Source record: 239760

I need help! I attempted to use Laser C on my ST, but whenever I went to change the environment settings, I would bomb out. I just got Lattice C Version 5 (from HiSoft), and the same problem happens. I am using a Mega 2, TOS 1.4, and an ICD FaST 30MB hard drive. I have tried removing all desk accessories and AUTO folder programs, with no success. I haven't tried it with Lattice C as of yet, but I believe that I ran Laser C off of floppies, it ran fine. Please reply via mail. Thanks!!!

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

744. Atari ST <-> pbmplus conversion programs

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 02:39:05 UTC
From: seb3@GTE.COM
Message-ID: <9455@bunny.GTE.COM>
Source record: 239770

In case anyone is interested, I've just submitted the following programs to comp.sources.misc. They convert between two Atari image file formats and Jef Poskanzer's pbmplus format:

pi1toppm.c -- Reads low-resolution Degas and writes ppm
ppmtopi1.c -- Reads ppm and writes Low-resolution Degas
spctoppm.c -- Reads compressed Spectrum 512 and writes ppm
sputoppm.c -- Reads uncompressed Spectrum 512 and writes ppm
ppmtospu.c -- Reads ppm and writes uncompressed Spectrum 512

I wrote these originally on an Amiga (don't shoot!). They should compile just fine on any Un*x platform. I haven't used C on the ST for a while, but I imagine they should compile easily enough.

If you are unfamiliar with pbmplus, it is a wonderful graphics manipulation package, written by Jef Poskanzer, which, in addition to being able to read and write many different image formats, can perform many useful manipulations such as scaling, rotation, etc. For more information on pbmplus, check the frequently-asked questions article in comp.graphics.

Steve Belczyk CIS: 75126,515 BBS: +1 508 664-0149 (2400 bps)
seb3@gte.com GEnie: sbelczyk UUCP: {harvard,vaxine}!bunny!seb3

745. Re: To Park or not to Park ....

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 03:21:43 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul14.032143.2024@udcps3.cps.udayton.edu>
Source record: 239762

In article <10764@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> I have a Quantum Pro 80meg drive that autoparks, so I haven't had to
>worry about this problem too much, but I was curious to know if others have
>had this problem: When using the makepark program that came with my ICD host
>adapter, I use the resulting park program on the Quantum: The result is an
>alarming sound - the apparent slowing down of the Drive with some other nasty
>sounds.
>...stuff deleted...
Mike,

Well, doing that wasn't probably wasn't the smartest thing you could do.
Auto-parking mechanisms, regardless of their manufacturer, do not respond well
to forced parking. Where I work, that is one of the ways that we have seen
that have a shot of crashing the mechinism. We even saw one once that
had the head drug across the media when parking was forced. My advise,
don't do it again unless your hard drive is meaningless to you.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

746. Important Terminator News (name change)

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 03:25:11 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul14.032511.11436@math.lsa.umich.edu>
Source record: 239771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

The Atari Archive at the University of Michigan has grown tired of being called "terminator.cc.umich.edu" and shall now be refered to as "atari.archive.umich.edu". Since certain negative connotations have come to be associated with the name "terminator", we decided that a new name was necessary to improve our self-esteem.

The archive is still at "terminator" for now, but as we get more funding and more machines we will move the archive. The alias atari.archive.umich.edu will then point to the new machine. So, for uniterrupted access to the Atari Archive at the University of Michigan, please direct all mail and ftp traffic to atari.archive.umich.edu.

That is all.

Jon Brode -- jon@atari.archive.umich.edu
Supreme Allied Atari Commander, Michigan

747. help is a 4 letter word

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 03:48:14 UTC
From: ie09@vaxb.acs.unt.edu
Message-ID: <29621.269e95fe@vaxb.acs.unt.edu>
Source record: 239763

While installing another hard drive to my system today I (accidently)
fried my other hard drive, It (was) a western Digital 20 meg.
Does anyone know the number to Western digital so that i can get
parts to fix it?

also, where can i find good documentation on ALINE calls

748. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 08:38:56 UTC
From: dhollis@shiloh.UUCP
Message-ID: <209@shiloh.UUCP>
Source record: 239764

In article <1661@mwca.UUCP>, bill@mwca.UUCP (Bill Sheppard) writes:
> Well, I got copies of the Union and Carebears demoes (thanks, Dan!), and to
> my utter horror discovered that they are 50 Hz, and my Video Key doesn't
> tolerate this too well. Are there any measures I can take to make these
> demos viewable? If I crank on the vertical hold I can stop the rolling but
> the picture is shifted such that 30% of the screen is lost to the right, and
> full-screen stuff looks like utter garbage. Any suggestions?
>
> On a related note, I've got a multiscan available to me - can someone mail
> me the pinouts to make a cable? I suspect this may alleviate the 50Hz

Yes, the multisync (I suspect that's what you meant?) should work perfectly with the demos, I don't think the Video Key was ever designed to work with anything other than a 60hz signal.. 50hz causes alot of problems in the U.S. Most monitors work just fine, but some roll, and some are shifted over about 2 inches.. sounds like the video key is the worst of both worlds!

I do not have the pinouts for a multisync, but it should be easy enough to hack one up.. on a similar note, there is a company, talon microsystems or some similar name, that makes a box to hook up to a multisync, but it was an ungodly $80!

All these drastic actions, just for some demos... =^)

749. Re: Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 09:02:00 UTC
From: hase@netmbx.UUCP
Message-ID: <907@netmbx.UUCP>
Source record: 239765

MERTENS@tubvm.cs.tu-berlin.de writes:

>>>bought used: the mouse doesn't work in the horizontal direction.
>>>It's very strange, but no matter which way I move it, the cursor
>>>moves to the right. The vertical axis is OK. If I move the mouse

Sounds like "loose cable" to me:

the mouse sends four signals to the keyboard processor; two each for
horizontal and vertical movement.
Whether the cursor is to be moved left or right is determined by which
of the signals appears first.

If one wire has no contact to the connector, the other one will appear
as "first" to the keyboard processor all the time: the cursor moves in
one direction only.

Check all connections and plugs (inside the mouse and connector to ST)
for conection. If necessary, replace connectors or cables.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

750. Time out. (Was: Re: Oh goody! More Amiga <--> ST flame wars!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 11:39:21 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <832@ucsvc.ucs.unimelb.edu.au>
Source record: 239766

G'day,

I am sorry to reply to this info free thread :-(but _this_ Amiga fan reads the Atari newsgroup because I'm interested in the Atari machines etc. I happen to be a computer enthusiast (sort of) that wants to know the facts about all sorts of machines.

I'm sorry for all of us that there's so much harping by some Amigaists in this group. In our defence I will say that there has been some very good information posted to this group by some employees of CBM as well as by some of us reasonable Amiga fans. :-)

Perhaps a question to redirect this discussion away from its confront-ational trend? { Can't hurt to try, eh? :-) }. Can someone please tell me about the AppleTalk feature of the TT?

{ In case I am misunderstood I like _my_ computer but not the fighting that is going on in this newsgroup at the moment b/w Amigans VS rest of the group. I don't recall Atari-ists doing that in any Amiga news group. }

I suppose there can be useful discussion of cross computer features... such as the hard area of trying to port programs/code b/w platforms or how to use data for programs that run on each machine (eg. PageStream) but it never seems to be done. :-(

Peace.

yours truly,
Lou Cavallo.

I apologise for any errors of grammar in this posting. Today was not a good day for me.

751. Does Atari STFM working with TV show both Medium & Low Rez or Low Only

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 14:59:45 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Jul14.145945.10465@cunixf.cc.columbia.edu>
Source record: 239775

```
Subject line asks it all....

Imran
```

752. Re: Important Terminator News (name change)

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 15:17:05 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Jul14.151705.8220@cunixf.cc.columbia.edu>
Source record: 239776

```
I liked Terminator better... :-(

Imran Anwar
```

753. Re: Is there a prg to view GIF pictures on the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 16:27:20 UTC
From: techno@zelator.UUCP
Message-ID: <668@zelator.UUCP>
Source record: 239767

Yes, there is B-GIF from the public domain. It will run on color systems only, but as it can also convert to Spectrum 512 (.SPU and .SPC) pictures, quite STunning.

Hope this helps,

Techno

--
techno@zelator.UUCP Please do not e-mail from outside Germany !

Nothing that's real is ever for free, you just have to pay for it some-time. (Al Stewart)

754. 50hz/60hz

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 20:57:19 UTC
From: dhollis@shiloh.UUCP
Message-ID: <210@shiloh.UUCP>
Source record: 239777

Ok, I'll try to clear this up....

The problem with 50hz and 60hz, is that power supplies in the USA and Europe are different. Where the US uses 60hz cycle power, Europe uses 50hz cycle power. The ST can operate in both modes regardless of what power supply you are on (50hz/60hz) but running your ST in the mode that corresponds with your power supply makes it alot easier on your system. So, there is a little toggle in a hardware register which changes between these two modes. The address is $ff820a, you toggle bit #1 ON for 50hz, and OFF for 50hz (bit #1, not bit #0).. this sets the scan rate for the monitor as well! The vertical blank timing gets altered to match the new screen rate, so programs tied to the vertical blank will get messed up..

This is a good way to tell if a program is an import or not, because most (not all!) imports set the screen rate.. I wish they would leave the scan rate alone, and put a little sticker on the software package that says 'this program was imported' rather than fiddling with the scan rate.. =(If you know your assembly code, you *can* sometimes hack into some of the older european programs and clean the scan rate changes out, but with the newer stuff, it is usually coded/encrypted, and hacking encrypted code is no fun at all!

BTW, in Blood money, there _is_ a key you can hit to change scan rates, it's F8/F9 on the main screen (not when it's booting, but when it's finished booting and asks for disk 2).. it's an undocumented 'feature'.. you want something interesting, try hitting F10 while playing the game!

Hope that cleared things up!!

755. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 22:13:01 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <11380@hydra.gatech.EDU>
Source record: 239774

Somebody recently posted a question concerning the CP/M emulator
and a hard drive. This is what I know:
The CP/M-Z80 emulator is capable of accessing your hard drive,
but it is limited to 4 Mb partitions. If your partition is greater
than 4 Mb, you will get a warning that it has been truncated to 4 Mb
when you try to access it. If you use TOSDIR to list the files on
your hard drive, it will list the files in the currently active TOS
folder for that partition.
You could set up a 4 Mb (or less) partition and use it strictly
for CP/M. You would have to develop a routine like INIDIR to convert
it to a CP/M partition (INIDIR is coded for a 360K single sided drive
only). You can also install a RAM disk and use it. I used the SS RAM
disk with Turtle, then used INIDIR to change it to a CP/M RAM disk.
This worked out quite well.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

756. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-14 23:24:42 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.647997861.larserio@kvart.uio.no>
Source record: 239773

It's possible to adjust the SM1224 vertical hold so that both 50 Hz and 60 Hz work.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

757. Weird Problem with I/O Red. (Tech)

Newsgroup: comp.sys.atari.st
Date: 1990-07-15 05:16:39 UTC
From: bkr@mcshh.hanse.de
Message-ID: <7799@mcshh.hanse.de>
Source record: 239772

Hello Netland !

I'm having trouble with GEMDOS I/O redirection and the internal memory
problem (Tos 1.4, Poolfix3 installed):

I have a little linkable shell module which I use with many of my programs
to call other programs with redirections in a shell-independent way.
The code looks somekind like this (input red.):

```
sav=Fdup(0);
fh=Fopen(new_in,0);
Fforce(0,fh);
Pexec(...);
Fforce(0,sav); Do I have to Fclose(0) before ???
Fclose(fh);
... Do I have to Fclose(sav) here ??? May I ???
```

This works wonderful, until I call the program doing the redirections
from any shell with an input redirection on itself. Everything still
works fine until I leave my CLI - getting the well known message
'Out of internal memory... Use FOLDR100 to get more'
(Didn't matter which CLI I tried - gulam, gp, command...)
Using FOLDR100 up to 900 folders didn't change anything.

Tracing my code, I encountered a return value of -65 (internal error)
in my Fclose() call. I first removed the Fforce(0,sav) but it didn't
mattter. Then I took a closer look at the docs, noticing that Fdup
does only work on handle 0-5. Realizing that Fdup probably takes the
associated physical handles from BASPAG->p_stdfh I found out, that
the following piece of code is a way to get the 'Out of...' message
immediately - just compile and type 'thisprog <anyfile' from your cli:

- all examples are in Turbo C, I'm working with TOS

```
#include <tos.h>

main(void)
{
return Fdup(0);
}
```

I had to get my code to work and added these:

```
/ pretend successful exec
#define Fdup(x) (_BasPag->p_stdfh[x]) /
#define Fforce(x,y) (_BasPag->p_stdfh[x]=y,0)
```

It worked, giving me no more 'System Halted' messages but still left me
alone with my 'Internal Error' return codes.

Could anyone please describe a real clean way of doing redirection when
it is possible that the standard handles are already redirected ?
What about re-forcing stdhandles and closing them afterwards ?

Perhaps some Atari Official can give some statements ?
[ERROR -65]
[Fdup'ing an already Fdup'ed handle]

Any help is strongly appreciated,

Bjoern

/// Bjoern Kriews D-2000 Hamburg 76 | bkr@mcshh.hanse.de (World)
\\\ Stormsweg 6 +49 40 227 79 07 | >>> So what ?

758. Editor Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-15 12:33:07 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1990Jul15.073307.1112@uoft02.utoledo.edu>
Source record: 239778

I was curious if anyone famaliar with the DEC world was aware of an
editor along the lines of EDT being available for the ST. I'm sure EDT is
not in the public domain but I was curious if there are any clones out
there.
Although I have never used EMAC, I've been told that you can make
it look practically like any other editor available, does anyone know if this is
true and how well it works??

Thanx,

- Okay so I don't have a catchy - John Stacy -
- quote.....yet - uoft02.utoledo.edu -
- - 131.183.1.4 -
---

759. Re: Union Demo, Carebears, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-07-15 23:16:37 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul15.231637.29052@udcps3.cps.udayton.edu>
Source record: 239781

In article <1990Jul13.222947.10562@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>In article <1661@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>Well, I got copies of the Union and Carebears demoes (thanks, Dan!), and to
>>my utter horror discovered that they are 50 Hz, and my Video Key doesn't
>>tolerate this too well. Are there any measures I can take to make these
>>demos viewable? If I crank on the vertical hold I can stop the rolling but
>>the picture is shifted such that 30% of the screen is lost to the right, and
>>full-screen stuff looks like utter garbage. Any suggestions?
>
>On a related note, I've found that a lot of games from acros the pond
>don't work with my Atari monitor (SC1224 or whatever), but DO work on
>other peoples' monitors (also SC1224 or whatevers). Mine is different
>in that it's vintage 1986; an "old style" monitor. When running some
>games, the screen rolls horrendously. (Bill's vertical hold fix works
>on mine too, but you should see the desktop after you diddle with your
>monitor that way!)
>
>Anybody know what it is that these hackers are doing that mucks up
>the screen? (Examples of programs that do not work: Afterburner,
>Blood Money)

Who knows what they're doing, but I can tell you for sure that some things will not work on some monitors. The difference between 50Hz and 60Hz can sometimes be without a cure. There are several different 50/60 switchers available in the public domain. I've found one that works great, and is only about 500 bytes long. If anyone is interested, let me know. This will help with a lot of the problems, but not all. Where I work, we've fixed about 5 or so games from Europe with it, but some, like Blood Money, just will not work on some of the 1224's out there. If anyone is interested in a program like this, let me know and I'll post it to comp.binaries.atari.st.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /_____/ GEnie: JVAN

760. Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-15 23:42:07 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul15.234207.27075@sun.soe.clarkson.edu>
Source record: 239779

After programming(editing) on the IBM extensively in 50 line mode, I find
it almost intolerable editing in EMACS on my STe. I think EMACS is great.
The "ME" that came with MWC has the "-l" option that enables 50 line mode.

SO, is it possible in the recent EMACS ports???? I WANT IT!!

AAron nAAs
AAron@sun.soe.clarkson.edu

761. STe sample player... want it?

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 03:12:52 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul16.031252.29386@sun.soe.clarkson.edu>
Source record: 239780

I just posted a question about volume/tone control of the STe soundchip in our newly created comp.sys.atari.st.tech... looking for someone who can figure it out...

I haven't been able to add those features yet, but the rest of the program works well!

I have created documentation for the sample player, have ARCed them and have it ready for anyone who wants it...

EMail me and I'll send it to ya!

AAron nAAs
AAron@sun.soe.clarkson.edu

762. Re: HELP - ST MIDI

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 08:06:09 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <3845@bdt.UUCP>
Source record: 239784

A good magazine to look in is Keyboard or MIX and look for the ad called MIX bookshelf. The number is a 800 -toll free phone number.

Another good place to call is MIDI WORLD NETWORK (213) 841-0347 (2400 baud ... they have a MIDI developer's forem that might be able to give you some more insight). Also another good place to call is CODEHEAD software (213) 461-2095 (2400 baud). The above locations should provide you with many ideas to takle your problem. Another book you might want to take a look at is introduction to MIDI PROGRAMMING (ATARI ST) by Abacus Software.

763. Re: Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 08:12:06 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <3846@bdt.UUCP>
Source record: 239783

Megamax has a phone (214) 699-7400, and a BBS (214) 699-0972 (1200 baud) ...
hopefully we will have an ANSI compatible LASER C compiler by Christmas.

764. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 08:24:13 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4954@brahma.cs.hw.ac.uk>
Source record: 239794

In article <190@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>In article <1990Jun27.201016.27871@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>>
>>For example, a clever demo might employ 12 screens to accomplish
>>extremely smooth scrolling, but the same technique would likely be
>>unworkable in a game since it would require devoting 384K just to
>>screen RAM.
>
>Some techniques used in demos are very usuable when programming games,
>though. For example -- imagine all ST games were using overscan and
>4-channel sampled sound. This is not impossible, though the music does
>consume some cpu-time (around 12%, depending on it's maximum sample
>rate).

This overscan technique is crud. It depends heavily on undocumented side effects in the GLUE chip and thus will not work on all ST's and definately not on an STE. We have had all sorts of problems with programs abusing undocumented memory locations so please don't start hardware weirdness too.

>And games which have good graphics (ie large, eye-catching sprites) are
>easier to sell in a store. Kids tends to pick a colorful game rather
>than the dull and gloomy equivalent.

Any dopey kid who buys the crap because it's in a glossy box and has pretty pictures deserves to get ripped off. Any game player will tell you it's playability that matters. Nethack being a fine example.

At the moment the games scene is very sick. It's poor quality and big profits all the way and I wish it would change.

>Daniel Deimert "Only use unneccessary force if neccessary!"
>daniel@hexagon.pkmab.se ...!sunic!kullmar!pkmab!hexagon!daniel

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

+--+

765. Re: Questions on Mega4/HD/Laser setup (+ Dave & Bea)

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 09:39:07 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4957@brahma.cs.hw.ac.uk>
Source record: 239793

```
In article <26704@cherry.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:
]BobR writes:
]]Graham Thomas writes:
]]] ... But first: I was looking through the ROM address space of TOS
]]]1.4 and was delighted to find (at address $FD0294 AND $FD3206) that Dave
]]]Staugas still (after 2 ROM revisions) loves Bea Hablig. Not only that,
]]]but (at $FD124E) that Jim (Eisenstein?) loves Jeneane.
]
]]Nice to get independant confirmation of the veracity of what Neil Harris,
]]John Townsend, Alan Pratt, Ken B., and others from Atari have been telling
]]us all along... there just isn't any room in the TOS ROMs to add any more
]]useful features for us...
]
]Give me a break. Encoding this stuff takes maybe 30 bytes, tops. (I
]used to write video games, and this kind of stuff is pretty common--you've
]got 10 bytes sitting around, so you encode something cute in it. BFD).

Agreed. Allan Pratt did say there were only 100 bytes or so left free in the
French version of the ROM and there is a big chunk free in the UK one.

]If they had 'easter-egged' it, so that if you did something funky
]like bring up a dialog box, then hit ALT-SHIFT-CTL-F1-F2 and they
]pop a message to that effect, _then_ I'd be upset, 'cause that takes
]a chunk of codespace. But 30 bytes? Sheez.

Well the rainbow effect in the Desktop Info dialog is just such an example.
It's nice but I could live without it. I'd prefer bug fixes.

]|-------------------------------------------------------------------------|
]|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
]| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
]| "AAAAAGH! Friday the 13th is on a Friday this month! |

+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+-------------------------------------------------------------------------+
```

766. Re: Waiting for HD to boot

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 09:48:59 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <525@accucx.cc.ruu.nl>
Source record: 239782

In article <3085@gmdzi.UUCP>, kloppen@gmdzi.UUCP (Jelske Kloppenburg) writes:
|>bill@mwca.UUCP (Bill Sheppard) writes:
|>
|>
|>>Berkeley MicroSystems has a boot sector on their diskette which keeps trying
|>>the hard disk until it's ready - no reboots, and it boots immediately upon
|>>the hard disk being up to speed. Shouldn't be too hard for any of you other
|>>Wiz's to do the same thing...
|>
|>Yes, I have made such a boot sector for my st.
|>But consider the following: not all hard disks spin up when disturbed
|>with 'test unit ready'. There are even different SH204's!
|>With those sensible hard disks duck31 or coldstart.acc and such things
|>dont work either.
|>Regards
|>j.k. (Jelske Kloppenburg / GMD)
|> kloppen@gmdzi.UUCP

It *WOULD* be nice if you'd put this boot sector in comp.binaries.atari.st,
so the Atari community would greatly benefit from it. Speaking for myself,
I would be happy to use it - and I suspect many others would too.

I'd write the darn thing myself, if only I knew how to poll a HD on readiness.
Does anyone out there want to tell me all about that? Thanx.

"Talking about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

767. Re: Hard drive write protect

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 09:57:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4958@brahma.cs.hw.ac.uk>
Source record: 239795

In article <CMM.0.88.647554357.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>A friend of mine at the university has made a C: write protect that they
>use to stop the students at the university from messing with C: on all
>the university's MEGA STs

I've done this too in our ST lab. The students hate but I hate them so ...

(I'm kidding! I love them really)

> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

768. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 10:13:45 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul16121345@cresus.laas.fr>
Source record: 239792
Cross-posted to: comp.sys.atari.st,comp.os.cpm

Wouldn't it be easier to emulate CP/M 68000? Such beasts surely exist
since I threw out our documentation.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

769. Wanted: dcopy 3.6, part 1

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 11:42:37 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990Jul16.114237.2671@tukki.jyu.fi>
Source record: 239786

Please someone!!! Send me a copy of dcopy 3.6, part 1 to let me
add this software into funic archive. I have only get the part 2.

Thnx, Timo

--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

770. WAACE Atarifest 90

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 12:11:57 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Jul16.121157.19962@terminator.cc.umich.edu>
Source record: 239785

Thanks,
Jmw

"Everyone with an interest in personal computing is hereby
invited to attend WAACE AtariFest '90. The event will be held October 6
and 7 at the Sheraton Reston Conference Center in Reston, VA. Complete
details are available by FTP from the file WAAC9007.ARC in the
/ftp/atari/magazines/curnotes directory on terminator.

"WAACE is a not-for-profit coalition of Atari user groups in the
Washington, DC area. The letters stand for 'Washington Area Atari
Computer Enthusiasts'. WAACE presents this show as a public service to
help users of Atari computers get the most from their machines.

"Your assistance in downloading this file and spreading it around
to every BBS and file archive that you can reach will be greatly
appreciated.

"John D. Barnes
JOHNBARNES@ENH.NIST.GOV (INTERNET)"

--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

771. Re: Important Terminator News (name change)

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 12:20:48 UTC
From: iam@stiatl.UUCP
Message-ID: <10313@stiatl.UUCP>
Source record: 239787

In article <1990Jul14.151705.8220@cunixf.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>I liked Terminator better... :-(
>
>Imran Anwar

I always thought Terminator was rather nifty, too. :-((

--
Ian Mercado gatech!stiatl!iam
Sales Technologies, Inc
3399 Peachtree Rd, NE
Atlanta, GA (404) 841-4000

772. WordUp 3.0 language troubles.

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 13:55:44 UTC
From: jackin@vehka.uta.fi
Message-ID: <1427@kielo.uta.fi>
Source record: 239790

I have just received my upgrade to WordUp 3.0. Now the problems:

I have installed WordUp and it went fine, but when
I try to start it, It gives this message (about):

"This version of WordUp 3.0 is not suitable for this
language version of TOS, contact your..."

I have TOS 1.2, should be US (or GB) version, no scandinavian patches.
Are there really different versions of WordUp for say German and US
versions ?

I am only asking this here because:

a) My local dealer lives in U.S.A and I live in Finland
b) I wouldn't want to spend my nights talking with technical
support (time difference is about 8 hrs.)
c) I don't want to wait for weeks before getting reply to my
letter.
d) this is where all the good stuff usually comes up anyway

Thanks in advance,

Markku M{enp{{ (vehka.uta.fi)

P.S. Does Neocept have a FAX ?

773. why 2 copies of 'welcome'?

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 14:07:38 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jul16.140738.1@simvax.labmed.umn.edu>
Source record: 239796

```
POSTNEWS on my machine went wacko a while back, so you may see 2 copies
of 'welcome to comp.sys.atari.st'. I apologize.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu
```

774. Re: Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 15:25:06 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <5458@sbsvax.cs.uni-sb.de>
Source record: 239788

In article <1990Jul15.234207.27075@sun.soe.clarkson.edu>, AAron@image.soe.clarkson.edu (AAron nAAs) writes:
> The "ME" that came with MWC has the "-l" option that enables 50 line mode.
>
> SO, is it possible in the recent EMACS ports???? I WANT IT!!
>

Yes it is possible. If you have a program to switch to 50 line mode (i remember a posting of two files L25.asm and L50.asm some time ago), GNU-Emacs will recognize this. It will even recognize any other screen size (<= 300 rows and <= 300 columns) and display them correctly (for example if you use BigScreen, the low-resolution of the ST or a larger monitor).

> AAron nAAs
> AAron@sun.soe.clarkson.edu

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

775. Re: Editor Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 15:34:59 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul16.153459.10849@arcsun.arc.ab.ca>
Source record: 239791

In article <1990Jul15.073307.1112@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>
> I was curious if anyone famaliar with the DEC world was aware of an
>editor along the lines of EDT being available for the ST. I'm sure EDT is
>not in the public domain but I was curious if there are any clones out
>there.

Well there is a PD program called SEDT available in one of the volumes on
various ftp sites. This is similar to EDT in that the keypad is mapped the
same. But there are differences. I use it on occasion and it works fairly well.
If you are using lots of the more advanced EDT functions (define key, etc.) I
don't beleive they are in SEDT but there are equivalent commands.

Bob Erkamp

776. C.S.A.S.T is here. Lets start posting tech articles to it!

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 15:40:17 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1571@uvm-gen.UUCP>
Source record: 239789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Congratulations to Dave Baggett and all the yes voters. BTW, I missed seeing my yes on the vote counts Dave... We now have comp.sys.atari.st.tech . Lets start posting those thorny questions (and knowledgeable answers 8-) about how your ST works and programs here. For my contribution, if I get enough reponse, I will post my docs on how to upgrade floppy drives here. Ask for either the one to upgrade your SSDD drive to DSDD and/or for the upgrade to DSHD from whatever - if hase, AKA Hartmut Semken, doesn't wish to post on his HD upgrade himself! I also have kept many of the interesting (to me) technical postings on c.s.a.s since about Dec '89 and could repost them if the authors cannot or will not answer the same questions again.

thanks for reading,
Bob Pegram Internet: pegram@griffin.uvm.edu
UUCP: you figure it out!

777. Re: Editor Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 16:41:34 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <31785@cup.portal.com>
Source record: 239797

John Stacy writes:

> I was curious if anyone famaliar with the DEC world was aware of an
> editor along the lines of EDT being available for the ST. I'm sure EDT is
> not in the public domain but I was curious if there are any clones out
> there.

You're in luck.

There's an editor called 'SEDT' that runs on the Atari ST and the
IBM PC (VAXen too, but...) that is very similar to EDT (the keypad
is identical). The command language has more features than EDT does,
and there's no line mode (but who wants that?).

You can find it in the Atari archive at UMich (nee Terminator) under
'STEDT'.
- hbm

Henry B. Messenger "You want my reply?
henry_burdett_messenger@cup.portal.com What was the question?
I was looking at the big sky."

778. Re: Does Atari STFM working with TV show both Medium & Low Rez or Low Only

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 19:31:48 UTC
From: ericg@ucschu.ucsc.edu
Message-ID: <5182@darkstar.ucsc.edu>
Source record: 239800

> Subject line asks it all....

It works with both rez's on the FM's. You do lose significant picture quality, as you would espect.

As long as we're bringing up TV interfaces, my old 520 (pre-FM TOS 1.0) worked really well with my color TV's, my new 520 STFM (TOS 1.2) gets a lot of video noise, which is related both to the grounding of the cable (when I hold it or rearrange it the signal quality varies from horrendous (?) to acceptable) and a lot of noise from the ST itself (when I turn it on TV reception is noticeably deteriorated on the TV in the next room. Is this a problem in general with FM's or did I just get lucky?

Eric Goodman, UC Santa Cruz

ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
Eric_Goodman.staff@macmail.ucsc.edu ...!ucbvax!ucscc!ucschu!ericg

779. EPS patch editor

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 19:36:03 UTC
From: kerchen@erebus.ucdavis.edu
Message-ID: <7519@ucdavis.ucdavis.edu>
Source record: 239799

Does anyone know if there is a program for the ST for editing patches from an Ensoniq EPS sampler? A graphical interface which allows simple cuts & pastes would be sufficient although more is always nice. :-)

Paul Kerchen

kerchen@kongur.ucdavis.edu - or - kerchen@iris.ucdavis.edu

780. C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 19:43:21 UTC
From: ericg@ucschu.ucsc.edu
Message-ID: <5183@darkstar.ucsc.edu>
Source record: 239651

Does it exist? I hear rumors that Lattice or HiSoft are working on one. I'd be quite willing to work with a beta version. I have GNU C++ for the ST, but only the pre processor is working currently.

Anything will be appreciated.

Eric Goodman, UC Santa Cruz

ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
Eric_Goodman.staff@macmail.ucsc.edu
...!ucbvax!ucscc!ucschu!ericg

781. Re: Editor Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-16 22:04:06 UTC
From: gilliam@lowlif.dec.com
Message-ID: <13532@shlump.nac.dec.com>
Source record: 239798

In article <1990Jul16.153459.10849@arcsun.arc.ab.ca>, erkamp@arcsun.arc.ab.ca (Bob Erkamp) writes...
>In article <1990Jul15.073307.1112@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>>
>If you are using lots of the more advanced EDT functions (define key, etc.) I
>don't beleive they are in SEDT but there are equivalent commands.
>
>Bob Erkamp

SEDT allows key definitions.

782. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 07:00:25 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jul17.070025.19732@diku.dk>
Source record: 239655
Cross-posted to: comp.sys.atari.st,comp.os.cpm

ralph@laas.fr (Ralph P. Sobek) writes:

>Wouldn't it be easier to emulate CP/M 68000? Such beasts surely exist
>since I threw out our documentation.

Yes, but who would want to do that ? I bought an ST to get software,
even though I had a technically superior (and 20 times more expensive,
originally) CP/M-68k machine.. . The only reasonable thing I can think of,
for the CP/M-68k machine, is to emulate TOS (only the `normal' bits,
not BIOS..) in order to run compilers etc.

Anyway, CP/M-68k STINKS. It does allow for disk change without reboot, but
that's about the only improvement in usability over CP/M 2.0. I can't
even write a terminal emulator, since the standard BIOS doesn't have
status info. for the serial line(s), arrrghh.

Jens

Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

783. Re: Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 07:31:00 UTC
From: decouty@irisa.fr
Message-ID: <1990Jul17.073100.23449@irisa.fr>
Source record: 239652

In article <5458@sbsvax.cs.uni-sb.de> roeder@sbsvax.cs.uni-sb.de (Edgar Roeder) writes:
| In article <1990Jul15.234207.27075@sun.soe.clarkson.edu>, AAron@image.soe.clarkson.edu (AAron nAAs) writes:
| > The "ME" that came with MWC has the "-l" option that enables 50 line mode.
| >
| > SO, is it possible in the recent EMACS ports???? I WANT IT!!
| >
|
| Yes it is possible. If you have a program to switch to 50 line mode (i remember
| a posting of two files L25.asm and L50.asm some time ago), GNU-Emacs will
[...]

You can also, with micro-emacs 3.10e, put this line into your emacs.rc:
set $sres DENSE (HIGH will return to 24-lines mode)

Of course, this works only in monochrome.

Bertrand Decouty.

--
[Bertrand DECOUTY | EMAIL : decouty@irisa.fr, decouty@irisa.uucp]
[IRISA - INRIA (Atelier) | {uunet,mcsun,inria}!irisa!decouty]
[Campus de Beaulieu | PHONE : +33 99 36 20 00]
[F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA]

784. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 09:05:52 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <950@nikhefh.nikhef.nl>
Source record: 239653

In article <5183@darkstar.ucsc.edu> ericg@ucschu.ucsc.edu (Eric Goodman) writes:
>
>Does it exist? I hear rumors that Lattice or HiSoft are working on one.

I just received the "Borland Zeitung" pushing Turbo C++ for MS-DOM.
No word about the ST, though. (<- even less than a rumour).

Geert Jan

785. Re: Need help with mouse problem :-(

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 09:20:46 UTC
From: bartho@obs.unige.ch
Message-ID: <714@obs.unige.ch>
Source record: 239660

In article <907@netmbx.UUCP>, hase@netmbx.UUCP (Hartmut Semken) writes:
> MERTENS@tubvm.cs.tu-berlin.de writes:
>
>>>>bought used: the mouse doesn't work in the horizontal direction.
>>>>It's very strange, but no matter which way I move it, the cursor
>>>>moves to the right. The vertical axis is OK. If I move the mouse
>
> Sounds like "loose cable" to me:
> ...

I have an other interpretation of this problem (based on 25 1040st in my lab
and about half a dozen or more sick mouse ...) The culprit are the encoders.
The heavy ball drive two wheels that pass through optical 'gates'. They
each produce two signals that should be dephased by 90 degree. If this
change too much, then you get your stange observed effects.

Cure : First clean every thing carefully. Dust on the axes or the optical
path can cause the phase error.

Second, but this is an other story : with time, i have noticed that
the optical system performance are changing and this must be readjusted.
In principle, you find two screews (with red paint ?) at one extremity
of the optical part, and they should be used to adjust the phase. Now
for some reasons, the light emiters and receivers are solidly soldered
on the printed board, and the screews have no effect any more.
The solution we have found is this: unsolder the four wires going
from the printed board to the emiter and receiver, bend them
horizontaly, solder on them thin wires that you also solder to the
printed board at the original place. They should make some thing like
a 'Z', in such a way that you can now change the phase with the screews!
Best try to look at the signals (and phase) with an oscillo !
If you need a drawing, just ask, the ptt will transmit it.

If this sounds too much, and the cleaning does'nt works, then I am
afraid that you better get a new mouse (logitech has one now for the
atari for about 60$ [in Switzwerland ...] that should be very
reliable).

Good luck ! Paul.

+---+
| Dr Paul Bartholdi bartho@cgeuge54.bitnet |
| Observatoire de Geneve bartho@obs.unige.ch |
| 51, chemin des Maillettes 02284682161350::bartho (psi) |
| CH-1290 Sauverny 20579::ugobs::bartho |
| Switzerland +41 22 755 39 83 (fax) |

```
| +41 22 755 26 11 (phone) |
| +45 419 209 obsg ch (telex) |
+-------------------------------------------------------------+
```

786. Spectre Questions & Bug Reports

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 10:43:30 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <527@accucx.cc.ruu.nl>
Source record: 239654

A friend of mine asked me to test his Spectre GCR emulator (I'm a Macintosh system manager), and I'd like Dave Small to know about a few things, and I have some questions maybe some others could answer too.

I don't know how to get in touch directly (I don't know how to get on GENIE, CompuServe etc. etc.). If anyone can give me "Gadgets by Small"'s email adress I'd be happy too.

- Spectre 2.6.5 Bug Report:
When pressing [Enter] on the numeric keypad an incorrect keycode is returned, and (worse) this key keeps repeating until another key is hit.
I think this bug should be fixed, don't you all?

- Inconvenience:
My ST has been upgraded a while ago to 2.5 Mb. Ever since I've been unhappy about the unused 0.5 Mb in my ST; some German soldering hero howerver has gotten around the "2 banks" limit (method: demultiplexing the adress lines and building some additional selection hardware - on system boot, the ST detects 2 banks of 2 Mb at first, sets the appropriate bits in the memconf system variable, and at a certain point starts clearing memory, and this clearing fails at 3 Mb due to "nonexistent adress" access which results in TOS setting phystop at 3 Mb). So anyway, now I've got a 3 Mb ST, and all applications except one use this nonstandard amount of memory: you guessed right, Spectre doesn't know of the possibility of having 3 Mb in an ST.
When in Spectre I can pretend to have a 2.5 Mb ST (which works fine), but (since MultiFinder runs so nicely in Spectre) it would of course be ideal to have it use the full amount of memory available. A programmer myself, I don't think that should be too hard for mr. Small: for me, it would mean I can run applications that require 2 Mb store more smoothly. My opinion is that Spectre should support this kind of machine configuration, since it is getting to be quite common around here (buying a Mega ST 1 and upgrading it to a Mega ST 3 is actually cheaper than buying a Mega ST 2!).

- Conversion to/from expensive Macs *WHITHOUT* using the GCR:
There actually are people (take me for example) that have an expensive Macintosh IIci at work and an ST at home. Since my Mac (and the IIcx and IIfx as well) can read MS-DOS floppies, file conversion should be possible via MS-DOS disks. I've managed to accomplish this one way only, however; for convenience I use Stuffit to archive the files, and then I write them (untranslated) to a MS-DOS disk using Apple File Exchange. After moving the archive to a Spectre MFS disk using Transverter I have no problem unpacking it.
The other way around however only produces corrupted archives. Does anyone know why this is? I've tried everything, and don't get *CLOSE* to success.

Appreciate all you answers,

Jeroen.

"Talking about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

787. Cheapware card/stationary SW?

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 12:02:44 UTC
From: brewer@anarky.enet.dec.com
Message-ID: <384@e2big.mko.dec.com>
Source record: 239657

I'm looking for an inexpensive stationary/greeting card/
flyer generator for the ST. I have seen Print Power for the PC
and know there are others similar to it... is there anything that
will do the same job for the ST?

These SW packages typically have several border options,
a small library of clip art, and some limited font selection.
While I don'e have a need for a full desktop publishing capability,
a program to generate report cover pages, flyers etc. would be most handy.

Anyone know of such a package?

Thanks,
/john

+---+
John Brewer WB5OAU	Brewer@ace.enet.dec.com
Digital Equipment Corporation	Brewer@cup.portal.com
Albuquerque NM	WB5OAU@KN5D
+---+

788. Looking for 16Mhz M68000

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 12:03:00 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <19406@orstcs.CS.ORST.EDU>
Source record: 239656

Does anyone know where I can buy a 16MHz M68000 CPU? Also, a price estimate would be helpful.

Thanks in advance

vovut@prism.cs.orst.edu

789. Art/Graphics Programs

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 16:52:57 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12606427218027@osu-20.ircc.ohio-state.edu>
Source record: 239658

I am looking for a good drawing program for the ST. I want to be able to create.IMG files in monochrome mode for use in my DTP software.

Any Suggestions??

Tyler

790. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 19:42:01 UTC
From: rob@baloo.eng.ohio-state.edu
Message-ID: <5272@quanta.eng.ohio-state.edu>
Source record: 239659

In article <950@nikhefh.nikhef.nl> t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>In article <5183@darkstar.ucsc.edu> ericg@ucschu.ucsc.edu (Eric Goodman) writes:
>>
>>Does it exist? I hear rumors that Lattice or HiSoft are working on one.
>
>I just received the "Borland Zeitung" pushing Turbo C++ for MS-DOM.
>No word about the ST, though. (<- even less than a rumour).
>
>Geert Jan

I just heard from my parents (who were ordering the 2.0 upgrade for me) that
the 3.0 upgrade `der plus-plus Version' should be out in 3 weeks. Heimsoeth
is apparently holding upgrade orders for 2.0 until they can fill them with 3.0
(at the same price, I'm told).

SR
Hearsay; I guess that cuts it as a real rumor now? :-)
---

791. Re: Demos and Games are not the Same

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 20:11:15 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <302@hexagon.pkmab.se>
Source record: 239664

In article <4954@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <190@hexagon.pkmab.se> daniel@hexagon.pkmab.se (Daniel Deimert) writes:
>>Some techniques used in demos are very usuable when programming games,
>>though. For example -- imagine all ST games were using overscan and
>>4-channel sampled sound. This is not impossible, though the music does
>>consume some cpu-time (around 12%, depending on it's maximum sample
>>rate).
>
>This overscan technique is crud. It depends heavily on undocumented side
>effects in the GLUE chip and thus will not work on all ST's and definately
>not on an STE. We have had all sorts of problems with programs abusing
>undocumented memory locations so please don't start hardware weirdness too.

With some minor changes of the timing it can be made working on the
STE as well. Actually, there ARE games which uses these 'features' of
the GLUE and the MMU. [I know of "Chambers of Shaolin"]

Perhaps the ST community will have to start using everything they
can to survive. In Sweden, and as I hear in Norway too, ST sales are
low, and the game sales even lower. Myself, I sell about five or six
Amigas for each ST, and perhaps 20 Amiga games per ST game.
I don't like it. I don't like Nintendo games consoles either, but
they sell good. The reality is catching up on us. If I were to make
a game -- I wouldn't even think of ST in the first place.

>>And games which have good graphics (ie large, eye-catching sprites) are
>>easier to sell in a store. Kids tends to pick a colorful game rather
>>than the dull and gloomy equivalent.
>
>Any dopey kid who buys the crap because it's in a glossy box and has pretty
>pictures deserves to get ripped off. Any game player will tell you it's
>playability that matters. Nethack being a fine example.

You forget that the people who intends to make a living on games
don't care about playability. If playability makes the game sell better,
then it's good. (Sierra On-Line is a good example; great games! If you
haven't played Hero's Quest or Conquests of Camelot yet, do it!)

How many parents (yes, they pay, mostly) would pay 300 SEK (about $50)
on NetHack? None. How many parents does pay 300 SEK for a glossy box
with a worthless game in it? Thousands.
Many games are even MORE expensive, like Midwinter and the Sierra
games. Dragons Lair and sequels cost about $90, but many parents like
the look of it. And where's the playability?

>At the moment the games scene is very sick. It's poor quality and big profits
>all the way and I wish it would change.

Miracles still happend, I've heard. We'll see... ;-)

--
Daniel Deimert "Only use unneccessary force if neccassary!"
daniel@hexagon.pkmab.se ...!sunic!kullmar!pkmab!hexagon!daniel

792. Re: Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 20:49:45 UTC
From: bill@mwca.UUCP
Message-ID: <1665@mwca.UUCP>
Source record: 239662

In article <1990Jul15.234207.27075@sun.soe.clarkson.edu> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
>After programming(editing) on the IBM extensively in 50 line mode, I find
>it almost intolerable editing in EMACS on my STe. I think EMACS is great.
>The "ME" that came with MWC has the "-l" option that enables 50 line mode.
>
>SO, is it possible in the recent EMACS ports???? I WANT IT!!
>
>AAron nAAs
>AAron@sun.soe.clarkson.edu

MicroEmacs 3.10 for the ST (and possibly earlier versions) in monochrome supports a variable ($mode?) that set to DENSE will give 47-lines. Check the ST-specific documentation for the exact details.
--
##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

793. Gemini with Quick ST 2.x

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 20:55:23 UTC
From: bill@mwca.UUCP
Message-ID: <1666@mwca.UUCP>
Source record: 239663

Use of Quick ST II with Gemini results in the inability to have stdio
appear in the Mupfel window - it takes over the whole screen. Is this
incompatibility being addressed by either the Gemini authors or BRA?
--
##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

794. PEDIT -- lets try again...

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 22:10:16 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1868@gmuvax2.gmu.edu>
Source record: 239666

Okay, to try this one more time...

=====previous article repeated==========================

Does anyone out there have the program PEDIT, which allows the editing of Publishing Partner printer fonts? I have a copy, and it didn't come with docs (because, as the author says himself, he was too lazy to do 'em), and I can't get it to work! Does ANYONE have ANY sort of documentation for this program??? I would love to be able to make my own fonts...*sigh*...

==

Okay, I know about the SoftLogic BBS, but I can't afford the call, so does anyone know of any anonymous FTP sites that might have the docs? Maybe someone who knows how to use is could type in the basics and send 'em to me... Please, PLEASE, SOMEbody...(whine, whine, grovel :)

-Steve Coile
SCOILE@GMUVAX.GMU.EDU
.BITNET

795. Terminator Name Change Clarification

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 22:22:40 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Jul17.222240.16365@math.lsa.umich.edu>
Source record: 239661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Some people just can't take a joke...

The reason why terminator.cc.umich.edu got changed to atari.archive.umich.edu was technical. The babbling about "negative connotations" and "self esteem" was a joke.

In short:

The machine where the Atari Archive is located is called terminator. It was called terminator before the Atari Archive moved there and will continue to be called terminator after the Atari Archive moves away. It isn't our name. atari.archive.umich.edu is our name and whatever machine we use in the future will inherit the name. This allows us to move the archive transparently. You can use terminator.cc.umich.edu if you like, but one day it will stop working. atari.archive.umich.edu will work until the archive goes away.

Now stop sending me mail about how y'all liked terminator better!

Jon

796. Re: Cheapware card/stationary SW?

Newsgroup: comp.sys.atari.st
Date: 1990-07-17 22:27:35 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1891@engage.enet.dec.com>
Source record: 239667

In article <384@e2big.mko.dec.com>, brewer@anarky.enet.dec.com (John Brewer) writes...
> I'm looking for an inexpensive stationary/greeting card/
>flyer generator for the ST. I have seen Print Power for the PC
Print Master Plus does what you want. Though if anyone knows of a similiar
program which allows use of higher resolution pictures, please let me know.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

797. Yep, EMACS does ~50 line mode...

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 00:01:55 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul18.000155.27012@sun.soe.clarkson.edu>
Source record: 239665

The line: "set $sres DENSE" in my emacs.rc did the trick !!!

Thanks guys.

AAron nAAs

798. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 02:49:30 UTC
From: nut@wet.UUCP
Message-ID: <1344@wet.UUCP>
Source record: 239672

does not require MTCSH to be in operation for it to run. I would also be _very_ interested in any type of news package for the ST- the kludge system that I have been using for the past 6 months is not able to handle the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

799. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 07:00:58 UTC
From: nut@wet.UUCP
Message-ID: <29843.26a4092b@vaxb.acs.unt.edu>
Source record: 239679

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

800. need European contacts

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 08:14:43 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jul18.081443.1@simvax.labmed.umn.edu>
Source record: 239674

I am looking for some contacts in Germany, Netherlands and England. I will be visiting Heidelberg around 28 August, Amsterdam around 30 August and England/Ireland between 1 September and 16 September of this year. I would like to meet with some of the user groups in those areas, take a look at the PD and commercial software available and "generally confer and hobnob with my fellow wizards" (for those of you who've seen the Wizard of Oz).

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

801. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 08:56:45 UTC
From: AlexK@tharr.UUCP
Message-ID: <846@tharr.UUCP>
Source record: 239668

In article <5183@darkstar.ucsc.edu> ericg@ucschu.ucsc.edu (Eric Goodman) writes:
>
>Does it exist? I hear rumors that Lattice or HiSoft are working on one.
>I'd be quite willing to work with a beta version. I have GNU C++ for the
>ST, but only the pre processor is working currently.
>

Looks like a rumour at the moment.

Alex Kiernan, HiSoft.

802. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 10:29:08 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <muts.648296948@fysaj>
Source record: 239671

rob@baloo.eng.ohio-state.edu (Rob Carriere) writes:

>I just heard from my parents (who were ordering the 2.0 upgrade for me) that
>the 3.0 upgrade `der plus-plus Version' should be out in 3 weeks. Heimsoeth
>is apparently holding upgrade orders for 2.0 until they can fill them with 3.0
>(at the same price, I'm told).

If this is true, could anyone confirm that? I have ordered 2.0, and it is
still not delivered. I would be very pleasantly surprised if I would find
3.0 C++ in my mailbox, but if not, I'll have to contact Heimsoeth to find
out when my 2.0 arrives.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

803. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 10:56:39 UTC
From: nut@wet.UUCP
Message-ID: <19896.26a3ddf7@oregon.uoregon.edu>
Source record: 239673

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

804. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 11:10:35 UTC
From: nut@wet.UUCP
Message-ID: <1990Jul18.061035.606@iowasp.physics.uiowa.edu>
Source record: 239669

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
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Thanks!

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== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

805. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 11:50:13 UTC
From: nut@wet.UUCP
Message-ID: <2999.26a3f896@crcc.uh.edu>
Source record: 239670

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
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Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

806. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 13:05:34 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jul18.130534.28798@newcastle.ac.uk>
Source record: 239685

In article <5183@darkstar.ucsc.edu> ericg@ucschu.ucsc.edu (Eric Goodman) writes:
>
>Does it exist? I hear rumors that Lattice or HiSoft are working on one.
>I'd be quite willing to work with a beta version. I have GNU C++ for the
>ST, but only the pre processor is working currently.
>

G++ from FSF already exists, but this requiers a large memory and a Hard drive.

I have just purshased Lattice C Vsn 5 from HISOFT. In the manual it states that
the -C flag on the compiler will place it into compatibility mode with the
Lattice C++ front end. So could HISOFT be porting the C++ pre processor to the
ST ? I certainly hope so.

>Anything will be appreciated.
>
>
>Eric Goodman, UC Santa Cruz
>
>ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
>Eric_Goodman.staff@macmail.ucsc.edu
>...!ucbvax!ucscc!ucschu!ericg

Dave H.
(D.C.Halliday@newcastle.ac.uk)

807. Pack or Squish for the Mac

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 15:14:22 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3924@rodan.acs.syr.edu>
Source record: 239680

I'm posting this here because the ST world is familiar with
programs like DCSquish or Pack, which compact files while
leaving them in "running" form. Obviously, ST people
frequently know things about the Mac world (due to
Spectre)...so I was wondering if any of you know if there are
similar programs for the Mac world? If so, will they work
with Spectre (both on disks running with spectre format and
disks running under the GCR)?
Email me directly or post to the net....Thanks
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu

808. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 16:06:16 UTC
From: peter@ficc.ferranti.com
Message-ID: <92R4JLG@xds13.ferranti.com>
Source record: 239684
Cross-posted to: comp.sys.atari.st,comp.os.cpm

In article <1990Jul17.070025.19732@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
> The only reasonable thing I can think of,
> for the CP/M-68k machine, is to emulate TOS (only the `normal' bits,
> not BIOS..) in order to run compilers etc.

I though TOS was basically CP/M-68K plus GEM and a bunch of extra functions
in the ROM I/O system (xios?).

Have you considered porting MINIX-ST to the CP/M machine?
--
Peter da Silva. `-_-'
+1 713 274 5180.
<peter@ficc.ferranti.com>

809. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 16:23:38 UTC
From: nut@wet.UUCP
Message-ID: <1990Jul18.112338.500@ceres.physics.uiowa.edu>
Source record: 239675

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

810. Re: Re: Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 16:31:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1542853874@thelake.mn.org>
Source record: 239676

[In article <19896.26a3ddf7@oregon.uoregon.edu>,
nut@wet.UUCP (adam tilghman) writes ...]

> I am looking for a full implementation of UUCP for the ST - I have been

(garble deleted)

> does not require MTCSH to be in operation for it to run.

I guess we're close enough to releasing this to give a status report:

A couple of years ago, Dale Schumacher modified UUSLAVE into
UUMASTER, then evolved it into UUMAIL, a single program that included
a simple UUCP transport mechanism and a simple user interface.
Various other folks added functionality -- Kent Schumacher wrote a
file pager, John Stanley wrote a superb reader that organized the
messages visually, and I wrote basic news software.

UUMAIL had problems, though, and because of its kitchen-sink design
and its history, it was just about impossible to figure out what was
going on inside it. And it was slow.

So Dale decided that the solution was to junk UUMAIL and build a new
mail system based on various freely available components from Un*x,
plus original tools to fill in the gaps. He asked for volunteers from
the Minnesota Atari ST (MAST) user group. Eventually it boiled down
to Dale, Tom Cook, John Stanley and me.

We've been working on this for what seems like forever. Every time we
think we're close to releasing it, we either find one more bug or
notice one little problem (docs? You mean people would want docs?).
The software runs, though, at eight or nine sites that I know of.

We have set up a mailing list for discussion among folks who are
testing it and folks who want it. If you would like to be added, send
e-mail to st-mail-request@thelake.mn.org.

The package includes:

* A uucico program based on dcp with Peter Housel's 7-packet
windowing 'G' driver. Translated into English, that means it's fast
-- the protocol does not wait for each individual packet to be ACKed
before sending the next one. Tom Cook is running it with a Telebit
T2500 and getting excellent throughput.

* Smail 2.5, modified somewhat for single-tasking systems. Most of
the functionality of smail remains -- you can resolve complicated
domain addresses, @, % and !. You can shelter unregistered systems

behind your FQDN, as Tom Cook has done:
user@your_favorite_bbs.citadel.moundst.mn.org.

* lmail as the local delivery agent, allowing for even more
flexibility in aliasing and the maintenance of mailing lists. lmail
also can deliver to pipes, which means you could write an
archive-server if you're sufficiently nuts. I wrote a mail-to-news
gateway. lmail also generates intelligent error messages and bounces
bad mail properly.

* Many original programs, including
cron, a timed-event scheduler
email, a user interface for writing messages
readmail, a user interface for reading messages
various utilities

> I would also
> be _very_ interested in any type of news package for the ST- the kludge
> system that I have been using for the past 6 months is not able to handle
> the kind of traffic that I am now handling.

Our package includes news support, but not B or C News.

I wrote an rnews program for UUMAIL that unbatched news and wrote
single files to a spool directory. It worked well but slowly -- GEMDOS
is miserably slow in creating new files on a drive that's
three-quarters full. (In my experience, all disk drives are
three-quarters full, except the ones that are completely full.)

After Tom shipped me the new mail package, I wrote a quick-and-dirty
rnews that delivered news to Unix-style mailbox files, as determined
by a file that aliases newsgroups to mailboxes. This avoids the slow
GEMDOS file-creation problem, but it unfortunately renders John
Stanley's excellent UUREADER for UUMAIL useless. As a result, John is
still using the old rnews with the mail new package. This is OK,
since his dynasoft.UUCP is a leaf node.

Dale heavily rewrote and improved rnews. I added a couple of more
features, he fixed them :-), and the result is a very fast news
processor that delivers local copies, forwards batches to upstream
and downstream sites, and understands complicated sys file entries
with '!' negation and ".all" or ".*". The program does not yet
handle compression.

Dale wrote a sendbatch utility to call uux remote!rnews. I wrote a
postnews program that seems to be working well. I'm using it now.

The weak spot is the newsreader -- there isn't one. I'm using a shell
script to call readmail -f<newsgroup> for about 35 newsgroups. Since
readmail doesn't have any idea what the highest-message-read might
have been, this is not optimal.

This whole mail/news package is not 100 percent ready, the programs are not 100 percent reliable, and the documentation is not 100 percent accurate (or even finished). It will never be bug-free, since TOS has internal problems and these programs hammer the daylights out of TOS. I still get error 65 (TOS internal error) and error 35 (out of file handles) occasionally while sending mail.

Nevertheless, anybody who seriously wants to set up a UUCP mail/news system can ask to be put on the discussion list in the hopes that we'll eventually mail out some software. Again, the address is:

st-mail-request@thelake.mn.org

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

811. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 16:31:47 UTC
From: nut@wet.UUCP
Message-ID: <1990Jul18.113147.501@ceres.physics.uiowa.edu>
Source record: 239677

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

812. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 16:46:29 UTC
From: nut@wet.UUCP
Message-ID: <1990Jul18.114630.502@ceres.physics.uiowa.edu>
Source record: 239678

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

813. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 19:03:35 UTC
From: techno@zelator.UUCP
Message-ID: <674@zelator.UUCP>
Source record: 239681

ljdickey@daisy.waterloo.edu (Lee Dickey) writes:

>In article <1990Jun26.145321.9843@water.waterloo.edu> I wrote:
>C'mon folks, you can do better than that!
>How do you keep track of all your stuff ?

Easy. I use SuperBase Personal V2.0 and it does the job perfectly. Even prints labels and lists and such. No problems.

Hope this helps,

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

814. Re: Does Atari STFM working with TV show both Medium & Low Rez or Low Only

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 19:06:32 UTC
From: techno@zelator.UUCP
Message-ID: <675@zelator.UUCP>
Source record: 239682

Both.

```
--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |
```

815. Re: Cheapware card/stationary SW?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 20:09:08 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440124@hplsla.HP.COM>
Source record: 239689

John Brewer writes:
|
| I'm looking for an inexpensive stationary/greeting card/
| flyer generator for the ST. I have seen Print Power for the PC
| and know there are others similar to it... is there anything that
| will do the same job for the ST?
|
| These SW packages typically have several border options,
| a small library of clip art, and some limited font selection.
| While I don'e have a need for a full desktop publishing capability,
| a program to generate report cover pages, flyers etc. would be most handy.
|

I use Migraph's Easy Draw for this sort of thing, as well as technical diagrams. It might be overkill, but it's a neat program. I think Migraph offers a pack of clip art that's all borders as well.

Disclaimer: The opinions above are solely those of the author, who has no pecuniary interest in any of the companies mentioned.

%%%

816. Importing PC text screens into an ST desktop publisher

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 21:06:07 UTC
From: cjy@uafhp.uark.edu
Message-ID: <4943@uafhp.uark.edu>
Source record: 239687

Does anyone have a clever way to get a text screen from a PC (including some line graphics characters) into a form palatable to an ST DTP program like Pagestream (ie. .PI3, .IMG, etc.). I'm writing documentation for a PC program and would like to incorporate some screen dumps. Any suggestions would be greatly appreciated.

Calvin Yockey
cjy@uafhp.uark.edu

817. Re: Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 21:28:30 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830078@hpldola.HP.COM>
Source record: 239683

I can't make 'me' do 50 line mode :-(

I used hi50.tos then tried all the following with no luck:

me -l50 <file>
me -l 50 <file>
me l50 <file>
me l 50 <file>
me -l <file>
me l <file>

So, how can I do it??????

'mg' (micro gnu) emacs works in 50 line mode, but I would like to
use 'me' because it is integrated with the compiler.

Thanks in Advance
Joe Gilray

818. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 21:43:57 UTC
From: nut@wet.UUCP
Message-ID: <1049.26a580de@waikato.ac.nz>
Source record: 239688

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

819. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-18 23:25:04 UTC
From: ekrimen@wet.UUCP
Message-ID: <1348@wet.UUCP>
Source record: 239690

Subject: 1040ST for sale
Newsgroups: comp.sys.atari.st
Keywords: 1040ST,for sale

** FOR SALE **

: 1040 ST, purchased new in January, 1988

: Works flawlessly!

: Whisper-quiet, Mitsumi internal double-sided drive reads and
writes to 85 tracks, 11 sectors, if desired!

: Original mouse replaced in Summer, 1988 -- New one works perfectly!

: Original keyboard replaced in Summer 1989, because of defective
mouse port -- No more problems!

: All original packaging included!

: All cables included!

: $450, or best offer!

: Leave message here, call me at 415-751-3693 evenings, or e-mail at
ekrimen@wet.UUCP

820. Power Supply spec's needed for BeaST FD Cub Floppy

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 03:36:04 UTC
From: nut@wet.UUCP
Message-ID: <1350@wet.UUCP>
Source record: 239691

A friend-of-a-friend just bought a used 520ST system, which included a BeaST Systems DS floppy drive (external). The power supply was not included with the system, and the former owner doesn't know what happened to it. The manual says that the user "should go to Radio Shack" for the replacement, but what voltage should the PS be set to? What kind of current does a DS floppy draw? I am thinking 5V, since that's what PC floppy drives use. Mail would be appreciated, as I am going on vacation for the next 1.5 weeks and probably will miss replies posted to the net.

Thanks!

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

821. LaTeX on Atari-ST 1040

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 07:04:23 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <299@utrcu1.UUCP>
Source record: 239692

Hallo,

I am trying to install LaTeX on my Atari 1040 ST. I have the LaTeX-files
from the mailserver in Utrecht. There are, however, still some questions
remaining:
1) How do I change the environmentvariables for LaTeX, such as
TEXINPUTS, TEXFONTS, etc.?
2) Where do I get a printerdriver for my Epson LQ-500 24 pins printer?

If you could answer (one of) these questions, please send me some mail.
You can send it to uttwkt@utrcu1.UUCP or to hvdberg@math.utwente.nl
Thanks!!

822. Re: Art/Graphics Programs

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 07:20:18 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <3895@bdt.UUCP>
Source record: 239805

You might wish to consider Megamax's Sketch program which is imported from Germany and its very good and monochrome only. Its $80 or so ... Touch Up by Migraph. is another but much more expensive.

823. Re: EPS patch editor

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 07:26:06 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <3896@bdt.UUCP>
Source record: 239806

In Start magazine a while back there was an Australian program that is a sample editor for the EPS for the ST computer ... you may want to call or write to Start magazine's Music/Midi Editor Jim Perry. Also another good place to call is Ensoniq ... they may have a few suggestions. Also sound designer from Steinberg Jones should support the EPS sampler.

824. Re: Gemini with Quick ST 2.x

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 07:39:37 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4965@brahma.cs.hw.ac.uk>
Source record: 239802

In article <1666@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Use of Quick ST II with Gemini results in the inability to have stdio
>appear in the Mupfel window - it takes over the whole screen. Is this
>incompatibility being addressed by either the Gemini authors or BRA?

I have the feeling that little incompatibilities will continue to be
discovered and fixed in Quick ST and Turbo ST until they perform not
much better than TOS. Then we'll know why Atari did it that way in the
first place. No flames please. It's a nice day and I'm just musing.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

825. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 07:45:56 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jul19.074556.14255@diku.dk>
Source record: 239695
Cross-posted to: comp.sys.atari.st,comp.os.cpm

peter@ficc.ferranti.com (Peter da Silva) writes:

>In article <1990Jul17.070025.19732@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
[..]

>I though TOS was basically CP/M-68K plus GEM and a bunch of extra functions
>in the ROM I/O system (xios?).

Yes, as far as I can see. The emulation of TOS on a CP/M-68k machine would mainly consist of remapping the traps (I'd probably have to redo some arguments - trap numbers etc) as the functionality is there. Also, all the things that you *can't* do on CP/M-68k would have to be caught.. .

>Have you considered porting MINIX-ST to the CP/M machine?

Yes, but I don't have the time. The only problem is that I can't (easily) get to the I/O system, since it's tied to a Z80 computer. The machine is basically a HUGE Z80 computer with a 68000 board tagged on top, communicating through shared memory (the machine is a SORD M68). It would be fun though, although my enthusiasm for the machine slumped somewhat when my experimental CP/M 80 system zeroed the disk block containing the directory on my working disk..... (those were the days...).

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

826. Re: Terminator Name Change Clarification

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 08:52:05 UTC
From: pdel@ADS.COM
Message-ID: <N#Y$VA_@ads.com>
Source record: 239696

Hello, I have a question for anyone with the time/patience to help me out:

I have a 1040 ST on loan and would like to know what I would have to do to download from the umich archives - I have a 2400 baud modem, but don't really know the procedure - do I need a decompression utility? As you can see I'm really a beginner in this area.

Any kind soul willing to steer me somewhere (anywhere!) will be most appreciated.

thanks, Peter D.

827. 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 08:58:26 UTC
From: tj@castle.ed.ac.uk
Message-ID: <5223@castle.ed.ac.uk>
Source record: 239803

A recent posting (sorry, no reference for it) said it was
possible to access the wasted 0.5mb ban of RAM on a 2.5mb ST.
Could someone please post more details (or email me) on how to do
this. How complex are the hardware mods needed, and what
special components are required.

On a related note, could some kind soul please post the
hardware mods to an SM 124/5 monitor needed to make OVERSCAN
work.

ttfn,
Tomsk
"Now, you dont expect the university to let me
express their opinions, do you?"
(Tom Jones, Meteorology Dept, Edinburgh University, SCOTLAND)
(email JANET:tomsk@uk.ac.edinburgh
WORLD:tomsk@edinburgh.ac.uk)

828. Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 11:16:38 UTC
From: nut@wet.UUCP
Message-ID: <5424.26a48197@nuhub.acs.northeastern.edu>
Source record: 239698

I am looking for a full implementation of UUCP for the ST - I have been
Message-ID: <1344@wet.UUCP>
Date: 18 Jul 90 02:49:30 GMT
Reply-To: nut@wet.UUCP (adam tilghman)
Organization: Wetware Diversions, San Francisco
Lines: 14

does not require MTCSH to be in operation for it to run. I would also
be _very_ interested in any type of news package for the ST- the kludge
system that I have been using for the past 6 months is not able to handle
the kind of traffic that I am now handling.

Thanks!

Adam Tilghman

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

829. DCDESKTOP, GDOS, G+PLUS, WORDUP

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 12:12:19 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3934@rodan.acs.syr.edu>
Source record: 239697

I finally got my ST back and tried WordUp3.0. Unfortunately, although it is supposed to do things differently from the earlier versions wrt GDOS, you still need to use GDOS. I say unfortunately because when using DCDESKTOP and GDOS, the former does not seem to work...Is this a documented bug? or even a bug at all? While we're on this subject...does G+PLUS correct this situation, i.e. allow one to use GDOS fonts with DCDESKTOP?
Post to the net or email me directly.
Thanks very much.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)
PS When booting with GDOS (which was installed by WordUp Instal Prg) it seems as if DCDESKTOP is loading, but when the desktop appears, clearly it hasn't loaded. I changed GDOS.PRG to GDOS.PR and rebooted...and everything worked fine.
One more thing...for those of you about to instal WordUp, I had to get rid of all my auto programs before the instal program would instal wordup (cf. the wordup manual).

830. Re: Laser C function call help needed! (slightly long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 12:26:44 UTC
From: john@its.bt.co.uk
Message-ID: <4&Y$^L-@masalla.fulcrum.bt.co.uk>
Source record: 239700

In article <1213@unicorn.WWU.EDU> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>
>int getline(char s[], int lim)
>{

Your array of char will have been pre-defined in some other part of the
code by:- char string[strint_length]; so at this point you will be
responding to a fn call of getline(string, string_limit);
This means you need a "pointer to a char" and not an array in the fn
definition which should be:-

int getline(s,lim)
char *s;
int lim
{

These are interchangeable at reference time but not at definition time
so the remainder of your code can remain the same ... except

>getline(s, lim)
>char s[], int lim;
>{

This would not work as described before but in terms of C programming
is a simple error. char a, b, c; is a single statement. If you
tried char a, int, b; it would try to create a char variable called int
if it did not get confused. To achieve your end you need two statements
as in char s[]; int lim;

I hope this has helped you to understand why your compiler complained.

John

--

John Trickey British Telecom Applied Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

831. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 12:31:13 UTC
From: john@its.bt.co.uk
Message-ID: <9&Y$JN-@masalla.fulcrum.bt.co.uk>
Source record: 239801

In article <1990Jul12.190934.1951@watdragon.waterloo.edu> ljdickey@daisy.waterloo.edu (Lee Dickey) writes:
>In article <1990Jun26.145321.9843@water.waterloo.edu> I wrote:
>
>>Our local librarian is looking for good stuff to use to
>>organize the our club PD and Shareware collection.
>
>> (1) What software do you ... use
>> to keep your library in order?
>
>and I got NO answers. Does this mean that nobody out there keeps a
>list of all the stuff they have on disks? I don't believe it.
>
>C'mon folks, you can do better than that!
>How do you keep track of all your stuff?

I have found an excellent package. Its in Volume6 of the archives and
is called stdcat43. Just look on your local server.

--

John Trickey British Telecom Applied Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

832. TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 13:51:15 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul19.135115.2032@cunixf.cc.columbia.edu>
Source record: 239804

I have seen much talk of the TT here. Does anyone have one other
than Atari and a handful of developers?

Has anyone yet seen the elusive 32mhz TT?

Not that I'd buy one, mind you. I'm just curious what all the
fuss is about. :)

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

833. TIFF's on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 15:19:53 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <24985.26a5894a@kuhub.cc.ukans.edu>
Source record: 239686

Has anyone done anything with TIFF format files on the ST? We have a flatbed scanner at the comp center here, and it makes nice gray scale scans, storing them in TIFF format, which I would like to be able to use on my 1040.

I found some info on TIFF and wrote a very simple viewer, but the TIFF files are generally much bigger than I can display, and with only 7 luminances, I'm losing around half of the gray scale data.

Maybe some sort of conversion to Spectrum would be nice, but I imagine this would be no trivial trick.

Thanks,
Chris

==========
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==========

834. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 16:05:26 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul19.160526.2215@arcsun.arc.ab.ca>
Source record: 239808

In article <1990Jul19.135115.2032@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>I have seen much talk of the TT here. Does anyone have one other
>than Atari and a handful of developers?
>
>Has anyone yet seen the elusive 32mhz TT?
>

Excerpt from Z*NET

==========
FIRST IMPRESSIONS
OF THE "TT" IN CANADA
==========
(C) 1990 by Darek Mihocka, June 4, 1990.

Well, today was the day Atari Canada made it's big debut of the TT at a downtown Toronto hotel. Free food too. You'll probably be hearing a lot about it in the next few days (the TT, not the food) and it'll be interesting to see how soon the promises start getting broken. As expected, the machine is not available yet, and is supposed to ship later this year.

As of today, TT's are available to developers in Canada, and dealers can expect a few for demo purposes by the end of August, with real shipments starting in fourth quarter. The press release states "The Atari TT is scheduled for Canada-wide release in fall of 1990". The invitation talked about a "North American" debut, so I don't know what that means for the U.S. market. Probably 1993.

The retail price is $3995.00 Canadian, (that's about $3395.00 U.S). That includes 2Meg of RAM and a 40 meg hard drive. Add from $200 to $1000 for a monitor, depending on which one you get. The floppy disk drive is still IBM comptible, now supporting the 1.44M format.

The machine supports 6 screen resolutions, including the original 3 from the ST, plus a 1280x960 Moniterm mode, a 640x480 16 color VGA mode, and a 256 color 320x480 mode. The color monitor being used at the time, an Atari TTC30 or something was capable of supporting everything but the Moniterm mode. The desktop in VGA mode looked quite good, comparable to a Mac II desktop or a Windows desktop on a VGA monitor. The display was crisp and free of any interference. The TT has the 4096 color palette of the STE, as well as the 8-bit stereo sound, making it a machine ready for multimedia applications.

The TOS running in this machine was still TOS 3.0, 03/01/90 version. The real TOS for the TT is supposed to be 2.0, and it's supposed to be a lot faster than 3.0. I ran Quick Index on the TT just to see the kind of performance I'd get. With the cache on, the CPU numbers are between about 350% to 500%, and with the cache off, about 30% slower. What this means is that in terms of raw processing speed, the TT can run 68000 code about 3, 4 or 5 times faster than an 8MHz ST or STE. I tried some sample software which I had earlier timed on my STE, and found the increase to be consistently about a factor of 3.

All the Atari reps were emphasizing the speed. Calamus was being displayed, and the TT flyer and press release were both riddled with references to DynaCADD, and a 6 page DynaCADD brochure was included with the press release. The explanation given was that Atari wants to demonstrate that the machine is a full blown CAD workstation, and can run existing ST CAD packages. Once software like Calamus and DynaCADD is recompiled for the 68030, it will run even faster.

All of the documentation presented was created with Calamus, and the press release mentions that Calamus running on the TT prints three times faster than any other package. It doesn't mention which other packages, but goes on to say that DynaCADD running on the TT is 2 to 10 times faster than Autocad running on a 386 based machine.

Atari is also working with an unnamed third party to develop a software PC emulator that runs at the speed of an AT. And I'm sure another unnamed third party is busy on a Mac II emulator.

The TT also comes with an Appletalk interface (gee, I wonder why!), MIDI ports, VME slot, 2 serial ports expandable to 4 (hey sysops, imagine the possibilites!), and SCSI and ACSI. The machine is certainly set up to communicate with the rest of the world. UNIX, X Windows, and Ethernet support are listed in the "Future Support" category of the spec sheet. Hopefully this isn't being handled by the same department that was responsible for getting the STacy and STE to US markets last year.

The thing that I found quite odd with the TT is that with all the nifty hardware built in, this machine does NOT have a blitter chip. The last thing I would have expected in a machine that's being presented as a powerful graphics workstation is that all graphics operations are being performed by software, and by TOS 3.0 of all things. This TOS, I'm told, is almost identical to the TOS 1.6 currently installed in STEs, which as we all know, is almost the same thing as TOS 1.4, just slightly faster. TOS 2.0 is supposed to change all that and really be fast, but I seriously doubt that they'll whip together something by August, given that TOS has already been worked on for 5 years.

So, back to Quick Index I went and benchmarked the screen performance. Someone at the presentation had mentioned that you could load in a DynaCADD file with 10,000 objects and watch them redraw REALLY fast. Well, the numbers I got from Quick Index, for example, in medium resulotion, gave the TT a GEM index of 166% relative to the STE. That's about 180% relative to a Mega ST. So in other words, the TT, running

TOS 1.4 (or close enough to it) on a 68030 was not even twice as fast as an 8MHz 68000 with blitter support. Take away the blitter and you're slightly over 200%. However, take into account that you can drop in Jim Allen's T16 accelerator board into almost any ST, and for $300 give yourself a 50% speed boost. That cuts the lead of the TT down to about 30% at best for screen redraws, and about 200% for general CPU operations. Needless to say, I wasn't kidding last week when I said that an ST running Quick ST blows away the TT in screen performance. Text operations gave similar results, and about the only screen operation the TT was good at was VT52 scrolling. That's due to the 32-bit data bus of the 68030 compared to the 68000's 16-bit bus.

Don't forget also that there will be the usual incompatibility problems with older ST software. You think TOS 1.4 compatiblity was bad. Wait till they try running the stuff on a 68030!

So, the TT is a nifty machine, and for only $4000 you can emulate an AT and run UNIX as well. I should say "you'll be able to...". I still have bad memories of the 1450XLD and 260ST. You all remember the 260ST? The original ST, until they actually tried to put it together and realized they couldn't make TOS run on 256K. Hopefully TOS 2.0 will run on 2 meg!

But in all fairness, since this information was presented by ATARI CANADA, in Canada, and was not just another Sunnyvale stab in the dark about what they might ship in 3 years, I have faith that Atari Canada will deliver as promised. They delivered on the STE and STacy and CD-ROM, so all I can say is that I'm glad I'm not in the US.

About 6 months ago, I was wetting my pants and then some over the STE. Not so for the TT, at least not yet. It's out of the price range of most casual ST users, and as an ST compatible machine, offers less than a doubling of power for more than double the price of, say, a Mega ST 2. Sure the TT specific software written for the 68030 will be faster, but that will mean buying a whole new set of software.

I think what will probably evolve will be some sort of a 68030 upgrade for existing STs (c'mon Dave!), similar to the kind of upgrades we saw a few years ago for converting 8088 machine to 80286 machines. I've already got 3 STs and 2 monitors, I don't need more. I would much rather pay $1000 or more to upgrade my 4 meg STE to a 4 meg STE/030 instead of shelling out another $4000 for something only slightly better.

The TT will still hopefully sell well in the business market. The hardware is certainly there and at the right price. Perhaps not as fast as we'd like to believe, but the same hype existed with the 386 chip. Perhaps the TT will follow the same path as 386 machines, and a year or two from now we'll see a more affordable TT working its way into the home market replacing the then obsolete 68000 based STs.

Well, that's the way I see it anyway.

- Darek

[If I may add two comments:

1. Darek tested a machine with just 2 megs of RAM. RAM above 2 megs
on the TT operates in burst mode and operates roughly 50% faster.
It would be interesting to see a comparison of programs running in
fast and slow ram.

2. Lots of companies have not put blitters in 68030 boxes because they
don't provide much of a speed increase. Sun, HP, Apollo, and NeXT come
to mind as examples.

Now if Atari would get the TT out the door and into a local dealer's
store, I'll be happy.

-- greg]

This is the full text of a Press Release from ATARI in NEW ZEALAND
giving the MOST COMPLETE DESCRIPTION of the ATARI TT030 COMPUTER to date.
It EXPLAINS PORTS, CARDS, EXPANSION, AND ADMITS TO THE FACT THAT THE TT
WILL RUN AT 32 MHZ, not the 16 mhz that many complained of. THIS WILL NOT
FURTHER DELAY THE TT030, EXPECTED TO BE AVAILABLE WITHIN WEEKS.
Presented by Z*NET ATARI ONLINE NEWS SERVICE, the ones to trust for
detailed ATARI NEWS FIRST. NOT ARCED, about 8 screens, you NEED to read
this NOW.....

This document is Press Information (VERBATIM including
capitalization, spacing, and spelling) provided by SOFTWARE
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for the accuracy of the information itself.

ATARI

TT030

Compatible
Expandible
Flexible
Affordable

The Atari TT030

- Compatible with the Atari ST, 1000"s of software titles
already available
- 3 New Graphics modes:
320 x 480 with 256 colours from a palette of 4096
640 x 480 with 16 colours from a palette of 4096
1280 x 960 high resolution monochrome

- Stereo 8-bit PCM sound
- 68030 running at 32 Mhz
- 68881 Floating Point co-processor
- 2 Megabytes of RAM, expandable to 26 Mb
- SCSI and ASCI with DMA built in
- Internal Hard disk
- SCC LAN port with DMA
- Four serial ports
- Parallel port
- MIDI ports
- Detachable keyboard
- Internal A24/D16 VME card slot
- Real time clock with non-volatile RAM
- ROM cartridge slot
- External floppy connector

Comparison of standard features

Amiga 3000 Mac IIcx Atari TT030

CPU 68030 68030 68030
FPU Yes Yes Yes
Clock speed 16 Mhz - 32 Mhz
RAM 2 to 17 1 to 32 2 to 26
Burst Mode Yes No Yes
ROM 512K 256K 512K
Graphics
Max resolution 1280 x 480 Optional 1280 x 960
Interlaced Non-interlaced
Max colours 32 Colours 256 Colours
from 4096 from 4096
Max video RAM 1 Mb 8 Mb
Sound Stereo Stereo Stereo
Expansion Proprietary NuBus VME
Hard disk DMA Non-DMA DMA
Floppy disk Proprietary Proprietary PC compatible
Network No Yes Yes, DMA
Serial 1 x RS232 2 x RS232 4 x RS232
Parallel Yes No Yes
MIDI No No Yes
ROM Cartridge No No Yes

The Atari TT030 Hardware

The TT030 (Thirty-two/Thirty-two bit) is the first member of a new series of Atari computers designed as enhanced versions of the existing ST and MEGA family. The TT series maintains compatibility with the ST/MEGA architecture, but uses the Motorola 68030 microprocessor and provides enhanced graphics and sound. The TT030 is also designed to run Unix (Unix is a trademark of AT&T).

The TT030 is based on the high performance 32-bit Motorola MC68030 processor running at a 32 Mhz clock frequency. The 68030 includes on-chip data and instruction caches which can be filled from some regions of memory in bursts of double word fetches

The architecture also includes the industry standard VME bus to facilitate expansion. The system supports the latest revision (C.1) of the VME bus specification. The TT030 can accommodate one single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board,

The TT series is expected to function in an environment with other TTs and even machines from different manufacturers. To facilitate connectivity, each system has an on-board port for a moderate speed LAN. If the LAN is not being used, the port can be programmed to be a standard RS232C port. Through an optional VME bus-based or SCSI-based Ethernet controller, the TT also has the capability of connecting to heterogeneous Ethernet networks. The TT030 has three additional standard RS-232C serial ports for connection to modems, display terminals, or digitizing tablets. The hardware features of the TT030 include:

- Motorola MC68030 at 32MHz
- Motorola MC68881 Floating Point Coprocessor (the coprocessor is socketed, so that it can be optionally upgraded to a MC68882)
- ST RAM: 2 Mbyte of ST-compatible dual-purpose (video/system) RAM, expandable by an add-on daughterboard containing a further 2 or 8 Mbyte of dual-purpose memory. This 64-bit wide memory appears 32 bits wide to the processor and SCSI/SCC DMA engines TT video logic has access to this memory on a time critical basis. The remaining system logic, including the processor, can access this memory in the alternate 250 nS TIME SLICES.
- TT BURST MODE RAM: provision for a daughter-board that will accept either 4 x 1 Mbyte or 4 x 4 Mbyte SIMMS, allowing another 4 Mb or 16 Mb expansion. This RAM can only be accessed by the processor, the SCSI DMA Engine, and the SCC Network DMA Engine. The 68030 can take advantage of burst-mode for filling its internal cache from this RAM.
- 4 socketed 1 Mbit ROMS, providing 512 Kbyte of ROM space.
- Internal video modes that are a superset of those in the Atari ST/STe series using an analog RGB (VGA-like) colour monitor:
pixels rows colors palette
320 200 16 4096 (STe compatible)
640 200 4 4096 (STe compatible)
640 400 2 4096 (STe superset)
320 480 256 4096
640 480 16 4096
using a high resolution ECL monochrome monitor
1280 960 black on white
- parallel I/O port, generally used for Parallel printer

output
- internal speaker, which can be disabled under software control
- 2 low-speed asynchronous serial I/O ports (one from each of two 68901 MFPS) at programmable baud rates up to 19.2 baud
- 2 high-speed asynchronous/SDLC Serial I/O ports (from a Zilog 8530 SCC). One part can be programmed to be a Local Talk compatible LAN interface with a proprietary single channel DMA controller. The other port is intended for use as an asynchronous AS-232 port with programmable split baud rates.
- battery backed-up real time clock (RTC) with 50 bytes of non-volatile RAM
- ST/MEGA compatible intelligent keyboard, with mouse and joystick ports including support for a 3 button mouse
- Atari ACSI DMA channel (for Atari Hard Disk, Laser Printer, CD-ROM, etc)
- Floppy disk controller and interface sharing the ACSI DMA channel
- Musical Instrument Digital Interface (MIDI) STe compatible DMA sound engine with programmable volume and tone control which can play back stereo 8-bit samples at rates up to 50 Khz
- Atari ST compatible cartridge port (128 Kbyte Storage)
- SCSI interface using 23-pin connector implemented with the NCR 5380 SCSI controller chip and a proprietary DMA controller
- Industry standard VME bus for expansion

When comparing the TT030 with the competition, four important features stand out:

- flicker-free, high resolution colour graphics built-in as standard
- high bus bandwidth, independent of video resolution
- excellent connectivity including four RS232 ports, MIDI, LAN, ASCI & SCSI.
- high speed burst-mode RAM, 32 Mhz CPU clock speed.

835. Re: Re: Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 17:31:52 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jul19.173152.1647@murdoch.acc.Virginia.EDU>
Source record: 239807

In article <A1542853874@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>I wrote an rnews program for UUMAIL that unbatched news and wrote
>single files to a spool directory. It worked well but slowly -- GEMDOS
>is miserably slow in creating new files on a drive that's
>three-quarters full. (In my experience, all disk drives are
>three-quarters full, except the ones that are completely full.)

This is a known and fixed problem in TOS 1.0 and TOS 1.2 that has been discussed here repeatedly. Just like MS-DOS 2.XX, these tos versions pick a new cluster by searching from the start of the FAT, every time. When your drive is mostly full, this takes quite a while. TOS 1.4 has a next-fit algorithm instead, which starts from the last cluster it allocated.

If you are running 1.0 or 1.2, you can use FATSPEED to fix this problem. FATSPEED also accellerates finding the number of free bytes on a drive. I have been using FATSPEED for several years and it seems very reliable.

--
"In fact you should not be involved in IRC." -- Phil Howard

836. Re: Gemini with Quick ST 2.x

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 18:41:43 UTC
From: darekm@microsoft.UUCP
Message-ID: <55956@microsoft.UUCP>
Source record: 239811

In article <1666@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Use of Quick ST II with Gemini results in the inability to have stdio
>appear in the Mupfel window - it takes over the whole screen. Is this
>incompatibility being addressed by either the Gemini authors or BRA?

Bill, if you have having problems with redirection, either in Gemini or
any other shell, use Quick ST 2.1G or 2.2G. The G versions do not hook into
the GEMDOS text output functions, so they do not interfere with redirection,
but they still give you a speedup in text output. Both the normal and G
versions speed up GEM the same amount. If you haven't yet upgraded to
Quick ST 2.1 or higher, do so because you are missing out a lot.

- Darek

Darek Mihocka All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

837. Cheat for Chaos Strikes Back!

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 20:44:50 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1990Jul19.204450.7865@sbcs.sunysb.edu>
Source record: 239809

Hello everyone!

I remember seeing in some magazine a Cheat for Chaos Strikes Back.
I could never get it to work, but it was supposed to get the
Firestaff back by casting a spell and typing something about
Libarsulas (sp?) smites thy down, or something like that and killing
a dragon, then poof! The Fire Staff is supposed to be in front of your
feet. Does anyone know this cheat and how to get it to work?
Also, a while back I found a scroll that was in some strange language
and I think it started off with the word Aquatanta or something like that.
Does anyone know what this means? Thanks!!!

Take care,

Michael Rose

838. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 20:50:12 UTC
From: don@vax1.acs.udel.EDU
Message-ID: <6764@vax1.acs.udel.EDU>
Source record: 239812

In article <1990Jul19.160526.2215@arcsun.arc.ab.ca> erkamp@arcsun.UUCP (Bob Erkamp) writes:
>
> Comparison of standard features
>
> Amiga 3000 Mac IIcx Atari TT030
>
>CPU 68030 68030 68030
>FPU Yes Yes Yes
>Clock speed 16 Mhz - 32 Mhz
Yes, a 16MHz A3000 is available (or will be), but the currently shipping model priced closest to the TT ($3995, 2MB, 40MB HD) runs at 25. It also has a coprocessor slot for full '040 support ('030 will still handle menial i/o while '040 does number-crunching) when the chip becomes available.

>RAM 2 to 17 1 to 32 2 to 26
^^^^^^
That's 2-18, and it's on the motherboard itself. Will autoconfigure up to 1.7 GB, and even more can be added via AddMem.

>Burst Mode Yes No Yes
>ROM 512K 256K 512K
>Graphics
> Max resolution 1280 x 480 Optional 1280 x 960
> Interlaced Non-interlaced
Amiga: Max non-interlaced resolution= 640 x 480 (more w/overscan).
1280 x 800 on Moniterm or A2024 monitors.

Mac: I think 640 x 480 is pretty standard.

> Max colours 32 Colours 256 Colours
> from 4096 from 4096
Amiga: Try 4096 out of 4096.
Mac: Most often 256 out of 16 million.

> Max video RAM 1 Mb 8 Mb
^^^^^
2 MB with current chipset

>Sound Stereo Stereo Stereo
>Expansion Proprietary NuBus VME
Amiga 3000 has four Zorro III slots, 2 AT slots, and special video & coprocessor slots.

>Hard disk DMA Non-DMA DMA
>Floppy disk Proprietary Proprietary PC compatible
^^^^^^^^
But drive can easily be mounted with
PC-compatible file system

>Network No Yes Yes, DMA
^^^
Not built in but available

>Serial 1 x RS232 2 x RS232 4 x RS232
>Parallel Yes No Yes
>MIDI No No Yes
>ROM Cartridge No No Yes
>
> The Atari TT030 Hardware
>
>sound. The TT030 is also designed to run Unix (Unix is a
>trademark of AT&T).
As is the 3000, and Apple's AUX 2.0 is supposed to be pretty
powerful (but slow) when it gets here.

>The architecture also includes the industry standard VME bus to
>facilitate expansion. The system supports the latest revision
>(C.1) of the VME bus specification. The TT030 can accommodate one
>single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board,
Only one?!?!

>When comparing the TT030 with the competition, four important
>features stand out:
>
> - flicker-free, high resolution colour graphics built-in as
> standard
Same on A3000. Mac capable of 32-bit color.

> - high bus bandwidth, independent of video resolution
The A3000 has a separate bus for video & sound, freeing up the bus for
other activity.

> - excellent connectivity including four RS232 ports, MIDI,
> LAN, ASCI & SCSI.

This is probably the TT's strong point.

Not trying to start a flame war; just trying to correct some
misinformation and comment on the TT's advantages/disadvantages as compared
to its competition (based on the specs you quoted for the TT, assuming they're
accurate).

IMHO, the ST line is already too far gone in the US for the TT to make any
appreciable sales. What little image Atari has in the general computer
marketplace is generally a negative one, despite the fact that they do make some decent
computers...

The Mac, although still grossly overpriced and somewhat underpowered,
has a large software/hardware base and a generally positive image in the
marketplace, and more high-end expansion options are available for it.

The Amiga 3000 and its relatives don't have too much of an image either,
but I've lately seen signs that this is changing. Things like AmigaVision,
CDTV, DCTV, Unix SYS5r4, and the Video toaster will keep its sales increasing.
Not to mention that in the past year or so, Commodore has really done a
tremendous job of getting its act together.

DOS machines: ick. Unfortunately, they're cheap and popular, and
will continue to be far into the future (ugh).

Atari really needs to push the TT's networkability and speed advantage
if they want much market penetration. They also need to implement an
educational program! Because of CBM'd ed discount, I can get a 25 MHz
3000 and multisync monitor for $3039 (and probably will, when I save up
enough cash).

--
Gibberish .sig for sale or lease.
is spoken Contact don@vax1.acs.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

839. The recent gaggle of "UUCP Implementation" postings...

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 21:12:54 UTC
From: nut@wet.UUCP
Message-ID: <1355@wet.UUCP>
Source record: 239810

For some reason, this system, "wet", finds it quite amusing to send
12 or so copies of the same article to the net... Please direct all
flames to /dev/null - if I could kick this machine, I would have already =:|

(The original message text has been reported to be quite garbled by
some folks - Does anyone know of a full UUCP implementation for the ST?)
--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

840. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 21:19:12 UTC
From: blackbox@pfunk.UUCP
Message-ID: <a1130981@pfunk.UUCP>
Source record: 239693

From article <RALPH.90Jul16121345@cresus.laas.fr>, by ralph@laas.fr (Ralph P. Sobek):
>
>Wouldn't it be easier to emulate CP/M 68000? Such beasts surely exist
>since I threw out our documentation.

Hi,

In the beginning of using my ST i heard, the TOS is compatible to
CP/M 68K, so there should be no problems to run these programs
on an ST.

Bye...Mike

--

listen to the coolest !	Michael kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Radenwisch 82
!!! P-Funk !!!	West Germany /++ 49 40 550 65 56

841. Re: Spectre Questions & Bug Reports

Newsgroup: comp.sys.atari.st
Date: 1990-07-19 21:30:12 UTC
From: blackbox@pfunk.UUCP
Message-ID: <a1021290@pfunk.UUCP>
Source record: 239694

From article <527@accucx.cc.ruu.nl>, by jeroen@plato.phil.ruu.nl (Jeroen Scheerder):
> A friend of mine asked me to test his Spectre GCR emulator (I'm a Macintosh
> system manager), and I'd like Dave Small to know about a few things, and I
> have some questions maybe some others could answer too.

>
> - Conversion to/from expensive Macs *WHITHOUT* using the GCR:
> There actually are people (take me for example) that have an expensive
> Macintosh IIci at work and an ST at home. Since my Mac (and the IIcx and
> IIfx as well) can read MS-DOS floppies, file conversion should be possible
> via MS-DOS disks. I've managed to accomplish this one way only, however;
> for convenience I use Stuffit to archive the files, and then I write them
> (untranslated) to a MS-DOS disk using Apple File Exchange. After moving
> the archive to a Spectre MFS disk using Transverter I have no problem
> unpacking it.
> The other way around however only produces corrupted archives. Does anyone
> know why this is? I've tried everything, and don't get *CLOSE* to success.
>

A programmer in Germany has made a program, that converts Aladin 3.0
Disks in SuperDrive readable Disks. The way so for coverting is to use
the Spectre/Aladin Converter "Crossover" and then this little program
called "THE_LAMP". This also works in the other direction. I will try
to make this accessable for you all, but wait a while, because my
"Netknowledge" is not so far. It's PD !

Bye...Mike

--

listen to the coolest !	Michael kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Radenwisch 82
!!! P-Funk !!!	West Germany /++ 49 40 550 65 56

842. WordUp 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 00:46:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <eacad8f937b026a67068@canremote.uucp>
Source record: 239699

I'm still looking for a half-decent word processor for my ST, especially since WordPerfect tried to eat my e: partition AGAIN (it hates files over 70 or 80 pages long). I'd like something reasonably programmable (not too possible, I know), but most importantly, something with decent font support. I do not need a spell-checker, although it would be nice.

THE POINT:

I (and I'm sure, many others on the net) would like to hear people's reactions to WordUp 3.0. Is it the word processor that the ST has been waiting for all these years, or another dud? I need to design and use special characters on the screen and printer, and I like multiple windows and something capable of handling a long (200-300 page) document efficiently in a single file. An easy request on ANOTHER machine named after a fruit...

David Megginson
BITNET: meggin@vm.epas.utoronto.ca

****
PLEASE REPLY TO MY BITNET ADDRESS!!!
****
---
* Via ProDoor 3.1R

843. st emulators on amiga?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 01:47:03 UTC
From: ie09@vaxb.acs.unt.edu
Message-ID: <30060.26a66297@vaxb.acs.unt.edu>
Source record: 239817

For those of you who dont know this yet, A friend of mine
who has an Amiga just got some software from Germany, one if them
is an ST software emulator, It worked, but only in High Resolution
It ran just about every utility we tried, except Magic Shadow Archiver
and a few others, the program is called MEDUSA, there is supposed
to be a hardware version of the st emulator comming soon.

844. Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 02:48:26 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul20.024826.396@wolves.uucp>
Source record: 239813

Is it possible to connect an IBM AT-style keyboard to a 1040ST without
excessive chaos?

Thanks in advance,
Brian

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

845. Re: Re: Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 07:33:58 UTC
From: steve@thelake.mn.org
Message-ID: <A339547380@thelake.mn.org>
Source record: 239821

[In article <1990Jul19.173152.1647@murdoch.acc.Virginia.EDU>,
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes ...]

> In article <A1542853874@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>>I wrote an rnews program for UUMAIL that unbatched news and wrote
>>single files to a spool directory. It worked well but slowly -- GEMDOS
>>is miserably slow in creating new files on a drive that's
>>three-quarters full. (In my experience, all disk drives are
>>three-quarters full, except the ones that are completely full.)
>
> This is a known and fixed problem in TOS 1.0 and TOS 1.2 that has been
> discussed here repeatedly. Just like MS-DOS 2.XX, these tos versions
> pick a new cluster by searching from the start of the FAT, every time.
> When your drive is mostly full, this takes quite a while. TOS 1.4 has
> a next-fit algorithm instead, which starts from the last cluster it
> allocated.
>
> If you are running 1.0 or 1.2, you can use FATSPEED to fix this
> problem. FATSPEED also accellerates finding the number of free bytes
> on a drive. I have been using FATSPEED for several years and it seems
> very reliable.

Yeah, I'm still stuck back in the dark ages with TOS 1.0.

I heartily recommend FATSPEED -- along with a few other programs such as
PINHEAD (or NULLFILL) and a disk cache, it helps make TOS a lot less
painful.

Even with that help, though, we found that creating new files involved
significant overhead, especially when the directories got big (sometimes
300 or 400 files) and the drive got fragmented. Unbatching large
quantities of Usenet news was taking more time than receiving it at
1200bps.

If the ST were a multitasking system it wouldn't have been such a problem,
but it's not -- and having to wait 45 minutes while the machine processes
news isn't my idea of fun.

Ditching the whole idea of "one message, one file" was just one of the
speed enhancements. We also pull an entire Usenet message into RAM before
processing it. The header is scanned using pointers and offsets; the
"Path:" line is examined and updated; the "Message-ID:" line is extracted
for comparison with a history file, and the "Newsgroups:" line is
extracted for delivery and forwarding purposes. Disk writes then take
place using single Fwrite() calls.

Dale Schumacher's most recent speed enhancement is crunching the
message-IDs to a 32-bit CRC, which allows a simple comparison of long
integers to replace a function call to strcmp() and also cuts the RAM
usage. This rnews is about as fast as it can get.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

846. I want to get a SIMM upgrade for my 520ST ...

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 07:42:28 UTC
From: baffoni@alcor.usc.edu
Message-ID: <10932@chaph.usc.edu>
Source record: 239816

I have just come upon some old Mac 256 simms and would like to use them to upgrade my 520ST. Does anyone out there have a SIMMable upgrade they would like to part with, or barring that, could anyone recommend a good SIMMable upgrade put out commercially. I am not worried about having to solder (my warranty is LONG gone...and I work in a PC repair shop), however I, being the lazy person I am, would like to do as little damage to my mother board as possible. Also it would help if the upgrade were constructed so that I don't need to do much hacking of the interior of my machine - I can do it if necessary, but a surgeon I am not.

Thanks Much!

-Mike

847. STe

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 08:03:37 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <542@ozz.oasis.icl.stc.co.uk>
Source record: 239825

Hi there,

Got two questions I'd like to ask all you out there:

1. If I have an STe with 2 1meg SIMMS and 2 1/4meg SIMMS, I can boot up with some software to get 2.5 meg, right? Now what would happen if I booted without the software? Would I get 0.5meg, 2meg, or would it crash?

2. A friend of mine just bought Lattice C V5, and somewhere in one of the manuals it says something about HiSoft releasing a front end C++ translator. Does anyone know if this is still true, and if so when will it be released and how much will it cost?

Reply by mail please, the news is a bit slow getting here, I'll sumarise to the net if I get enough response.

Steve - srs@icl.stc.co.uk

848. Re: 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 08:16:30 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <581@accucx.cc.ruu.nl>
Source record: 239815

In article <5223@castle.ed.ac.uk>, tj@castle.ed.ac.uk (T Jones) writes:
|>
|> A recent posting (sorry, no reference for it) said it was
|>possible to access the wasted 0.5mb ban of RAM on a 2.5mb ST.
|>Could someone please post more details (or email me) on how to do
|>this. How complex are the hardware mods needed, and what
|>special components are required.
|>
|> On a related note, could some kind soul please post the
|>hardware mods to an SM 124/5 monitor needed to make OVERSCAN
|>work.

I was the one posting about the 3.0 Mb modification; however, having read the
article that explaining it all (it's from a German magazine, I think it's
called 'ST Magazin' or something) I decided I would let someone more experienced
should do the work for me.
Looking in my computer I see 2 SIMMs, and a *LOT* of wire.

The overscan modification is a similar story; it's tricky, and it's all in GERMA
trying to describe any of these in english, but I do not think
ANYONE should try to change their ST based on MY description of a german artic
about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

849. Re: cataloging your disks

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 09:21:38 UTC
From: huber@gmdzi.UUCP
Message-ID: <3138@gmdzi.UUCP>
Source record: 239814

From article <9&Y$JN-@masalla.fulcrum.bt.co.uk>, by john@its.bt.co.uk (John Trickey):
> In article <1990Jul12.190934.1951@watdragon.waterloo.edu> ljdickey@daisy.waterloo.edu
(Lee Dickey) writes:
>>In article <1990Jun26.145321.9843@water.waterloo.edu> I wrote:
>>
>>>Our local librarian is looking for good stuff to use to
>>>organize the our club PD and Shareware collection.
>
.... stuff deleted ...

> I have found an excellent package. Its in Volume6 of the archives and
> is called stdcat43. Just look on your local server.
>
> John Trickey British Telecom Applied Systems.

Well, it's a very nice program, but what do I do when I want to catalog
my 5 1/4'' disks from drive B: ? I can't select it. It's the feature
I miss in this excellent program.

H.Huber, GMD, Project E.I.S., P.O.Box 1240, D-5205 Sankt Augustin 2,
West Germany. E-Mail: huber@gmdzi.uucp

--
Hans Huber, Gesellschaft fuer Mathematik und Datenverarbeitung (GMD)
Projekt E.I.S., Schloss Birlinghoven, Postfach 1240, 5205 Sankt Augustin 1
Tel.: 02241/14-2735 Fax.: 02241/14-2342 UUCP: huber@gmdzi.uucp

850. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 10:24:43 UTC
From: dkreiner@faui09.informatik.uni-erlangen.de
Message-ID: <dkreiner.648469483@faui09>
Source record: 239819

AlexK@tharr.UUCP (Alex Kiernan) writes:

>Looks like a rumour at the moment.

Unfortunately it is nothing more ...

I called Borland Germany yesterday and they told me that there
are no plans concerning a V3.0 for the ST. That's really not
very surprising, 'cause the V2.0 is just a few months old.

Probably there were some things messed up with XT and ST or
sth like this.

It was too good to be true ...

Dirk
---
dkreiner@faui09.informatik.uni-erlangen.de

851. signum to TeX convertion

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 12:02:12 UTC
From: sys131@ztivax.UUCP
Message-ID: <1351@ztivax.UUCP>
Source record: 239818

Hi folks,

I am looking for a programm that converts a text, written
with SIGNUM into TeX source Text.

My girlfriend wrote her doctorate thesis with SIGNUM (the
only cheap system with old-greek characters). Unfortunatly
the publisher, she is forced to work with doesn't accept
printed layouts and his text system is TeX !!!

I would be very happy, if somebody could help me with this
problem. (Please answer by email; since this is my first
active paticipation on the news net, I may need some further
help in getting a compressed program running ...)

Thank's for help ruediger

---------- may any border fall, someday ----------
Ruediger Kreuter email: kreuter%christine@ztivax.siemens.com
Siemens * Munich

852. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 13:59:42 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul20.135942.13071@cunixf.cc.columbia.edu>
Source record: 239834

I wish to thank the person who posted that lengthy article concerning the TT. It is the most informative post I've seen so far on the subject.

A few comments:

1. It was interesting to note the rather healthy dose of cynicism Darek gives whenever the name of Atari is in the same sentence. I guess we can't blame him. And this guy is one of the biggest supporters of the ST line as far as I can ascertain! Hehe, I love it...

2. The chart posted by Atari NZ regarding the TT specs (reporduced below) is a bit irritating. It compares a 32mhz (I'll consider it 16mhz until someone SEES/USES a 32mhz model) TT against 16mhz models made by competitors. This is absolute bullsh*t. The Amiga 3000 is offered in a 25mhz version (Which you can buy TODAY at a lower price than those quoted for the TT) and the MacII family has a 25mhz and *40mhz* versions which you can go right out an purchase now. While the Macs may be more pricey, they are available NOW and have been for quite some time. As far as the A3000 goes, I think the quoted prices for the TT are higher when you consider that you must go out and buy an EXPENSIVE multisync monitor to handle ALL of its various display modes.

3. As Darek noted, TOS v.X.X has and seems doomed to be forever buggy. The other machines listed on the table seem to have better support for OS updates. Are you willing to buy computer X slightly cheaper now only to be hung out to dry when it comes time for user support?

4. Also, as Darek noted, if/when Dave Small produces a 030 upgrade for the ST, you could buy a NEW Mega 2 system and a $1500 030 upgrade and still save well over $1000 in the cost of the TT. Go figger...

Anyway, here is the table again for those who missed it...

Comparison of standard features

Amiga 3000 Mac IIcx Atari TT030

CPU 68030 68030 68030
FPU Yes Yes Yes
Clock speed 16 Mhz - 32 Mhz
RAM 2 to 17 1 to 32 2 to 26
Burst Mode Yes No Yes
ROM 512K 256K 512K
Graphics
Max resolution 1280 x 480 Optional 1280 x 960
Interlaced Non-interlaced

Max colours 32 Colours 256 Colours
from 4096 from 4096
Max video RAM 1 Mb 8 Mb
Sound Stereo Stereo Stereo
Expansion Proprietary NuBus VME
Hard disk DMA Non-DMA DMA
Floppy disk Proprietary Proprietary PC compatible
Network No Yes Yes, DMA
Serial 1 x RS232 2 x RS232 4 x RS232
Parallel Yes No Yes
MIDI No No Yes
ROM Cartridge No No Yes

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

853. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 14:17:33 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul20.141733.5567@cunixf.cc.columbia.edu>
Source record: 239833

I wish to thank the person who posted that lengthy article concerning the TT. It is the most informative post I've seen so far on the subject.

A few comments:

1. It was interesting to note the rather healthy dose of cynicism Darek gives whenever the name of Atari is in the same sentence. I guess we can't blame him. And this guy is one of the biggest supporters of the ST line as far as I can ascertain! Hehe, I love it...

2. The chart posted by Atari NZ regarding the TT specs (reporduced below) is a bit irritating. It compares a 32mhz (I'll consider it 16mhz until someone SEES/USES a 32mhz model) TT against 16mhz models made by competitors. This is absolute bullsh*t. The Amiga 3000 is offered in a 25mhz version (Which you can buy TODAY at a lower price than those quoted for the TT) and the MacII family has a 25mhz and *40mhz* versions which you can go right out an purchase now. While the Macs may be more pricey, they are available NOW and have been for quite some time. As far as the A3000 goes, I think the quoted prices for the TT are higher when you consider that you must go out and buy an EXPENSIVE multisync monitor to handle ALL of its various display modes.

3. The A3000 comes with a 68882 math coprocessor running at 25mhz, the TT comes with the slower 68881. I wonder what Atari will charge for the upgrade if you want/need it?

4. As Darek noted, TOS v.X.X has and seems doomed to be forever buggy. The other machines listed on the table seem to have better support for OS updates. Are you willing to buy computer X slightly cheaper now only to be hung out to dry when it comes time for user support?

5. Also, as Darek noted, if/when Dave Small produces a 030 upgrade for the ST, you could buy a NEW Mega 2 system and a $1500 030 upgrade and still save well over $1000 in the cost of the TT. Go figger...

Anyway, here is the table again for those who missed it...

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Clock speed 16 Mhz - 32 Mhz
RAM 2 to 17 1 to 32 2 to 26
Burst Mode Yes No Yes

ROM 512K 256K 512K
Graphics
Max resolution 1280 x 480 Optional 1280 x 960
Interlaced Non-interlaced
Max colours 32 Colours 256 Colours
from 4096 from 4096
Max video RAM 1 Mb 8 Mb
Sound Stereo Stereo Stereo
Expansion Proprietary NuBus VME
Hard disk DMA Non-DMA DMA
Floppy disk Proprietary Proprietary PC compatible
Network No Yes Yes, DMA
Serial 1 x RS232 2 x RS232 4 x RS232
Parallel Yes No Yes
MIDI No No Yes
ROM Cartridge No No Yes

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.

(c)All rights reserved. |

Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

854. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 15:16:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4bb47b0b.20b6d@apollo.HP.COM>
Source record: 239824
Cross-posted to: comp.sys.atari.st,comp.os.cpm

From article <RALPH.90Jul16121345@cresus.laas.fr>, by ralph@laas.fr (Ralph P. Sobek):
> Wouldn't it be easier to emulate CP/M 68000? Such beasts surely exist
> since I threw out our documentation.
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> ralph@laas.fr Addresses are ordered by importance.
> ralph@laas.uucp, or ...!uunet!laas!ralph
> If all else fails, try: sobek@eclair.Berkeley.EDU
> ===
> Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

Of course you're right. In fact, it wouldn't be an emulation at all
but could be a "native" operating system. However, the point of
emulating CP/M-80 was to allow people who had CP/M machines to
migrate to the Atari without discarding all of their CP/M-80
software. In fact, the emulator is nearly as fast as my 2.5 MHz
Z80 machine and screen and disk I/O is much faster. Transferring
the software is my only holdup to getting rid of the real CP/M
machine.

As an aside, I worked with Andy Mickel here at Apollo for a couple
of years -- I can see him saying that :-)

Gary Zaidenweber (508)256-6600 x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX:(508)250-4943 | once is enough!

855. PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 15:35:21 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12607199522010@osu-20.ircc.ohio-state.edu>
Source record: 239822

```
For Sale:
PC Ditto II - unused (my 68000 has a factory mod soldered to the chip!!)
Price - $120 + shipping
Contact - Tyler Gingrich
5441 Dexter Falls Rd
Columbus OH 43221
(614)771-9187

Tyler
```

856. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 15:35:46 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1318@ruunsa.fys.ruu.nl>
Source record: 239823

dkreiner@faui09.informatik.uni-erlangen.de (Dirk Reiners (POP Uebung 05)) writes:
>I called Borland Germany yesterday and they told me that there
>are no plans concerning a V3.0 for the ST. That's really not
>very surprising, 'cause the V2.0 is just a few months old.

So the long waiting times befoer V2.0 is delivered is not because of this.
Am I the only one having to wait for 3 or 4 weeks now?
If so, could anyone let me know? Then I can call Heimsoeth about it.
If not, do you know why it is taking so long, and how long may it take?

Thanks,
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

857. Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 16:20:17 UTC
From: megabyte@chinet.chi.il.us
Message-ID: <1990Jul20.162017.21823@chinet.chi.il.us>
Source record: 239820
Cross-posted to: comp.sys.atari.st,comp.os.os9,comp.sys.m6809

I'm finally about ready to give up on my Tandy Color Computer 3. While it's a fine machine, for an 8 bit machine, it seems that both Tandy and 3rd party support for it are dwindling. So, it's time for a new computer.

Several of my friends have recomended the Atari ST line as an "Upgrade" path from the CoCo 3. The reasons:

High Quality Graphics
Mouse driven, graphic interface
Ease of Use
Cost effective
Relative ease of finding software
Good sound
Good 'C' compilers available
Lot's of PD code
Can read those messy-DOS disks
Runs OS-9 (My prefered OS)

It almost sounds like the CoCo 4 Tandy never came out with. So here are my questions about the Atari ST line:

1. Cost - What do the 1040 and 520 ST systems cost? What is the used market like? Are there 3rd party disk drives, hard disks and etc for it?

2. Expandability - Does the ST have "standard" printer, RS-232 ports and other places to connect devices?

3. Monitor - Is the Atari monitors the only games in town? Should I go color or mono?

4. Software - I see LOTS of games for the ST in my local store, but few word wackers and other "user" programs. Do they exist, but just not retail?

5. OS-9 for the ST - What is the cost? Is there a windowing version of OS-9 for the ST? or it is strictly a "generic" implimentation?

6. Anything you might want to tell me as a potential ST owner, particulary if you used to be a Color Computer Owner.

7. What is the best ST magazine to get and read to become familair with the ST universe?

Since all this is so basic, it can be emailed to me if you don't want to take up bandwidth in comp.sys.atari.st. With luck, I might get a new computer soon, but I want to be sure that what I might buy really is a good system that won't be deserted in a few years such as my CoCo has been.

--
Mark E. Sunderlin: IRS Technocrat in Stephens City, VA
aka Dr. Megabyte: megabyte@chinet.chi.il.us (703) TOY-DUDE
"It is a pity that even the least drop of this noble gift of God
should be spilled." - J.S. Bach on wine.

858. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 16:21:38 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13335@cbmvax.commodore.com>
Source record: 239826

In article <1990Jul19.160526.2215@arcsun.arc.ab.ca> erkamp@arcsun.UUCP (Bob Erkamp) writes:

>The architecture also includes the industry standard VME bus to
>facilitate expansion. The system supports the latest revision
>(C.1) of the VME bus specification. The TT030 can accommodate one
>single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board,

While much of the system looks pretty competitive (of course all such feature comparison tables yet created are designed to favor the choice of their creators), I think this is a big mistake. Any new 32 bit machine with a 16-bit only expansion bus isn't going to go over well. New Amigas and Macs, along with an ever-increasing number of PCs, are providing multiple 32 bit slots. You can always plan to build everything in, but even Apple has had to admit that doesn't work very well. The choice of an industry standard bus could be a good one, especially now that VME supports chips are dense enough that you could have something other than the VME support logic in the space of a 3U card. But most of the new VME cards on the market are full 32 bit 6U and 9U cards; the simple I/O type things most desktop computer buses are normally doing are generally handled by VME mezzanine buses these days. But who knows, Apple was successful in creating a desktop version of NuBus.
--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
"I have been given the freedom to do as I see fit" -REM

859. Re: Re: Full UUCP implementation for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 17:11:08 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Jul20.171108.16489@murdoch.acc.Virginia.EDU>
Source record: 239827

In article <A339547380@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>Even with that help, though, we found that creating new files involved
>significant overhead, especially when the directories got big (sometimes
>300 or 400 files) and the drive got fragmented. Unbatching large
>quantities of Usenet news was taking more time than receiving it at
>1200bps.

This is a problem on many operating systems -- they use a poor
algorithm to search in directories, so performance goes to heck, or
the directory gets fragmented on disk, which means even efficient
search algorithms can be slow. There was a discussion about this on
comp.unix.wizards recently.

The traditional work-around is grab one character from the filename
and put the file in that subdirectory with that name, i.e. "fred"
would be "f\fred". Then you end up with 36x fewer files on average
per subdirectory and things run at a traditional speed.

Of course, the best solution is to change the algorithm, and it sounds
like you guys have made the right trade-offs between memory and disk
to speed things up substantially. Is it faster than C News yet? ;-)

--
"In fact you should not be involved in IRC." -- Phil Howard

860. Interphase

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 17:28:54 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul20.172854.24290@arcsun.arc.ab.ca>
Source record: 239830

Well I've been playing this game for quite some time and I've run into a bit of a snag. I'm on level 6 and promptly die running into one of the security droids. Is there a trick to getting the door closed or is there something else I should be doing. I noticed on level 5 there was a pressure pad with an X through it...is this related? Stumped in a darn good game. Please reply to me directly.

Bob Erkamp

861. ME -l (Re: Can EMACS on ST do 50 line mode?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 18:25:42 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul20.182542.27441@sun.soe.clarkson.edu>
Source record: 239828

From article <11830078@hpldola.HP.COM>, by jg@hpldola.HP.COM (Joe Gilray):
>
> I can't make 'me' do 50 line mode :-(
>

With my "me" (the one that came with MWC), I include "-l" in the command line and it comes up with 50/47(?) line mode. I am reasonably sure that the 'L' has to be lowercase, So it wouldn't work from the desktop, running the program as a .TTP

I didn't run any 50 line mode hacks before I did this...
AAron nAAs
AAron@sun.soe.clarkson.edu

862. GEnie address?

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 18:30:36 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1237@unicorn.WWU.EDU>
Source record: 239835

I was wondering if by any change GEnie has a site address which I can TELNET to. I have to call long distance to connect with my server, and the phone bill doubles my costs to use GEnie. If I could connect via my university's mainframe, it would save me massive $$$$.

Thanx in advance,

Perry Pederson n8742883@unicorn.WWU.EDU

863. Re: Cheat for Chaos Strikes Back!

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 18:40:22 UTC
From: mjv@brownvm.brown.edu
Message-ID: <45432@brunix.UUCP>
Source record: 239829

In article <1990Jul19.204450.7865@sbcs.sunysb.edu>
mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
> I remember seeing in some magazine a Cheat for Chaos Strikes Back.

The cheat was in the APRIL issue of ST Action. That should give you
some sort of idea of how real the cheat was.

Marshall

--mjv@brownvm.brown.edu

864. How to control memory taken by Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 19:18:36 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3964@rodan.acs.syr.edu>
Source record: 239831

When I had a 1meg ST, I would be left with about 300K of free
RAM when running Uniterm. Now that I've got a 2.5 meg ST, I
am left with the same amount of free RAM while running
Uniterm. (yes, I'm using the same accs, etc. as before)
What gives here? Is Uniterm like Excell on the Mac, i.e. it
expands to whatever the RAM will allow? What buffers can
I/should I edit to get more operating room?
Thanks very much for any help.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

865. Re: How to control memory taken by Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 20:17:29 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul20.201729.21005@math.lsa.umich.edu>
Source record: 239832

In article <3964@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>When I had a 1meg ST, I would be left with about 300K of free
>RAM when running Uniterm. Now that I've got a 2.5 meg ST, I
>am left with the same amount of free RAM while running
>Uniterm. (yes, I'm using the same accs, etc. as before)
>What gives here? Is Uniterm like Excell on the Mac, i.e. it
>expands to whatever the RAM will allow? What buffers can
>I/should I edit to get more operating room?

Check the Buffers menu. The amount of RAM uniterm leaves for the
rest of the system is explicitly set in the "System" menu. Anything
you increase here will cause a corresponding decrease in the size of
your history buffer. (So in that respect, yes, it expands to fill
all available space, minus what you tell it to save... The history
buffer will always be whatever memory is left over from allocating
all the other buffers.)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

866. Re: Cheat for Chaos Strikes Back!

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 20:45:21 UTC
From: dhollis@shiloh.UUCP
Message-ID: <218@shiloh.UUCP>
Source record: 239838

In article <1990Jul19.204450.7865@sbcs.sunysb.edu>, mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
> I remember seeing in some magazine a Cheat for Chaos Strikes Back.
> I could never get it to work, but it was supposed to get the
> Firestaff back by casting a spell and typing something about
> Libarsulas (sp?) smites thy down, or something like that and killing
> a dragon, then poof! The Fire Staff is supposed to be in front of your

The cheat you speak of, appeared in the April issue of ST-action. Sound interesting? When you realize it was an april fool's joke? Unfortunately many people didn't realize this, and the ST-Action offices promptly recieved hundreds of irate callers who couldn't get the cheat to work. When they found out it was supposed to be a joke, they were just that much more irate, because many were long distance callers :^) This is where the saying "don't believe everything you read" comes in...

BTW, I tried it too... ;^)

867. RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 21:10:53 UTC
From: david@bdt.UUCP
Message-ID: <3927@bdt.UUCP>
Source record: 239839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I little while ago I mentioned that I might be writing a series of articles on multitasking programming using Micro RTX. This series is now being published in USA ST World.

I have received requests to post these articles and the source programs. Now the question is should I and if so, where?

UUENCODED the text and source are fairly big (maybe 30K per article).

My feeling is that they should either be in c.s.a.st.tech or perhaps the comp.sources.atari.st group. I personally prefer the former because they are really more information than source code.

What objections does everyone have? Should they even be posted at all?

Let's discuss it.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

868. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-20 23:31:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul20.233102.24577@math.lsa.umich.edu>
Source record: 239837

In article <1990Jul20.141733.5567@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>I wish to thank the person who posted that lengthy article concerning the
>TT. It is the most informative post I've seen so far on the subject.

I'll second the thanks...

>A few comments:
>
>1. It was interesting to note the rather healthy dose of cynicism Darek
> gives whenever the name of Atari is in the same sentence. I guess
> we can't blame him. And this guy is one of the biggest supporters
> of the ST line as far as I can ascertain! Hehe, I love it...

Honesty is the best policy, eh? I thought it was pretty good...

>2. The chart posted by Atari NZ regarding the TT specs (reporduced below)
> is a bit irritating. It compares a 32mhz (I'll consider it 16mhz until
> someone SEES/USES a 32mhz model) TT against 16mhz models made by
> competitors. This is absolute bullsh*t. The Amiga 3000 is offered
> in a 25mhz version (Which you can buy TODAY at a lower price than
> those quoted for the TT) and the MacII family has a 25mhz and
> *40mhz* versions which you can go right out an purchase now. While
> the Macs may be more pricey, they are available NOW and have been
> for quite some time. As far as the A3000 goes, I think the quoted
> prices for the TT are higher when you consider that you must go
> out and buy an EXPENSIVE multisync monitor to handle ALL of its
> various display modes.

Multisync monitors aren't all that expensive, really. $380-$500 for a decent one in Computer Shopper.

I was looking thru the Apple Educational Discount price list that was posted in misc.forsale.xxx. Even at this discount, a comparable 16MHz Mac IIcx system would cost $5140.50. (2 meg RAM, 40 MB HD, 8 bit video card, Apple RGB monitor.) For the 25MHz Mac IIci, add $800 or so to the price. At least as far as Apple is concerned, it's really tough to put together a decent comparison chart, because "comparable price" yields a useless Mac system, and "comparable features" yields a sky-high price.

I don't have any pricing info on the Amiga 3000 line, but I'll accept your statement. Someone else already mentioned the 25MHz A3000 here anyway...

(I really don't want to start an Amiga/Atari war here. Especially since I have so much fun bashing Macs, I don't want to get distracted... }-)

>3. The A3000 comes with a 68882 math coprocessor running at 25mhz,
> the TT comes with the slower 68881. I wonder what Atari will
> charge for the upgrade if you want/need it?

I don't think it'll matter. The 68882 is pin-compatible with the 68881, and I've seen a couple places advertising the 68882s for up to $100 *less* than their 68881 prices. (Don't ask me, it wasn't a typo. I called 'em up to verify. Mebbe the 881s aren't being produced in quantity, so they're getting scarcer.)

>4. As Darek noted, TOS v.X.X has and seems doomed to be forever buggy.
> The other machines listed on the table seem to have better support
> for OS updates. Are you willing to buy computer X slightly cheaper
> now only to be hung out to dry when it comes time for user support?

I am. If it's running Unix, (which seems to be the only sensible thing to do with an '030 at your disposal... }-) software support is a non-issue. Usenet has always been better software support than any program I've ever seen from any vendor.

>5. Also, as Darek noted, if/when Dave Small produces a 030 upgrade for
> the ST, you could buy a NEW Mega 2 system and a $1500 030 upgrade
> and still save well over $1000 in the cost of the TT. Go figger...

Yeah, this one's an interesting point. Still thinking about it. I guess we wait till the upgrade becomes available. For folks like me who just want more compute speed, this would be a good way to go. But you won't get the new video modes or the 12 bit palette this way. How much does a JRI color board cost? I dunno, I think there are enough new things that this is a sizeable step up from a *Mega or ST*. It's not as far a leap above an STe, though...

>Anyway, here is the table again for those who missed it...

> Comparison of standard features

> Amiga 3000 Mac IIcx Atari TT030

>CPU 68030 68030 68030
>FPU Yes Yes Yes
>Clock speed 16 Mhz - 32 Mhz
>RAM 2 to 17 1 to 32 2 to 26
>Burst Mode Yes No Yes
>ROM 512K 256K 512K
>Graphics
> Max resolution 1280 x 480 Optional 1280 x 960
> Interlaced Non-interlaced
> Max colours 32 Colours 256 Colours
> from 4096 from 4096
> Max video RAM 1 Mb 8 Mb
>Sound Stereo Stereo Stereo
>Expansion Proprietary NuBus VME
>Hard disk DMA Non-DMA DMA
>Floppy disk Proprietary Proprietary PC compatible

>Network No Yes Yes, DMA
>Serial 1 x RS232 2 x RS232 4 x RS232
>Parallel Yes No Yes
>MIDI No No Yes
>ROM Cartridge No No Yes

Hey, one line they forgot:
KEYBOARD yes OPTIONAL!! Yes

Mouse is optional??!! $165 for a stupid *keyboard* ?? And these are the
Educational Discount prices? Geeze... Makes you wonder at the folks
running "Higher Education" ...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

869. A reply to Alex Kiernan at HiSoft

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 01:37:44 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul21.013744.1181@udcps3.cps.udayton.edu>
Source record: 239836

This is a reply to an mail message sent to me by Alex Kiernan at HiSoft.
Neither I (or my system) could successfully address it and it bounced back
about four times...

> In article <1990Jul13.235517.1011@udcps3.cps.udayton.edu> you write:
> >I need help! I attempted to use Laser C on my ST, but whenever I went
> >to change the environment settings, I would bomb out. I just got Lattice
> >C Version 5 (from HiSoft), and the same problem happens. I am using a
> >Mega 2, TOS 1.4, and an ICD FaST 30MB hard drive. I have tried removing
> >all desk accessories and AUTO folder programs, with no success. I haven't
> >tried it with Lattice C as of yet, but I believe that I ran Laser C off of
> >floppies, it ran fine. Please reply via mail. Thanks!!!
> >
> >
> >Jim
>
> When you say you change the environment settings is this via the
> Environment command of the integrated compiler or otherwise.
>
> I don't know of any bugs of this kind, but it will me be who would fix
> them.
>
> Alex Kiernan, HiSoft.

Alex,

The problem I had was in the integrated compiler with the Environment
command.

Well, I believe that the problem has been fixed. A kind person from the
Netherlands replied to my message a day or so ago with some interesting
information. He described a virus which steals the BIOS trap (#13) and
watches over/modifies Rwabs() actions. The virus apparently only affects
the root sector of the hard drive and modifies any program which makes a
call to Rwabs(). After changing hard drives, and re-installing Lattice,
it seems to fine so far. Does this seem reasonable to you?

Thanks for your response. If you have another mail address, let me know.
Your message came through fine to me, but it doesn't seem to want to work
the other way around.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu

turning..." --Billy Joel /______/ GEnie: JVAN

870. Re: Cheat for Chaos Strikes Back!

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 02:45:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <31935@cup.portal.com>
Source record: 239840

Michael Rose asks:
>I remember seeing in some magazine a Cheat for Chaos Strikes Back.
>I could never get it to work, but it was supposed to get the
>Firestaff back by casting a spell and typing something about
>Libarsulas (sp?) smites thy down, or something like that ...

Check the date on the magazine that this appeared in... it was the
April issue... there's no such "cheat", it was an April Fools joke..

There was another one that gave a BASIC listing that was supposed to
print out the "ultimate" Dungeon Master spell, that would kill anything
that appeared before you... I showed that one to Russ and Wayne from
FTL.. they got a good laugh from it.. running the BASIC program printed
"APRIL FOOL" down the screen...

>Also, a while back I found a scroll that was in some strange language
>and I think it started off with the word Aquatanta or something like that.

Another red herring... this was left over from something that was going
to be included in the game, but was left out at the last minute.. don't
worry about it, the scroll can't be decoded...

BobR

871. Re: RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 05:30:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul21.053058.373@math.lsa.umich.edu>
Source record: 239841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3927@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
%I little while ago I mentioned that I might be writing a series of
%articles on multitasking programming using Micro RTX. This series
%is now being published in USA ST World.

Sounds good. Gee, does that mean I should renew my subscription?

%I have received requests to post these articles and the source
%programs. Now the question is should I and if so, where?

%UUENCODED the text and source are fairly big (maybe 30K per article).

Aww, that's nuthin' }-)

%My feeling is that they should either be in c.s.a.st.tech or perhaps
%the comp.sources.atari.st group. I personally prefer the former
%because they are really more information than source code.

Sounds like a good use for this group. (Hey, is anyone archiving this
group? It may be a Real Good Idea...)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

872. Re: RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 08:05:41 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1322@ruunsa.fys.ruu.nl>
Source record: 239842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

david@bdt.UUCP (David Beckemeyer) writes:

>I little while ago I mentioned that I might be writing a series of
>articles on multitasking programming using Micro RTX. This series

>I have received requests to post these articles and the source
>programs. Now the question is should I and if so, where?

>UUENCODED the text and source are fairly big (maybe 30K per article).

It seems a very good idea to me to post them in this
newsgroup, or make them available for anonymous ftp.
(I hope there is a multitasking shell with it)
Maybe comp.sources.atari.st is a better place for posting.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

873. Gif picture viewer

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 09:26:25 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9007210926.AA21495@cie.uoregon.edu>
Source record: 239843

Hi! A few days ago someone mentioned a GIF viewer for the ST that would view oversized GIF's with scroll bars, was shareware, and was available via the Panarthea archive. I was on Panarthea and saw no such program there. Could somebody tell me the name of this program, and where I might find it? The person who originally mentioned this program is not recieving his mail so I'm kinda up a creek unless somebody helps me...

Thanks for listening...

James Charles Lynn
---
jamesl@cie.uoregon.edu

"All flames considered on basis of merit (i.e. ignored)"

874. Re: RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 13:41:17 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Jul21.134117.16302@pmsmam.uucp>
Source record: 239845
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Post them. Here (c.s.a.st.tech). SOON!!!!!!!

Please(!)
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I don't speak for Ford - the PR department does that!

Any attempt at wit is liable to offend _somebody_!

875. Re: GEnie address? (GEnie gateway?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 16:21:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jul21.162156.26712@wam.umd.edu>
Source record: 239844

In <1237@unicorn.WWU.EDU>, n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>I was wondering if by any change GEnie has a site address which I can
>TELNET to.

...And on that note, does anyone know if (how) it's possible to mail
to GEnie subscribers from the Internet? Is there a mail gateway?

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

876. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 17:07:13 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jul21.170713.28845@murdoch.acc.Virginia.EDU>
Source record: 239846

In article <1990Jul20.233102.24577@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1990Jul20.141733.5567@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>I wish to thank the person who posted that lengthy article concerning the
>>TT. It is the most informative post I've seen so far on the subject.
>
>I'll second the thanks...

The press release and the review of the TT both appeared in Z*Net
quite a few issues ago. In fact, the review was discussed on this
group soon afterwards in regards to the TT speedup ;-)

To subscribe to Z*Net, send mail to stzmagazine-request@virginia.edu.

--
"In fact you should not be involved in IRC." -- Phil Howard

877. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 22:23:16 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <3961@bdt.UUCP>
Source record: 239848

Just noticed your message about Z-Net's "official" press release from Atari NZ about the 32 MHZ TT...

Atari NZ itself said that it did no such press release, and that it knew nothing about one having being done...

In fact, the only source of the "Atari NZ press release" seems to have been Z-Net....

Anyhow, the info about the 32 MHZ TT is real, since Atari Netherlands announced it and posted it online. Also, a 32 MHZ TT is rumored to be in Canada, with more credibility than a UFO sighting...

However, it seems that the Katzenjammers at Sunnyvale will "bestow" the US with a '16' first....
/s

878. help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-21 22:35:31 UTC
From: asedm@acad2.anc.alaska.edu
Message-ID: <1990Jul21.233546.16105@hayes.fai.alaska.edu>
Source record: 239847

I have only recently discovered usenet, so please bear with me.
I have a 1040st with TOS 1.0 :-(and would like to know where to get
any PD documentation... I have found the GEMDOS manual, and have
been searching for the hitchhiker's guide to the BIOS, the Pexec cookbook,
and whatever... an FTP site would be wonderful.

thanks in advance!

Ed Miller welcome to my nightmare, I think
INTERNET: asedm@acad2.anc.alaska.edu you're gonna like it --
Alice Cooper

879. ex

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 00:31:38 UTC
From: ie09@vaxb.acs.unt.edu
Message-ID: <30189.26a8f3ea@vaxb.acs.unt.edu>
Source record: 239850

Could someone please SEND/F/VMS me UUENCODE and UUDECODE for the ST?

880. WAACE Atari Fest '90

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 04:06:42 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Jul22.040642.11614@terminator.cc.umich.edu>
Source record: 239849

Howdy everyone,
This should answer anyone's questions about AtariFest. Anyone else can contact John Barnes (JOHNBARNES@enh.nist.gov) for further info.

The Washington Area Atari Computer Enthusiasts will hold WAACE AtariFest 1990 on October 6 and 7 1990. This event will be the premier East Coast event for people who are interested in software and hardware for Atari computers. The show will be staged at the Sheraton Reston Hotel in Reston, VA. Show hours will be from 10 am to 7 pm on both days. In addition to the shopping bargains available from over thirty vendors there will be a full round of demonstrations, tutorials, and seminars. A banquet on Saturday evening will feature a special speaker on Atari matters and Current Notes Magazine's "Author of the Year" award. Special mixers will cap off the evening's festivities. Approximately 3000 visitors from all over the USA, Canada, and other foreign countries attended the 1989 edition of the show.
Admission charges are $5 for one day, with a 2-day pass available at $7. A discount rate is available for ticket purchases by user groups. Children under 12 will be admitted free.

The Sheraton Reston Hotel is a spacious, attractive facility located in a parklike setting near Washington, DC. The hotel is offering a special room rate of $59 per night plus tax to Fest goers who reserve by August 6th. This hotel room rate includes 2-day passes to the show for room occupants. Call 703-620-9000 for reservations. Be sure to mention AtariFest '90. The number or rooms available at the special rate is limited, so make your reservations now.

The price that WAACE will have to pay for tyhe exhibit space is directly tied to the numkber of hotel rooms that are rented out by the August 6th deadline. If you have have any expectation at all of attending the event we would like you to rent a room for Friday and Saturday nights.

The WAACE show has established itself as the premier Atari event for East Coast Atari fans. Bob Brodie, Atari Corporation's goodwill ambassador, has labelled the WAACE show as one of the two "must see" events for Atarians held in the USA.

Revision Date: 11 July 1990
--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

881. Re: DCDESKTOP, GDOS, G+PLUS, WORDUP

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 13:35:50 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3980@rodan.acs.syr.edu>
Source record: 239601

In article <3934@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I finally got my ST back and tried WordUp3.0. Unfortunately,
>although it is supposed to do things differently from the
>earlier versions wrt GDOS, you still need to use GDOS. I say
>unfortunately because when using DCDESKTOP and GDOS, the
>former does not seem to work...Is this a documented bug? or
>
Well, I'm answering my own question here (thanks to the
DoubleClick people): GDOS needs to be loaded before
DCDESKTOP.
---Gerry

882. Re: Pack or Squish for the Mac

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 13:41:02 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3983@rodan.acs.syr.edu>
Source record: 239602

In article <3924@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I'm posting this here because the ST world is familiar with
>programs like DCSquish or Pack, which compact files while
>leaving them in "running" form. Obviously, ST people
>frequently know things about the Mac world (due to
>Spectre)...so I was wondering if any of you know if there are
>similar programs for the Mac world? If so, will they work
>with Spectre (both on disks running with spectre format and
>disks running under the GCR)?
>
This is the second time I'm answering my own question...I'm on
a roll. Actually, I can only answer part of it. In August's
Mac World in the Mac Bulletin section there's an announcement
of an update to DiskDoubler by Salient. This looks like it
might be something like DCSquish. Does anybody out there use
it with their Spectre format disks? or is Dave Small out
there? Do you know if this would work?
Thanks again.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu

883. cards and flyers

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 18:16:41 UTC
From: hank@bbs.sbs.com
Message-ID: <ia4Pm1w162w@bbs.sbs.com>
Source record: 239612

Printmaster will do everything you ask for - cards, flyers, banners. It is not shareware but is inexpensive.

884. Whata ya gimme?....1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 20:22:17 UTC
From: pritchaj@thor.acc.stolaf.edu
Message-ID: <1990Jul22.202217.26923@acc.stolaf.edu>
Source record: 239603

I am possibly considering getting rid of my ST in favor of a STACY
or another machine. Anyone interested in my ST?
1040 STf 1 meg mem
SM124 mono mon
Megafile 30
Epson FX-80
--
John Pritchard
Carleton College
Northfield, MN 55057
jpritcha@carleton.edU

885. EPLAY 2.0 STe DMA soundchip player

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 22:22:21 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul22.222221.22409@sun.soe.clarkson.edu>
Source record: 239605

I just sent the most recent version of my STe DMA soundchip manipulator/
sample player... to the "Terminator" archive server ---> EPLAY20.UUE

Now supports Master/Left/Right Volume, Treble, Bass and Mix control!!

SOURCE CODE is also included.

Let me know what you think, what creative uses you've found for it, etc...
(or if you find any bugs/problems :-P)
I wanna hear from you...

AAron nAAs
AAron@sun.soe.clarkson.edu

886. Re: WordUp 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 22:29:10 UTC
From: rjung@alcor.usc.edu
Message-ID: <10974@chaph.usc.edu>
Source record: 239604

In article <eacad8f937b026a67068@canremote.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>I (and I'm sure, many others on the net) would like to hear people's
>reactions to WordUp 3.0. Is it the word processor that the ST has been
>waiting for all these years, or another dud? I need to design and use
>special characters on the screen and printer, and I like multiple
>windows and something capable of handling a long (200-300 page) document
>efficiently in a single file.

Well, I like it, though I have not written any 200-page long documents with it. WordUp 3.0 allows up to four windows open at once, with each window containing a seperate document. The following goodies have been added from the earlier versions of WordUp:

* Multiple columns. Mark off a section, then choose the number of columns and the space dividing them.

* On-line thesarus and dictionary. The basic package comes with a "simple" 116,000 word dictionary and thesarus (with definitions). A deluxe version is also available.

* More fonts. The package comes with a serif and sans serif font, as well as "Book Sans" and "Book Serif", a Courier (IBM typewriter) font, a fancy "Distinctive" font, and an interesting sans serif called "Corporate". Any GDOS font can be used as well, and a new system of font manipulation allows the program to load in fonts only as needed.

* A "Page preview" mode lets you see how and where your elements will be printed out. Text is not really legible at the preview, but it gives you an idea of where the page breaks occur and whre columns, boxes, lines, text and graphics will interplay.

It's not a _perfect_ program; there are some minor gripes with it (screen display refresh is less-than-lightning fast, and my version will occassionally hang when I quit the program). I don't know how many pages you can hold at once, but I suspect that's dependent on how much memory you have. Inserting and manipulating graphics is fun and easy, so if you want a low-grade desktop publiching program, this may be your cup of tea.

Other small quibbles: The user's manual is _incredibly_ bare-bones this time around, and there is still no support for true footnotes. If you can get away with writing an appendix, or using endnotes, then that's fine. If footnotes are an absolute necessity, you may need to look elsewhere.

In summary? Well, if you need an ST WYSIWYG word processor that can do a lot of Mac-like tricks, this is the program for you. You must be prepared to spend some time learning the nuances of the program, though -- all of its power and features do not come cheaply. A 7.5-8.0 on a 1-to-10 scale.

Write if you want more opinionated ramblings.

--R.J.
B-)

P.S. If you get the program, be sure to look on GEnie or Compuserve for the upgrade. The early releases of WordUp 3.0 (June 1990) have a few small bugs that are fixed in the upgrade (mostly involving more memory consumption, which would make the program crash if you tried to print).

"""""""

887. ** Voting Results: Favorite Games **

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 22:41:41 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1990Jul22.224141.559@brutus.cs.uiuc.edu>
Source record: 239606

Thanks to every one who voted for their favorite games. There
were a total of 19 replies to my request for people to vote for their
favorite Atari ST games. The mean number of games voted for per voter
was 5.4.

The following is the result of the voting where the number on the
left signifies the number of votes each game received. The order
of preference between people's votes (1st choice, second choice, etc.)
was not taken into account.

The descriptions shown are fragments of various people's reviews
mixed and matched together. I couldn't verify many of the reviews
because I am not familiar with many of the games. Some games
were voted on with no description.

A T A R I S T G A M E B A L L O T R E S U L T S

---

9 Dungeon Master
This is a very good dungeon-exploration/combat game.
Excellent 3-D graphics you can even see the slime on
the dungeon walls!digitized sound. Digitized sound,
sets a new standard in D&D style computer games.
6 Sim City
Very addictive game. The player is 'mayor' of a city and uses
his 'budget' to build public facilities (PD, FD, stadiums) and
to zone other land for commercial construction (residential,
commercial, or industrial). City grows as you go and problems
of traffic, crime, pollution, etc. arise. If your suicidal,
you can play w/ disasters on and face earthquakes, fires,
floods, monsters, etc......
5 Chaos Strikes Back
Sequel to Dungeon Master, even better.
5 Populous
Play God and wipe out other God's population
Great game for 2 people by Modem.
5 Stunt Car Racer
You've seen flight simulators? Well, this is a Driving
(Racing) simulation, where you are racing on a track that
resembles a rollercoaster, in that it is a raised track (and
ya can fall off!). You are in the car looking out the front
windshield, as you attack the 3D track. The graphics resemble
Starglider II quality, in that they are solid filled, and

update at a reasonable rate. You can race against the computer, on various complex stunt tracks, but the REAL FUN begins when you connect two ST's running the same program (only need one copy to boot both), and each opponent on their respective computer tries to beat/outwit the other driver. We play nasty, and someone usually ends up knocking the other player off the track purposely :) ... but don't worry, seconds later you are back on the track, and if you can catch 'em you can take REVENGE!

3 Elite
The old space-trading classic, tho' I started to find it getting rather "samey" as time went on.
4 Falcon
I'm sure you've heard lot's about this already...THE F-16 flight simulator. Choose mission and skill level. Higher levels are more realistic but difficult to survive in. Dogfight with computer MiGs and evade surface to air missiles. Truly a blast flying head to head at 19.2 baud (get your friend to bring his ST over...it's worth it). Also recommend the optional mission disk.
3 Starglider II
A space flight sim of large scale. Involes flying around and between planets performing missions and encountering over 130 different objects. You have to destroy an enemy battle station with a special bomb. To get the bomb, you must get various things from around the solar system.
3 Xenon II
I only have one game, which I bought after a long time of evaluation. The Game is XENON II, and I love it (did - I have blasted through all levels). It have very good graphics (antialised and everything), very smooth 2 plane scroll, and lotsa action!
2 Battle Hawks
Lucasfilm Games - WWII pacific theatre. Player can fly various carrier based aircraft in 32 different missions (16 amer, 16 Jap). Medium simulator, great game.
2 Empire
You may have seen this game on other machines but I beleive the Atari port is the best I've seen. It's a conquer the world game allowing up to 3 players. You and others (human or computer) can have advantages/handicaps. You start with a predefined world (many to choose from...you don't know what it looks like until you explore...ditto for your opponents). You must develop you're cities (you start with 1) and battleforces with the hopes of discovering and conquering. You have land, air and sea forces available (armies, planes, troop transports, aircraft carriers, destroyers, submarines, cruisers, battleships) all with different capabilities. Very good mouse implementation. Be prepared to spend hours and

hours with this game.

... but someone else said ...

Attempt to crush enemy using armies, navies, and planes. I've
seen a better version on the Mac and can envision a MUCH
better implemenation.
2 Flight Simulator II
I go back to it again and again. A learning experience. The
best flight sim. ever. Wonderfully expanded by the scenery
disks.
2 Gauntlet II
Dungeon exploration with an overhead view. A faithful copy of
the awesome arcade game. With optional adapter, supports four
people.
2 Indiana Jones Last Crusade Adventure
Mouse controlled adventure game that follows the movie.
2 Millenium
Earth has been hit by a large asteroid, and almost all life
wiped out. You have to start from a base on the moon, and
colonise the solar system.
2 Oids
Combination Chopper-Lifter & Lunar Lander
2 Pirates
You are a pirate captain in the 16th or 17th century, raiding
ships and towns on the Spanish Main. Realistic pirate
simulation with many different scenarios.
2 Rick Dangerous
Platform style game set inside a cave.
2 Silent Service
WWII submarine. Main factors of submarine warfare.
2 Super Breakout
PD game from Germany or Holland. Monochrome version of the
popular breakout games. Includes every option I've seen in
ANY breakout game and over 100 screens.
1 Arkanoid
Breakout type game with power ups.
1 Breach II
Very well-done wargame-type game. You control a squad
of men. Infiltrate enemy territory, rescue prisoners,
acquire enemy data, crack enemy computers. Includes
a scenario-builder program to "roll-your-own".
1 Carrier Command
You command a futuristic aircraft carrier, plus its complement
of aircraft and amphibious tanks. So does the computer. You
fight for control over a cluster of islands.
1 Chessmaster 2000
1 Chronoquest
An icon-driven adventure game involving a bit of time travel.
Pretty graphics, nice music, some difficult puzzles.
1 Damocles

Took a long time, but worth the wait. Brilliant exploration and clue solving action.
1 Drachen
Remove a stack of Majong pieces as quick as possible.
1 Fighter Bomber
Excellent simulator (dubiously realistic but when it's this much fun - who cares?). Better than F29 or Falcon.
1 Full Metal Planet
An EMPIRE type game, idea is to get as much ore as possible...leave the planet with more ore then the other player. Involves combat with the other player's units. NICE graphics. Based on a board game, I believe. I think this game supports STe graphics.
1 Future Wars
1 Gravity
fascinating strategy/action game, complex, great graphics.
1 Great Giana Sisters
Excellent Super Mario Brothers clone.
1 Gunship
I think this is pretty close to tied with Falcon. This is the AH-64A Apache helicopter flight simulator and has numerous reality levels, missions and terrain.
1 Hitchhiker's Guide To The Galaxy
Infocom textual adventure game based roughly on the book/ radio show/television series. Characters and general circumstances are the same but story line differs so people familiar with the story will still enjoy the game. Very funny. Douglas Adams worked on teh game development.
1 In Harm's Way
WWII. No graphics. Lets you give commands for a naval battle. Simple but fairly good. (expensive).
1 International Karate
A karate game with great graphics and a real nice user interface. It's easy to use and fun. Can play solo or with another player. You fight against two others, at least one of which is computer played.
1 Interphase
This is kinda a takeoff from the book Neuromancer in which you have a partner in the real world trying to get to the top of this building (7 levels). You use the Interphase to communicate with her. This is a type of virtual reality that you 'fly' through and security items are represented by various 3D objects that you must manipulate/destroy. Currently number 1 as I just got it and I'm having a lot of fun with it...up to level 5 (been a few weeks of irregular play). Combo shoot 'em up, fly around and strategy/adventure game.

1 Kick Off
The best football/soccer sim. available. Small sprites but fast hectic action. Soon to be improved in Kick Off II (if

possible!).
1 Larn
Public domain. Kill the monster's and find the treasure. Hack and Rogue are similar.
1 Man Hunter
1 Mid Winter
Strategy game after nuclear winter. Character's personalities interact.
1 Mines
Cross a mine field successfully.
1 Monopoly
I dunno-- just something about this game that is very addicting...
1 Net Hack
1 Omega
This was my current favorite...Hard to call this a game unless you think programming is fun. You have to design/write the intelligence for a tank. You start with fairly basic 'hardware' components and if you tank does well enough in the simulations you get more credits and can get better 'hardware'. You can also design battlefields and simulations and it comes with a 'debugger'. This game is also availble for the IBM and Amiga so you can pit your tanks against your friends (the tank design files are compatible between machines...). The progamming language is a bit lame and has at least 2 bugs but still a blast.
1 Shuffle Puck Cafe
A very realistic shuffle board/air hockey type game with excellent mouse control...quick and easy to learn/play.
1 Stellar Crusade
Wargame between computer and player, or two players. The opponents fight for control over a cluster of stars, and must colonise the star systems as well as fight for them.
1 Sundog
An early Atari favorite. An animated trading simulation where you try to "buy low" go elsewhere and "sell high". Watch out for pirates and keep your ship in good repair.
1 Tetris
The Soviet game of dropping shapes.
1 The Pawn
A rather nice text adventure game with accompanying artwork that I actually managed to solve!
1 The Sentinal
An aging game of strategy unlike anything else, involving moving around fractal landscapes manipulating energy. Very ethereal.
2 Time Bandit
Arcade type game with an underlying adventure game scenario. There are numerous thematic 'time zones' which scrolling rooms and monsters all in beautiful color. You

shoot the monsters while trying to get treasure (for extra lives) and the keys to get out. As you do this you will learn about the underlying story of the time zone you are in and will try to solve the adventure. Split screen allows two players to cooperate at the same time. Fast, colorful graphics.
1 Umoria
Your normal everyday Rogue-type game.
1 Warhead
A stunningly atmospheric space combat game. Has real class.
1 Warship
World War II Navel simulation. Fairly realistic, but several bugs (none of which make it crash). Let's you figure out how to fight naval battles.
1 XyBots
This is a good game to play with one other person. In two player mode, it is on a split screen. It has simple but good 3D graphics (Maybe simulated 3D is a better word?). You walk through this space station blasting robots and try to kill the Master Robot at the end. Nice shoot-em-up. Based on an Arcade game.

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

888. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 22:41:41 UTC
From: walkerb@boulder.Colorado.EDU
Message-ID: <23783@boulder.Colorado.EDU>
Source record: 239608

In article <1990Jul21.233546.16105@hayes.fai.alaska.edu> asedm@acad2.anc.alaska.edu writes:
>
> I have only recently discovered usenet, so please bear with me.
>I have a 1040st with TOS 1.0 :-(and would like to know where to get
>*any* PD documentation... I have found the GEMDOS manual, and have
>been searching for the hitchhiker's guide to the BIOS, the Pexec cookbook,
>and whatever... an FTP site would be wonderful.
>
>thanks in advance!

The documents you mention are part of the Atari developers' kit. Therefore, they are not public domain. That is unless Atari has suddenly been stricken with a fit of generosity.
--
Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
Weiler's Law: Nothing is impossible for the man who doesn't have to do it himself.

889. Re: ** Voting Results: Favorite Games **

Newsgroup: comp.sys.atari.st
Date: 1990-07-22 22:49:56 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1990Jul22.224956.645@brutus.cs.uiuc.edu>
Source record: 239607

Two mistakes were in my previous posting, because I added a final vote and forgot to resort the list of games:

(1) Falcon received an additional vote and so should have been placed before Elite:

> 4 Falcon
> I'm sure you've heard lot's about this already...THE F-16
> flight simulator. Choose mission and skill level. Higher
> levels are more realistic but difficult to survive in.
> Dogfight with computer MiGs and evade surface to air
> missiles. Truly a blast flying head to head at 19.2
> baud (get your friend to bring his ST over...it's worth it).
> Also recommend the optional mission disk.
> 3 Elite
> The old space-trading classic, tho' I started to find it
> getting rather "samey" as time went on.

(2) Time Bandit received an additional vote which should have placed it before Arkanoid:

> 2 Time Bandit
> Arcade type game with an underlying adventure game
> scenario. There are numerous thematic 'time zones' which
> scrolling rooms and monsters all in beautiful color. You
> shoot the monsters while trying to get treasure (for extra
> lives) and the keys to get out. As you do this you will
> learn about the underlying story of the time zone you are in
> and will try to solve the adventure. Split screen allows
> two players to cooperate at the same time. Fast, colorful
> graphics.
> 1 Arkanoid
> Breakout type game with power ups.

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

890. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 01:20:40 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jul23.012040.925@murdoch.acc.Virginia.EDU>
Source record: 239611

In article <23783@boulder.Colorado.EDU> walkerb@tramp.Colorado.EDU (Brian Walker) writes:
>
>The documents you mention are part of the Atari developers' kit. Therefore,
>they are not public domain. That is unless Atari has suddenly been stricken
>with a fit of generosity.

The Hitch Hiker's Guide to the BIOS is part of the devkit, so it is
not public domain. You can find that information in various books
about the ST. However, the GEMDOS guide and the Pexec cookbook have
both been posted to the net in the past, and I think the Pexec
cookbook was even actually released to the public. However, I'm not a
lawyer.

The bottom line is, don't be so snappy.

--
"In fact you should not be involved in IRC." -- Phil Howard

891. Re: WordUp 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 03:04:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3991@rodan.acs.syr.edu>
Source record: 239609

In article <10974@chaph.usc.edu> rjung@alcor.usc.edu (Robert allen Jung) writes:
>In article <eacad8f937b026a67068@canremote.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>>I (and I'm sure, many others on the net) would like to hear people's
>>reactions to WordUp 3.0. Is it the word processor that the ST has been
>>waiting for all these years, or another dud? I need to design and use
> Well, I like it, though I have not written any 200-page long documents with
> In summary? Well, if you need an ST WYSIWYG word processor that can do
>a lot of Mac-like tricks, this is the program for you. You must be prepared
>to spend some time learning the nuances of the program, though -- all of its
>power and features do not come cheaply. A 7.5-8.0 on a 1-to-10 scale.

Well, I basically agree, i.e. it can do a lot of Mac-like
tricks. In fact, I felt that v2.0 the most Mac-like
wordprocessor I had ever seen for the ST. I really haven't
used 3.0 all that much, but it looks like there is much less
cursor flicker, which was distracting in 2.0, and it seems to
be quicker, too. The main improvement made (as far as I'm
concerned) is the simplification of using GDOS. I'm not %100
sure I understand it all, but it seems that you don't have all
the hassles with the ASSIGN.SYS file that you have in a
regular GDOS application (although, maybe G+PLUS would
alleviate this situation anyway). My main problem with WordUp
is that it doesn't support continuous scrolling through a
document on the scroll bar with TOS 1.0. I mentioned this to
Neocept as a potential enhancement for 2.0 to 3.0, but they
just told me to get TOS 1.4(which I don't see doing any time
soon) and that would all be taken care of. Finally, remember
that you'll need a font editor to make your own special fonts.
FONTZ (also from Neocept) worked fine for me.
So, I guess that is it. I feel this is the closest I've
gotten to wordprocessing like on a Mac on an ST...just
remember: it still isn't a Mac (which is why I've got
Spectre!)
---Gerry

892. Sozobon C Compiler for ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 03:26:05 UTC
From: clive@aldetec.oz
Message-ID: <206@aldetec.oz>
Source record: 239610

Can someone out there tell me what the latest release version of
the Sozobon C compiler for the ST is????
The latest i have seen is 1.0 with updates to 1.2 i think??
Ta

Clive Salvidge

Clive Salvidge ACSnet : clive@aldetec.oz
Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
---

893. Dr. T's KCS 1.5

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 04:12:43 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul23.041243.8728@wolves.uucp>
Source record: 239613

Dr. T's Keyboard Controlled Sequencer ver 1.5

An excellent, full featured MIDI sequencer for the Atari ST
Original disk, box, and manual. This is an older version, but still is
capable of serious music sequencing. Asking $50.00 or best offer.

Leave message if interested...

Later,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

894. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 12:44:58 UTC
From: colas@avahi.inria.fr
Message-ID: <8488@mirsa.inria.fr>
Source record: 239624

In article <1990Jul20.162017.21823@chinet.chi.il.us>,
megabyte@chinet.chi.il.us (Dr. Megabyte) writes:
> Several of my friends have recomended the Atari ST line as an "Upgrade"
> path from the CoCo 3. The reasons:
>
> High Quality Graphics
Poorer than VGA-PCs & amiga
> Mouse driven, graphic interface
Low quality one
> Ease of Use
For a computer hobbyist, yes
> Cost effective
> Relative ease of finding software
not anymore
> Good sound
Yuck! worse sound around.
> Good 'C' compilers available
Try to find an ANSI C or C++ compiler...
> Lot's of PD code
yes, if you read the news.
> Can read those messy-DOS disks
> Runs OS-9 (My prefered OS)
price/availability? + uncompatible disk format.

> It almost sounds like the CoCo 4 Tandy never came out with. So here are my
> questions about the Atari ST line:

General problem: The atari ST is an endangered specie: It didn't sell enough
to get the critical mass to interest software companies. With no successor
(apart a vapourware TT which is already obsolete before being out), it will
be in the same situation as the CoCo3 in one year.

It is still a valid choice for some precise uses, for instance:

- as a multi-windowing terminal emulator, due to its superb mono screen, cheap
price, and the "term" (uw-derived) terminal emulator. Our organisation,
INRIA, did not buy any ascii terminal since 2 years, only STs.
Drawback: horrible keyboard.

- as a game machine, for an european user (my use). In france it is cheap, so
games are cheap.
Drawback: Now, more and more of the better "adult" (strategic, simulations)
games are developed on PCs, STs having all the flashpan kid arcade games.
Exceptions: FTL and Bullfrog.

- Some specialized programs, such as calamus, are perhaps worth byuing an ST for. But would you invest one year of your work on an exotic program, incompatible with the rest of the world? Personaly I used my ST to do all the drawings of my thesis with easy-draw, but it was a pain to translate them to postscript for latex inclusion...

- for the unix user, you have emacs, Latex, some shells, tar, etc... before leaving work, I just do a "tar cf /dev/floppy ." on my unix box, take the disk home, and continue to edit my sork under microemacs on my ST at home

In my opinion, get a taiwanese 386 PC VGA compatible. That's the route I will follow as soon as they will cost less than the price I payed my first ST, about $1500 (now you have a 286 for this price). I had STs for the past three years, enjoyed them, but their time is counted... The amiga may survive since it has a credible successor with the A3000, but it is much more expensive than PC-compatibles for non professional graphic uses.

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

895. SuperBase

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 12:49:15 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Jul23.124915.10716@water.waterloo.edu>
Source record: 239615

Someone mentioned a program called SuperBase.
I have not heard of this.
Can anyone give me more information about this?

896. Re: 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 13:53:51 UTC
From: jensting@rimfaxe.diku.dk
Message-ID: <1990Jul23.135351.4486@diku.dk>
Source record: 239616

jeroen@plato.phil.ruu.nl (Jeroen Scheerder) writes:

>In article <5223@castle.ed.ac.uk>, tj@castle.ed.ac.uk (T Jones) writes:
[..]
>I was the one posting about the 3.0 Mb modification; however, having read the
>article that explaining it all (it's from a German magazine, I think it's
>called 'ST Magazin' or something) I decided I would let someone more experienced
>should do the work for me.
>Looking in my computer I see 2 SIMMs, and a *LOT* of wire.

I, for one, doubt that you are *at all* able to make the ST use 3.0 MB. There
are two banks of memory, each wth either 0.5 MB or 2.0MB. That makes

0.5 MB 1x0.5
1.0 MB 2x0.5
2.0 MB 1x2.0
2.5 MB 1x0.5 + 1x2.0 Not available from Atari ...
4.0 MB 2x2.0

The above calculation is based on the fact that the MMU knows about
two banks, NO MORE. the nice thing (;-)) is that the MMU autodetects.. .

So, no unused 0.5 MB in a 2.5MB installation, no 3.0 MB installation
possible.

Disclaimer
This may not be true for STEs, I don't know.. .
Do correct me if I'm wrong.

IF I'm wrong, please give a reference to the relevant article.. .
(I have seen ads for 5.0MB extensions, where the last 1 MB was
used for RAM disk, so perhaps....)

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

897. Re: Atari ST CP/M emulator (was 'Re: Appletalk on the TT')

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 13:56:13 UTC
From: jensting@rimfaxe.diku.dk
Message-ID: <1990Jul23.135613.4563@diku.dk>
Source record: 239617

blackbox@pfunk.UUCP (Michael Kistenmacher) writes:

>From article <RALPH.90Jul16121345@cresus.laas.fr>, by ralph@laas.fr (Ralph P. Sobek):
[..]

>In the beginning of using my ST i heard, the TOS is compatible to
>CP/M 68K, so there should be no problems to run these programs
>on an ST.

Well, apart from the fact that the TRAP numbers are *not* identical, OK... .
Anyway, who wants to use CP/M-68k programs ????

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

898. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 14:01:38 UTC
From: jensting@rimfaxe.diku.dk
Message-ID: <1990Jul23.140138.4794@diku.dk>
Source record: 239614

brian@wolves.uucp (Brian Daniels) writes:

>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
>excessive chaos?

In short, no. Cause: incompatible scan codes.

On the other hand, you can buy a hardware modification in Germany
that consists of a replacement keyboard/IO processsor and a new
connector. Insert the new keyboard processor, set up the connector,
and, *WHAM*, there you are. Cute. The problem that is solved by the
new processor is that the only *really* compatible solution is to
patch the keyboard processor program. Alternative solutions based
on a new keyboard and some software hacks just aren't that compatible.

(disclaimer: I don't even have one of the things ! I only saw an ad).

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

899. Re: PC Ditto II Date Fixer

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 14:18:07 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2009@lzsc.ATT.COM>
Source record: 239630

In article <2890@isc-br.ISC-BR.COM>, lawrence@isc-br.ISC-BR.COM (Lawrence Kelley) writes:
>
> Sorry to post this binary file here. I sent it to the binaries over a
> month ago and figured it got lost. It fixes the date setting problem on
> PC Ditti II that trashes the date. I've been using it for over a month
> with no problems. It works great. I down loaded it from GEnie.
>
> I got it off GEnie and have been using it for over a month. It works great.
>
> Enjoy.
>

Thank you for posting this. This is yet another example of a very
useful program withheld by this groups myopic reliance on ...binaries...

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

900. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 14:52:17 UTC
From: mjv@brownvm.brown.edu
Message-ID: <45537@brunix.UUCP>
Source record: 239618

In article <1990Jul20.233102.24577@math.lsa.umich.edu>
hyc@math.lsa.umich.edu (Howard Chu) writes:
> I was looking thru the Apple Educational Discount price list that was
> posted in misc.forsale.xxx. Even at this discount, a comparable 16MHz
Mac IIcx
> system would cost $5140.50. (2 meg RAM, 40 MB HD, 8 bit video card, Apple
> RGB monitor.) For the 25MHz Mac IIci, add $800 or so to the price.

Well that's all relative to which school you go to since each school is
at a different discount level. Its some what less than a thousand dollars
less here for the system you mentioned here at Brown. When I can get a
nice system like a cx which has good support for a not that much more than
what a TT costs then it gets harder to stay... It seems that Atari really
needs to do something that makes everyone go wow! like they did with when
the ST was released. It seems boosting the base TT up to 32Mhz might just
do that.

> > Comparison of standard features
>
> > Amiga 3000 Mac IIcx Atari TT030

This is one of the most lopsided tables I've seen recently (and I was just
reading MacWorld :-).

> >RAM 2 to 17 1 to 32 2 to 26
^^ -- it's 8 meg under Mac OS

> >ROM 512K 256K 512K
^^ -- they upped it 512k in the ci if
I remember correctly.

> > Max resolution 1280 x 480 Optional 1280 x 960
^^ Optional graphics?? I haven't met
a mac user who decided not buy the graphics capatibilities:-)
That's stretching the definition a bit thin. Atari just didn't want to say
that Mac graphics out-do the TT's graphics in the Mac II's base config.

> >Hard disk DMA Non-DMA DMA
^^ Yeah, but just as fast in normal
use.

> KEYBOARD yes OPTIONAL!! Yes
>
> Mouse is optional??!! $165 for a stupid *keyboard* ?? And these are the
> Educational Discount prices? Geeze... Makes you wonder at the folks
> running "Higher Education" ...

Well, the mouse does come with the computer but a lot of good that'll do you without the keyboard. $165 will get you the big AT keyboard, you get the smaller one for about half the price. Of course that's still a silly price since we all know that students are just Mr. Moneybags :-)

Cheers,
Marshall

--mjv@brownvm.brown.edu

901. Address of STAR Microterminals

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 16:14:58 UTC
From: jlfox@unix.cis.pitt.edu
Message-ID: <26151@unix.cis.pitt.edu>
Source record: 239620

There may be more appropriate groups for this but I see a lot of UK people here, so... Looking for postmaster e-mail address of a machine at..
STAR Microterminals, Ltd. -- Winchester, Hampshire
Thanks, jlfox@unix.cis.pitt.edu

902. Re: 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 16:16:36 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1328@ruunsa.fys.ruu.nl>
Source record: 239622

jensting@rimfaxe.diku.dk (Jens Tingleff) writes:

>*IF* I'm wrong, please give a reference to the relevant article.. .
>(I have seen ads for 5.0MB extensions, where the last 1 MB was
>used for RAM disk, so perhaps....)

I would be interested in this possibility,
does anyone know if this is true, and if so, where 5.0MB extensions
are available? (in Europe)

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

903. Re: RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 16:52:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4bc3e4ab.20b6d@apollo.HP.COM>
Source record: 239621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <3927@bdt.UUCP>, by david@bdt.UUCP (David Beckemeyer):
>
> I little while ago I mentioned that I might be writing a series of
> articles on multitasking programming using Micro RTX. This series
> is now being published in USA ST World.
>
> I have received requests to post these articles and the source
> programs. Now the question is should I and if so, where?
>
> UUENCODED the text and source are fairly big (maybe 30K per article).
>
> My feeling is that they should either be in c.s.a.st.tech or perhaps
> the comp.sources.atari.st group. I personally prefer the former
> because they are really more information than source code.
>
> What objections does everyone have? Should they even be posted
> at all?
>
> Let's discuss it.
> --
> David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
> Beckemeyer Development Tools | a breath mint."
> P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
> UUCP: {uunet,ucbvax}!unisoft!bdt!david |

First, thanks for announcing the publication of the articles. I would
appreciate it if you would publish them in c.s.a.st.tech. In my
understanding, that is the reason the newsgroup was created. I am
also looking for more info on RTX since I'm considering writing a
multitasking application for my ST (for some volunteer work I do.)
Thanks for the offer, I hope you take yourself up on it. :-)

Gary Zaidenweber (508)256-6600 x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX:(508)250-4943 | once is enough!

904. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 17:51:27 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Jul23.175127.26053@pmsmam.uucp>
Source record: 239627

In article <1990Jul23.140138.4794@diku.dk> jensting@rimfaxe.diku.dk (Jens Tingleff) writes:
>brian@wolves.uucp (Brian Daniels) writes:
>
>
>
>>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
>>excessive chaos?
>
>In short, no. Cause: incompatible scan codes.
>
>On the other hand, you can buy a hardware modification in Germany
>that consists of a replacement keyboard/IO processsor and a new
>connector. Insert the new keyboard processor, set up the connector,
>and, *WHAM*, there you are. Cute. The problem that is solved by the
>new processor is that the only *really* compatible solution is to
>patch the keyboard processor program. Alternative solutions based
>on a new keyboard and some software hacks just aren't that compatible.
>
>
>(disclaimer: I don't even have one of the things ! I only saw an ad).
>
> Jens
>Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
>Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
>"It never runs around here; it just comes crashing down"
> apologies to Dire Straits

And just how might us North Americans (Specifically US) obtain this package?
Has a distributor been appointed? Can we order direct? How much IS that
doggy in the window?
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I don't speak for Ford - the PR department does that!

Any attempt at wit is liable to offend _somebody_!

905. Re: Can EMACS on ST do 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 18:10:05 UTC
From: dan@mdbs.uucp
Message-ID: <1990Jul23.181005.2201@mdbs.uucp>
Source record: 239619

In article <1990Jul15.234207.27075@sun.soe.clarkson.edu> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
>After programming(editing) on the IBM extensively in 50 line mode, I find
>it almost intolerable editing in EMACS on my STe. I think EMACS is great.
>The "ME" that came with MWC has the "-l" option that enables 50 line mode.

>SO, is it possible in the recent EMACS ports???? I WANT IT!!

>AAron@sun.soe.clarkson.edu

MicroEMACS 3.10, which runs on the ST series, will allow you to
add the line:

set $sres DENSE

to your emacs.rc file and it will come up in 50 line mode on a
monochrome monitor. Also you can type

^SA$sres<NL>DENSE<NL>

to do this while in EMACS. LOW and MEDIUM are also modes that
will control the screen resolution in the above commands.

Daniel Lawrence voice: (317) 742-5153
arpa: mdbs!dan@ee.ecn.purdue.edu
The Programmer's Room
Fido: 1:201/10 - (317) 742-5533

906. Re: Sozobon C Compiler for ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 18:21:54 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul23.182154.14074@msuinfo.cl.msu.edu>
Source record: 239623

Where can I get sozobon 1.2 binaries (source if binaries are out of
the question)? Does 1.2 have better support of the desktop?

--
~~~~~~~~~~~~~~~~~~~~ ARMAGGEDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~~~~~ "Relax! It's only the end of the world." ~~~~~~~~~~~~~~~~~~

907. hdx 3.0 partitioning

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 19:39:27 UTC
From: meulenbr@cst.philips.nl
Message-ID: <meulenbr.648761967@cst>
Source record: 239628

Hi!

I'm modifying the ST wini driver to deal with hdx 3.0 partitioning.
Now I'm left with a few questions:
1) What is the maximum # of partitions possible?
2) Can the partition inside an XGM partition have other types than
GEM and BGM (e.g. MIX). Of course I mean the regular partitions, not
the links.

Thanks,
--
Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

908. connect 2 hard disks to one controller

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 19:42:53 UTC
From: meulenbr@cst.philips.nl
Message-ID: <meulenbr.648762173@cst>
Source record: 239629

Hi,

I'm trying to connect two drives to one Adaptec 4000 controller,
using both lun 0 and lun 1.
The problem is that I do not get a response from the drive at lun 1.
I've swapped cables, disks etc. (but not the adaptec, since I only have
one).
I have two small cables which go each to a drive.
As far as the big connector concerns, I've mounted an additional
connector on the cable so now I can connect both drives.

I'm not only not able to get 2 drives working. If they are both
connected, the drive at lun 0 will not operate eiter.
Also, using software which checks all scsi/lun combinations, I cannot
get a single drive at lun 1 (none connected at lun 0) recognized.

Has anyone seen this problem before?
Something wrong with my adaptec?
Something wrong with me ? :-)

Thanks in advance for any help,
--
Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

909. Comments in the STart MIDI-tasking article

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 19:46:12 UTC
From: ric@mcrware.UUCP
Message-ID: <2221@mcrware.UUCP>
Source record: 239625

In the August 1990 STart magazine, "Multitasking on the ST", Atari's Frank Foster is quoted as saying: "The makers of the ST don't think that multitasking could be properly done on a Motorola 68000-based machine. Any such system is a kludge." [Paraphrase, don't sue me].

Seeing this information, everyone here quit working and locked the doors. No need to continue work on a kludge that will never work anyway, eh? :-) Do they think this is a really good way to encourage third party developers?

Sorry, I get a little excited sometimes. You can continue reading the News.

Ric Yeates
-=-=-=

910. Re: Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 20:39:14 UTC
From: steve@thelake.mn.org
Message-ID: <A2095518967@thelake.mn.org>
Source record: 239636

[jensting@rimfaxe.diku.dk (Jens Tingleff) writes ...]

> brian@wolves.uucp (Brian Daniels) writes:
>>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
>>excessive chaos?
>
> In short, no. Cause: incompatible scan codes.
>
> On the other hand, you can buy a hardware modification in Germany
> that consists of a replacement keyboard/IO processsor and a new
> connector. Insert the new keyboard processor, set up the connector,
> and, *WHAM*, there you are. Cute. The problem that is solved by the
> new processor is that the only *really* compatible solution is to
> patch the keyboard processor program. Alternative solutions based
> on a new keyboard and some software hacks just aren't that compatible.
>
> (disclaimer: I don't even have one of the things ! I only saw an ad).

The latest catalog (No. E27) from E. Arthur Brown Co. includes the following:

ST/PC Keyboard Interface
Pre-review by Eben Brown
Our new ZKEY's interface allows you to connect
an IBM PC/XT/AT compatible keyboard to your Atari
ST. Let's face it, there are some really nice
aftermarket keyboards made for PC Compatibles.
Many are more sensitive and better feeling than
our original Atari ST keyboards. With this new
ZKEYs interface, you can adapt one of those
keyboards for use on your Atari ST!
The ZKEYs interface actually piggy-backs inside
your computer between the Atari ST keyboard
connector and its connecting jack. There is no
soldering ... just plug it in. Your ST keyboard
remains fully functional even though can connect
a PC keyboard!
These ZKEYs interfaces are brand new and should
be shipping around the end of July. We expect a
pretty hot demand for them, so please order early!
242-600 ZKEYs Interface 1 lb $89.95

I have not seen the above product. I prefer the ST keyboard.

E. Arthur Brown Co. can be reached at:
3404 Pawnee Drive
Alexandria, MN 56308 USA

Toll-free order phone from USA: 1-800-322-4405
Regular telephone: 1-612-762-8847

Their catalog features current ST items (software and hardware) at very good prices, plus close-out and special bargains. They are liquidating GFA Draft Plus, GFA Artist, GFA RayTrace and Aegis Animator at $19.95; and Regent Word II Collegiate and C-Breeze (text editor for C) at $14.95. Calamus is $167.95 and PageStream is $114.95. They also sell an assortment of RAM upgrade boards, hard drive adaptors, the Michtron FAX modem, etc.

I have no connection to the E. Arthur Brown Co., although I have purchased items from them in the past and received good service.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

911. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 21:47:12 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Jul23.214712.17020@murdoch.acc.Virginia.EDU>
Source record: 239626

In article <8488@mirsa.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
>In article <1990Jul20.162017.21823@chinet.chi.il.us>,
>megabyte@chinet.chi.il.us (Dr. Megabyte) writes:

[article deleted]

Please, can we not have these "I dumped my ST and bought an X
because..." articles? They don't contribute anything useful to the
group, and cause needless flamewars. Different people have different
needs in a computer, and you needn't justify your decision in front of
the entire planet.

By the way, Colas, if you want ANSI C you could try Turbo C or gcc.

--
"In fact you should not be involved in IRC." -- Phil Howard

912. Please re-issue create command for comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-07-23 22:11:26 UTC
From: logajan@ns.network.com
Message-ID: <1990Jul23.221126.13109@ns.network.com>
Source record: 239631

```
The comp.sys.atari.st.tech has failed to appear here. It would be
wise to re-issue the appropriate create command occasionally over
the next few weeks to insure that most of the net gets the message.

Thank you, whoever you are.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853
```

913. Re: RTX programming articles

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 04:01:04 UTC
From: derek@leah.Albany.Edu
Message-ID: <3393@leah.Albany.Edu>
Source record: 239632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would love to see you post the articles here in comp.sys.atari.st.tech,
but if you find that people dont want them here, could you mail them to me?

Derek.
--
+ + One Mac is worth exactly 2.317 PCs (based on current price indices) + +
Disclaimer: I was asleep. ---}=-------------------------`
++ All the busy little creatures / Chasing out their destinies --Peart ++

914. Re: Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 05:43:02 UTC
From: steve@thelake.mn.org
Message-ID: <A90248440@thelake.mn.org>
Source record: 239637

[In article <8488@mirsa.inria.fr>,
colas@avahi.inria.fr (Colas Nahaboo) writes ...]

> In article <1990Jul20.162017.21823@chinet.chi.il.us>,
> megabyte@chinet.chi.il.us (Dr. Megabyte) writes:
>> Several of my friends have recomended the Atari ST line as an "Upgrade"
>> path from the CoCo 3. The reasons:

<omitted>

> General problem: The atari ST is an endangered specie: It didn't sell enough
> to get the critical mass to interest software companies. With no successor
> (apart a vapourware TT which is already obsolete before being out), it will
> be in the same situation as the CoCo3 in one year.

That is a myth that needs deflating. I don't buy that argument
against *any* currently available 16-bit computer (except perhaps the
Apple IIGS, which has been abandoned by its mother). The standard
business applications -- word processing, spreadsheets, database
management, etc. -- are well covered. (How many word processors do
you need, anyway?)

What amazes me is the oddball applications that keep turning up.
Restaurant ordering systems, point-of-sale terminals (cash
registers), industrial embroidery machine controllers, telephone
directory assistance consoles ... I keep hearing about STs in the
oddest places.

Why? Because any brickhead like myself can program them, and good
programmers can really make them sit up and put on a show. The ST is
not a hostile environment.

There is a distribution problem. It is unreasonably hard to find the
commercial software that is available. But that's doesn't mean it
doesn't exist.

> - Some specialized programs, such as calamus, are perhaps worth byuing an ST
> for. But would you invest one year of your work on an exotic program,
> incompatible with the rest of the world? Personaly I used my ST to do all
> the drawings of my thesis with easy-draw, but it was a pain to translate
> them to postscript for latex inclusion...

I just converted a GEM metafile that had been created by Easy-Draw to
PostScript this afternoon using Pagestream.

> In my opinion, get a taiwanese 386 PC VGA compatible. That's the route I will
> follow as soon as they will cost less than the price I payed my first ST,

> about $1500 (now you have a 286 for this price).

The original poster likes OS-9 and Motorola assembly language. PC clones have their places, but I sure wouldn't inflict them on someone with those interests. Crazy memory models, incompatible video modes, overpriced software, severe RAM limitations ... who needs it? If your boss makes you buy one, that's one thing, but for a hobby, why do it to yourself?

The only excuse for a '386 box that I can think of is Unix, and Unix for a '386 costs as much as my ST.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

915. More fun with LZH

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 06:19:08 UTC
From: steve@thelake.mn.org
Message-ID: <A174331128@thelake.mn.org>
Source record: 239638

Note the differences in the dates and CRCs on the following listings.

```
Original Packed Ratio Stamp Methd CRC Name
-------- ------- ------ ---------------- ----- ---- --------------------
19811 8287 41.8% Jan 1 05:45 1970 -lh1- 1aec pinhead.txt
2652 1592 60.0% Jan 1 05:45 1970 -lh1- a2d9 pinhed17.prg
-------- ------- ------ ---------------- ----- ---- --------------------
22463 9879 43.9% Jul 24 00:46 1990 2 files Total
Name Actual Packed Ratio Time Date Attr Methd CRC
------------ --------- --------- ----- -------- --------- ---- ----- ----
PINHEAD .TXT 19,811 8,287 41.8% 19:08:20 12 May 90 ...a -lh1- 372E
PINHED17.PRG 2,652 1,592 60.0% 19:08:22 12 May 90 ...a -lh1- 372E
------------ --------- --------- ----- -------- --------- ---- ----- ----
2 files 22,463 9,879 44.0% 00:46:52 24 Jul 90 ....
```

The program that created the top listing unpacks files that crash my shell when I try to list their (illegal date!) directory entries. The program that created the bottom listing generates CRC errors. Ever wonder why I don't like LZH programs? If I wanted to squish files so that I could never use them again, I would use a magnet.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

916. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 09:29:32 UTC
From: colas@avahi.inria.fr
Message-ID: <8501@mirsa.inria.fr>
Source record: 239633

In article <1990Jul23.214712.17020@murdoch.acc.Virginia.EDU>,
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
> Please, can we not have these "I dumped my ST and bought an X

Sorry if I sounded this way. I exposed also the reasons that made our
organization still buy STs, and the reasons why I use mine.

My point was: I think the ST could have been a general purpose computer,
"the apple II of the late 80s", but now it is well adapted for some uses, but
not for all.

I offer to "repair" my posting by summarizing and posting a list of relevant
uses for a ST. Mail me your experiences, I will post them.

colas. <colas@avahi.inria.fr>

917. MONITOR HELP.

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 09:36:10 UTC
From: phil@gec-mi-at.co.uk
Message-ID: <1990Jul24.093610.6893@gec-mi-at.co.uk>
Source record: 239506

Hello all,

I have an atari STE and i have been trying to hook up
IBM Ps/2 VGA Colour & Mono monitors. I seem to be having some problem
with either the horizontal sync or the horizontal scan rate though.
The colurs are OK and i get a stable picture but the screen seems to
be shifted to the right by about 3 inches and wraps round and comes
back on the left of the screen to overlap the picture allready there.
Does anybody have any ideas as to how an IBM VGA monitor is different to
a normal RGB (Multisync?) monitor.
I Have tried both inverting the Horizontal Sync and delaying the Sync
but the screen is still shifted to the right.

Thank you for any ideas you may have

Kevin Cooper.

E-mail: C/o
phil@miduet.gec-mi-at.co.uk
or (maybe, i haven't tried it yet) cooper@lacvax.cct.miduet.gec-mi-at.co.uk

918. Do I have a Blitter?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 09:56:15 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul24115615@cresus.laas.fr>
Source record: 239634

I recently upgraded my 1040 ST running TOS 1.0 to a Mega 4 ST running
TOS 1.2 (unfortunately TOS 1.4 is not yet available in France ;-().
My question: should my Mega have a Blitter? My dealer was ignorant on
the subject and didn't want to open up the machine. Normally, if
there is a Blitter there should be in the Options menu the Blitter
on/off option, right? My Options menu is no different than on my old
1040 ST.

Am I up the creek? Considering the sale price for which I got the
machine, I still can't complain.... but?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

919. GEMBOOT v. 1.11

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 09:59:34 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul24115934@cresus.laas.fr>
Source record: 239502

It seems that GEMBOOT does not function on a 4 Mb Mega ST. Does there exist a version which does function? Don't tell me to use FOLDRnnn.PRG (I'm using it for the moment) since GEMBOOT provides environment variables and BATCH executable files on boot-up.

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

920. Re: MS-DOS --> Atari --> MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 10:24:59 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul24122459@cresus.laas.fr>
Source record: 239501

In article <2982@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
| hpasanen@niksula.hut.fi (Harri Pasanen) writes:
|
| >Is it possible to read/write Atari 1040STE diskettes with IBM PS/2?
| > - " - IBM PS/2 - " - Atari?
|
| >If so, which programs do I need and how is it done?
| You don't need anything but the DESKTOP formatter if you own a STE.
| TOS 1.4 and TOS 1.6 finally have a completely DOS-compatible disk format.

For those who don't have either of these newer TOS-ups (:-) try
ps2format which was posted sometime ago. It claims PS/2
compatibility. I've used it with straight old MS-DOS machines.

Hope that this helps. Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What's a Blitter?

921. 3 MB - Yessir! (pt. 1)

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 11:51:14 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <586@accucx.cc.ruu.nl>
Source record: 239645

In article <1990Jul23.135351.4486@diku.dk>, jensting@rimfaxe.diku.dk (Jens Tingleerd writes:
|>jeroen@plato.phil.ruu.nl (Jeroen Scheerder) writes:
|>
|>>In article <5223@castle.ed.ac.uk>, tj@castle.ed.ac.uk (T Jones) writes:
|>[..]
|>>I was the one posting about the 3.0 Mb modification; however, having read the explaining it all (it's from a German magazine, I think it's
|>>called 'ST Magazin' or something) I decided I would let someone more experien work for me.
|>>Looking in my computer I see 2 SIMMs, and a *LOT* of wire.
|>
|>I, for one, doubt that you are *at all* able to make the ST use 3.0 MB. There
|>are two banks of memory, each wth either 0.5 MB or 2.0MB. That makes
|>
|> 0.5 MB 1x0.5
|> 1.0 MB 2x0.5
|> 2.0 MB 1x2.0
|> 2.5 MB 1x0.5 + 1x2.0 Not available from Atari ...
|> 4.0 MB 2x2.0
|>
|>The above calculation is based on the fact that the MMU knows about
|>two banks, NO MORE. the nice thing (;-)) is that the MMU autodetects.. .
|>
|>So, no unused 0.5 MB in a 2.5MB installation, no 3.0 MB installation
|>possible.
|>
|>Disclaimer
|> This may not be true for STEs, I don't know.. .
|> Do correct me if I'm wrong.
|>
|>*IF* I'm wrong, please give a reference to the relevant article.. .
|>(I have seen ads for 5.0MB extensions, where the last 1 MB was
|>used for RAM disk, so perhaps....)
|>
|> Jens
|>Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
|>Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
|>"It never runs around here; it just comes crashing down"
|> apologies to Dire Straits

Yes - you *ARE* wrong. First: 2.5 Mb is *NO* *PROBLEM* *AT* *ALL*. Like you say, 0.5-Mb bank go nicely together. The mere fact that Atari ships no 2.5 Mb-equippe

"
this configuration impossible. 3.0 Mb is possible too; but it really is a hack
to get around the 2 bank limit. I will describe that in the following article.

The following stuff really should be put in the 'tech' newsgroup, but I started
request to Dave Small ... anyway, here it is.

My ST *DEFINITIVELY* has 3.0 Mb. I agree, not long ago I thought this impossible
the magazine "ST Computer" 3/1990 (a German magazine), the author K. D.
Litteck describes how it is done (the article is called "Aus zwei und ein halb m
German, and my German is not too good, but I'll try to describe the article
accurately.

How does it work? Well after determining memory configuration (see below) TOS st
amount of memory it thinks is available. Say you've got 3.0 Mb available
(like I do); TOS at first thinks 2 banks of 2 Mb are available and sets out to c
then runs into nonexistent memory when it reaches the end of the three
available megabytes. En exception occurs of type buserror occurs, at which is de
adress the error occurred. This adress is then written in the TOS variable
phystop, thus setting the correct memory size. Now TOS boots on ...
This works like this in all TOS versions known to mankind.

For technical details see part 2 of this posting.

"Talking about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

922. 3 MB - Yessir! (pt. 2)

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 11:53:58 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <587@accucx.cc.ruu.nl>
Source record: 239646

This is part 2 of an article about ST memory upgrading (technical part).

Before getting into the gruesome details, first some general ST memory theory:
ST is equipped with Dynamic RAM, and for every memory location a single transist
allows for high speed and compact chips. However, the chips need to
be refreshed about every 2 millisecs, of which the MMU (among other things)
takes care.

The DRAMS are bitwise accessed; therefore, the ST adressing in 16 bits, only ban
be used. Now the adressing signal is multiplexed (at one adress line two
adresses are located, that are consecutively transferred). In DRAM these adresseMx
separated. This keeps the number of pins as small as possible. The multiplexing
signals is catered for by the MMU too.

Now the multiplexing is the reason the DRAMS can only be increased in 4-folds; oing
kBit, 256 kBit, 1 MBit and 4 MBit chips currently exist.

Two control lines (called RAS and CAS) are of interest (both low-active). RAS tr
adress of the multiplexed adress line, CAS the high adress. They work too as
chip-selectors. The signal WE selects READ or WRITE mode.
Further, the ST divides CAS into CASL and CASH. CASL goes to the chips on adress
to 8..15, so that memory can be byte-accessed too. On WORD-read or write
both CASL and CASH are active.

The ST's MMU can manage two banks of memory. For bank 0 the control lines RAS0,
used, bank 1 uses RAS1, CAS1L and CAS1H. These banks can be equipped with
64, 256 or 1024 kBit chips.
On coldstart TOS writes patterns in memory and reads them back (all at well-chos
determine the memory configuration, and stores in the system variable memconf (a
MMU's configuration register ($FF8001) a configuration byte:

Bank 0: Bank 1: Value: Total memory:

512 k - $04 0.5 M
512 k 512 k $05 1.0 M
2.0 M - $08 2.0 M
2.0 M 512 k $09 2.5 M
512 k 2.0 M $06 2.5 M
2.0 M 2.0 M $0A 4.0 M

(hope I got this right!)

On top of all this, MMU also manages to make memory contiguous: allthough the ad
bank is 2.0 Mb, in case your bank 0 is 512 k and 1 is 2.0 M the MMU
concatenates the total adressing space to a contiguous one (as TOS expects).

Now, that's all very well: now we want to fool the MMU to handle up to 5 (!) mem2.0
post a scan of the electronics scheme in MacPaint format (you need it!)

We need adress line A9 (not used on 256 kBit chips). It is multiplexed and conta chi
adresses A18 and A19. Both NAND-gates serve as OR-gate and should release
the D-Latch 1 and 2 when CAS1L or CAS1H become active. An IC 74LS375 demultiplex
A9 the adresses A18 and A19. With the D-Latch 3 A18 is obtained, with
D-Latch 1 A19. A18 is also led over D-latch 2, being kept until CAS goes high.
The IC 74LS139 (2-bit binary decoder) produces with A18, A19, CAS1L and CAS1H ei
of which we only need four.
These four signals are fed to the memory banks (all formerly 0).

Now, some things to pay attention to:
- the 2.0 Mb should be bank 0;
- the RAS0-line must be broken;
- the assignment of RAS- and CAS-lines MUST be corresponding.

MMU pin configuration:
6: CAS0H
7: CAS0L
8: RAS0
18: RAS1
21: CAS1L
22: CAS1H
64: A9

Components:
- 1 IC 74LS00
- 1 IC 74LS375
- 1 IC 74LS139
- 4 68 Ohm resistors
- 1 Block condensator
- 1 microFahrad wire or copper litze

I hope this is clear enough to you all (once you've seen the picture accompaning
"Talking about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

923. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 12:27:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Jul24142739@cresus.laas.fr>
Source record: 239503
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <1990Jun22.105700.5878@planet.bt.co.uk> rmh@planet.bt.co.uk (Ray Hollett) writes:
|
| I am attempting to use a SUN Sparc Station 1 to put files from the Net onto
| 720k floppy disks for use on my ST. I have been using the MTOOLS (with the
| 3 patches) software to write PC compatible files on the SUN, but these are
| not correctly read by the ST.

Even PC applications will break and not be able to read the floppies.

| The files seem to be OK when read on a PC, but on the ST the first couple of
| sectors are repeated thoughout the file. I suspect that there is a problem
| with the FAT formats used; can anybody explain the problem or suggest a fix.

I have found two problems with MTools formatting and updating of FATs.
MTools 1) creates by default an all-blanks volume-id (which breaks the
gulam shell, for instance), and 2) does not update the second FAT
after writes (a simple #undef to #define problem). So here is my
unofficial Patch4 to mtools which is 100 % compatible with PCs and STs
(at least for me!). Yes, there are a few residual problems with
MTools.

By the way, do you STers ever use `patch' on your ST to update sources
from USENET? I recently used it to update Sozobon 1.2 according to
the patches posted in comp.sys.atari.st. It's great! It was written
by John R. Dunning. Maybe someone should post an updated version to
the net.

```
*** ./init.c Thu Jun 14 13:01:58 1990
--- 1.6.2/init.c Tue May 29 17:41:27 1990
***************
*** 11,17 ****
#include "devices.h"
#include "msdos.h"

! #define DUP_FAT

extern int fd, dir_len, dir_start, clus_size, fat_len, num_clus;
extern unsigned char *fatbuf;
--- 11,17 ----
#include "devices.h"
#include "msdos.h"

! /* #undef DUP_FAT */
```

```
extern int fd, dir_len, dir_start, clus_size, fat_len, num_clus;
extern unsigned char *fatbuf;
*** ./mkdfs.c Thu Jun 14 12:39:04 1990
--- 1.6.2/mkdfs.c Wed Jun 6 10:55:32 1990
***************
*** 95,108 ****
for( sec=fat_len; --sec ; )
Write(fd,buf,MSECSIZ) ; /* Rest of FAT */
}
! if (strncmp(disklabel," ",11) != 0) {
! strcpy(((struct directory *)buf)->name,disklabel) ;
! ((struct directory *)buf)->attr= VOLLBL ;
! Write(fd,buf,MSECSIZ) ; /* Root dir */
! bzero(buf,strlen(disklabel)) ;
! ((struct directory *)buf)->attr= 0 ;
! }
! else dir_len++ ;
for( ; --dir_len ; )
Write(fd,buf,MSECSIZ) ; /* Root dir */
}
--- 95,105 ----
for( sec=fat_len; --sec ; )
Write(fd,buf,MSECSIZ) ; /* Rest of FAT */
}
! strcpy(((struct directory *)buf)->name,disklabel) ;
! ((struct directory *)buf)->attr= VOLLBL ;
! Write(fd,buf,MSECSIZ) ; /* Root dir */
! bzero(buf,strlen(disklabel)) ;
! ((struct directory *)buf)->attr= 0 ;
for( ; --dir_len ; )
Write(fd,buf,MSECSIZ) ; /* Root dir */
}
```

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

924. Re: Comments in the STart MIDI-tasking article

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 13:08:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4bc82364.20b6d@apollo.HP.COM>
Source record: 239641

In article <2221@mcrware.UUCP> ric@mcrware.UUCP (Ric Yeates) writes:
>In the August 1990 STart magazine, "Multitasking on the ST", Atari's
>Frank Foster is quoted as saying: "The makers of the ST don't think that
>multitasking could be properly done on a Motorola 68000-based machine.
>Any such system is a kludge." [Paraphrase, don't sue me].
>
>Seeing this information, everyone here quit working and locked the doors.
>No need to continue work on a kludge that will never work anyway, eh? :-) Do
>they think this is a really good way to encourage third party developers?

At least they didn't flame you by name; they specifically slammed Beckmeyer:

Questioned about Atari's policy in view of an existing multitasking
system such as Beckmeyer's Micro RTX/MT C-shell, Foster dismissed it
as one that "[works] but not very well."

Yay, applause from the galley! Death to the filthy/nasty 3rd-party Huns!

I've just figured out what Atari's problem is: all the other players in
their market are bowling; Atari is playing golf. They double-bogeyed
with the original ST, but happily have been playing under par ever since...
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

925. Transputer Workstation for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 13:22:31 UTC
From: assen@altair.informatik.uni-kl.de
Message-ID: <assen.648825751@altair>
Source record: 239640

Hello to all possible buyers ;-)

I intend to sell my Atari Transputer Workstation ATW 800 Issue 4
because now I have enough Transputers to work with in
a parsytec MultiCluster at University of Kaiserslautern.

The ATW includes:
Software:
HELIOS 1.1
X Windows 11.2 (X11R4: autumn 1990)

Hardware:
T800 20Mhz / 10 MIPS
4 MB Main Memory
1 MB Dual Ported Video RAM
Atari Mega ST incl. 1 MB RAM (all ST peripherals usable) as Server (TOS 1.4)
44 MB SCSI Harddisk
3.5" Floppy
16.7 million colors, > 1 million pixels
Blossom Blitter
Mouse
...

6 months old, manufactured in Braunschweig, West Germany
no failures

Price:
14,950 Deutsche Mark (West)
(I'm authorized to declare 14% German Umsatzsteuer tax, so
DM 13114.04 effective costs for YOU.)

Holger Assenmacher | Phone: +49-631 12933
Dept. of Computer Science | (0631) 12933
University of Kaiserslautern | Internet: assen@informatik.uni-kl.de
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Rousseaustrasse 10 | CSNet: assen%uklirb@ira.uka.de
D-6750 Kaiserslautern (West Germany) |
---

926. Re: I want to get a SIMM upgrade for my 520ST ...

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 13:38:20 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <90205.143820ABADDON@LIVERPOOL.AC.UK>
Source record: 239635

In article <10932@chaph.usc.edu>, baffoni@alcor.usc.edu (Juxtaposer) says:
>
> I have just come upon some old Mac 256 simms and would like to use
>them to upgrade my 520ST. Does anyone out there have a SIMMable upgrade they
>would like to part with, or barring that, could anyone recommend a good
>SIMMable upgrade put out commercially. I am not worried about having to
>solder (my warranty is LONG gone...and I work in a PC repair shop), however
>I, being the lazy person I am, would like to do as little damage to my mother
>board as possible. Also it would help if the upgrade were constructed so that
>I don't need to do much hacking of the interior of my machine - I can do it if
>necessary, but a surgeon I am not.
>
>
> Thanks Much!
>
>-Mike

I haven't got the ad with me at the moment, so I cant remember all the
details, but Evesham Micros (in the UK) do one. The adverrtisment I
saw quoted 200 pounds for a fully populated 2.5 meg upgrade, or (I
think) 50 pounds for the unpopulated board. It will work with any ST,
will go up to 4 meg, and is, apparrently, a solderless upgrade.
Hope thats some Hellp (arghh, why does this keyboard repeat some
characters on me?)

Kev.

927. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 13:47:02 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul24.134702.11337@cunixf.cc.columbia.edu>
Source record: 239642

In article <1990Jul23.214712.17020@murdoch.acc.Virginia.EDU>
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <8488@mirsa.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
>>In article <1990Jul20.162017.21823@chinet.chi.il.us>,
>>megabyte@chinet.chi.il.us (Dr. Megabyte) writes:
>
>[article deleted]
>
>Please, can we not have these "I dumped my ST and bought an X
>because..." articles? They don't contribute anything useful to the
>group, and cause needless flamewars. Different people have different
>needs in a computer, and you needn't justify your decision in front of
>the entire planet.

I'm sick and tired of you trying to crown yourself net.moderator for
this group. Who are you to judge what is useful and what is not?
If Colas' article was useless, then so is your chastizing him for
posting it (you could've done that by email, eh?)

I didn't see anything inciteful about the post. It was full of rather
accurate information, even if it wasn't to the liking of ST
cheerleaders like yourself.

>
>By the way, Colas, if you want ANSI C you could try Turbo C or gcc.

I was under the impression that Turbo C was only available in Europe
and that GCC is PD (no professional support)??

Cheers,

Chris
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

928. Warhead

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 13:47:27 UTC
From: burnm@jockey.enet.dec.com
Message-ID: <245@uninet.vbo.dec.com>
Source record: 239648

I see from article 7242 that there is someone else out there playing WARHEAD. I have completed erm.. 50% of the game and can go no further.

The mission is the one that takes place around Earth - I just cannot get the Berzerker to bugg*r off! It destroys the Earth every time I try to get rid of it, and thus I get the end-of-game message.

So, does anyone have a nice hint or spoiler to enable me to get on with game and destroy the evil alien insect hoards?

Cheers

Martin

JOCKEY::BURNM (Easynet)
burnm@jockey.enet.dec.com (ARPA)
...!decwrl!jockey.enet.dec.com!burnm (UUCP)
burnm%jockey.enet.dec.com@decwrl.dec.com

929. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 15:16:55 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Jul24.151655.29463@murdoch.acc.Virginia.EDU>
Source record: 239643

In article <1990Jul24.134702.11337@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>I'm sick and tired of you trying to crown yourself net.moderator for
>this group.

I haven't appointed myself anything. I'm just trying to use a little common sense. Too bad you don't think before you post. Isn't it about time for you to start telling us how badly Atari is doing in the stock market?

>>By the way, Colas, if you want ANSI C you could try Turbo C or gcc.
>
>I was under the impression that Turbo C was only available in Europe
>and that GCC is PD (no professional support)??

Colas is from France. Last time I checked, France was in Europe. In addition, GCC is "free" but you may purchase support from it from any of a number of individuals and corporations. I use it without support every day and haven't had any trouble whatsoever.

>Send flames to /dev/null |El Guerrero Aereo es el rey!

Too bad you don't take your own advice, Chris. The posting of mine that you flamed had information in it; did your flame have any?

--
"In fact you should not be involved in IRC." -- Phil Howard

930. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 15:55:25 UTC
From: david@bdt.UUCP
Message-ID: <3992@bdt.UUCP>
Source record: 239649

I just wanted to comment on one thing Howard said:

In article <1990Jul20.233102.24577@math.lsa.umich.edu>
hyc@math.lsa.umich.edu (Howard Chu) writes:
>I am. If it's running Unix, (which seems to be the only sensible thing to
>do with an '030 at your disposal... }-) software support is a non-issue.
>Usenet has always been better software support than any program I've ever
>seen from any vendor.

I disagree that software support for Unix is a non-issue. Perhaps that
may be true for a "toy" machine (for personal use), but for professional
development, one really hairy driver bug which the vendor can't fix can
really foul up a project and cost lot's of $$$.

End-user training type support isn't a big deal. There are lot's of people
that can help with that. It's the vendor supplied drivers and kernel hacks
that can be a problem if the vendor can't (or won't) fix broken things,
especially if you're a VAR and want to sell the platform to clients.
The thing has to work. The turn-key system buyer isn't going to spend
time on Usenet getting support.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

931. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 16:01:51 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1332@ruunsa.fys.ruu.nl>
Source record: 239644

```
>> General problem: The atari ST is an endangered specie: It didn't sell enough
>> to get the critical mass to interest software companies. With no successor
>> (apart a vapourware TT which is already obsolete before being out), it will
>> be in the same situation as the CoCo3 in one year.

THe atari ST is definately NOT an endangered specie in Europe, it did sell
very well here and much software is available. Maybe this is not
very well distributed in the US, but good software is developped for it,
which could always be ordered in Europe. Especially in Germany and Holland.
(for example Turbo C, that was developped by Heimsoeth in Germany).

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands
```

932. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 16:06:20 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1333@ruunsa.fys.ruu.nl>
Source record: 239647

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>I was under the impression that Turbo C was only available in Europe
>and that GCC is PD (no professional support)??

Turbo C is that good and fast that it is worthwile to order it in Europe
even if you're in the US.
Have you ever worked with gcc? It may be PD, but it is very good and
has a nice, quit UNIX like library that makes it easy to compile a lot
of UNIX sources without many modifications.
gcc is used on many workstations (SUN,CONVEX minisuper,HP etc.) instead
of the original compilers because it is of such high quality.

Don't underestimate the value of good PD software being available for
a computer.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

933. Re: PC Ditto II Date Fixer

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 16:13:48 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1581@uvm-gen.UUCP>
Source record: 239510

> Thank you for posting this. This is yet another example of a very
> useful program withheld by this groups myopic reliance on ...binaries...

> Howard C. Johnson
> ATT Bell Labs
> att!lzsc!hcj
> hcj@lzsc.att.com

What did Steve Grim do to you? Bite you?? I don't need the
answer to that, really! 8-)

Sure, things seem to be slow and I currently have a problem
receiving stuff here (that queue must be awful big, or aliased to
dev/null), but if that's all there is to it, why not send submissions
to what used to be known as terminator at umich (sorry, haven't got
the address here to hand). Tell us about it on c.s.a.s or c.s.a.s.t
and let us use the new mail server there if we can't ftp - like me.

The competition may spur Steve on and/or spreading the load
of submissions may let him catch up on his backlog.

If you question Mr. Grimm's judgement of what's appropriate
for the net, (you see, my memory is begining to work, finally) you now
have a sort of court of appeal at the umich site. If everybody turns
it down, you lost the appeal, it's too commercial or something for
usenet. Sorry 'bout explicitly naming you net guardians, umich guys,
but it comes with the territory. What matters in the end is the
availability to the net of a submission, not where it comes from.

Bob Pegram Internet: pegram@griffin.uvm.edu

934. Re: WordUp upgrade (Re: WordUp 3.0)

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 18:16:06 UTC
From: bill@mwca.UUCP
Message-ID: <1670@mwca.UUCP>
Source record: 239650

In article <10978@chaph.usc.edu> rjung@nunki.usc.edu (Robert allen Jung) writes:
>Perhaps this should be posted to comp.binaries.atari.st, but since the
>original thread started here...
>
>
> I have decided to uuencode and post the latest upgrade for WordUp 3.0.
>...
>"""
>Opinions expressed here are mine and mine alone. If you want them, go for it!
>
> Send replies to rjung@nunki.usc.edu
>"""
>...
>MASSIVELY LONG UUENCODED FILE FOLLOWS
>...

A file this size is simply _WAY_ too big to post to news - sending 250K to each of the thousands of sites that get this newsgroup represents an enormous load on the whole network, especially considering the relatively small number of readers who need this patch and don't have access to it from another source. Submitting this to Panarthea and Terminator would be more than adequate.

I'm not trying to flame, but to remind readers in general of appropriate news etiquette, which I'm sure I violate on occasion :-). As a site which receives all news view a modem and long-distance, I'm kind of sensitive to excessive use of bandwidth...

--
##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

935. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 19:04:25 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13415@cbmvax.commodore.com>
Source record: 239507

In article <1990Jul20.233102.24577@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

>> ...the TT comes with the slower 68881. I wonder what Atari will
>> charge for the upgrade if you want/need it?

>I don't think it'll matter. The 68882 is pin-compatible with the 68881,

It may very well matter, if the difference between 68881 and 68882 matters to you. While they are pin compatible, there's an awfully good chance that the TT will have a surface mounted 6888x. Which is all but impossible to replace with a different chip, unless you have specialized equipment. By the way, the 16MHz A3000s are also using the 16MHz 68881 at present, and it is surface mounted. I don't know which FPU is in the 15.8MHz Mac IIcx, but it is also surface mounted.

>and I've seen a couple places advertising the 68882s for up to $100 *less*
>than their 68881 prices.

If you're paying anywhere _near_ $100 for a 16MHz '881 or '882, you might consider changing your store. I would imagine that Motorola isn't making many '881s these days, and I did hear that '882s are much easier to make than '881s in speeds of 25MHz on up.

>Usenet has always been better software support than any program I've ever
>seen from any vendor.

Just where did they post that public domain schematic capture program? Maybe comp.source.when.hell.freezes.over? Yeah, that's the ticket. The same place they posted the PD clone of PageStream....

> -- Howard Chu @ University of Michigan
--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
The Dave Haynie branch of the New Zealand Fan Club

936. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 20:55:26 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1990Jul24.205526.14478@usenet.ins.cwru.edu>
Source record: 239504

In article <1990Jul24.134702.11337@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>I'm sick and tired of you trying to crown yourself net.moderator for
>this group. Who are you to judge what is useful and what is not?
>If Colas' article was useless, then so is your chastizing him for
>posting it (you could've done that by email, eh?)
>
>I didn't see anything inciteful about the post. It was full of rather
>accurate information, even if it wasn't to the liking of ST
>cheerleaders like yourself.
>

I'm sick and tired of reading the incessant heckling of the ST in your posts, Chris. After your continual slamming of the atari, you decide to post a message declaiming those who provide the inverse service to this newsgroup. You've essentially crowned yourself head.flamer for c.s.a.s.. (And why should anyone use email, with your sterling examples to guide them?)

>
>I was under the impression that Turbo C was only available in Europe
>and that GCC is PD (no professional support)??
>

I wouldn't know about Turbo C, but GCC for the Atari ST is officially sanctioned by the Free Software Foundation, which is as much as it gets for any machine on which it runs. The faculty at CWRU seem to consider this enough, as GCC is the compiler used on the majority of the workstations I've seen (or used) at the school.

>
>Cheers,
>
>Chris

J P

937. Re: SuperBase

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 20:56:19 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440125@hplsla.HP.COM>
Source record: 239639

ljdickey@water.waterloo.edu (L.J.Dickey) writes:

>Someone mentioned a program called SuperBase.
>I have not heard of this.
>Can anyone give me more information about this?

Funny you should ask - I just bought a copy of SuperBase Personal II by
Precision Software this weekend. I am still familiarizing myself with
it. Here's what I think I have:

* a fairly sophisticated, menu-driven relational data base

* data is stored and accessed on disk, so the size of the database is limited
not by available memory (as in, say, Base Two) but by your mass storage
media

* can import and export ASCII, DIF, dBase III, dBase IV and Lotus 123 files

* has been implemented for Amiga, IBM PC clones, and Macintosh

My impressions thus far are very positive. I think this is a MUCH more
capable program than Base Two, yet you can safely ignore much of the complexity
if you so wish. One thing for sure, the FILTER options are much nicer
and flexible. My sole complaint so far is that the program doesn't use
the built-in TOS file selector, but some custom dialogs instead. This
must be a reflection of designing the program to be ported to many platforms.
Oh well, that's what UIS III and the CALL_UIS.ACC are for. I don't see
this as a big problem - I don't do much file manipulation when I use a
database, I tend to be working with the program mostly, not the file
system.

The reason I chose this program is to answer some problems which Base Two has
sensitized me to:

1) It can import data in many forms; Base Two can't even read in ASCII.
2) It can export to Lotus (and hence, LDW Power); Base Two can't.
3) If I move to a PC/Amiga/Mac (oh, I hope I don't have to!), I can move
my data base to Superbase or dBase on those platforms.
4) It's gotta have better report generation (couldn't be worse)!

If there's interest, I'll post more as I learn about it.

Disclaimer: The opinions above are solely those of the author, who has no
pecuniary interest in any of the companies mentioned.

%%%

% uucp: hplabs!hplsla!andyc internet: andyc@lsid.hp.com %
% Hewlett-Packard Lake Stevens Instrument Division %
% 8600 Soper Hill Road MS60 Everett, WA 98205-1298 %
% Land-line: (206) 335-2211 %
%%%

938. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-24 21:49:43 UTC
From: gilliam@lowlif.dec.com
Message-ID: <13836@shlump.nac.dec.com>
Source record: 239505

In article <1990Jul24.134702.11337@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes...
>In article <1990Jul23.214712.17020@murdoch.acc.Virginia.EDU> gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>>In article <8488@mirsa.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
>>>In article <1990Jul20.162017.21823@chinet.chi.il.us>,
>>>megabyte@chinet.chi.il.us (Dr. Megabyte) writes:
>>
>>By the way, Colas, if you want ANSI C you could try Turbo C or gcc.
>

Prospero C is ANSI compatible. The documentation is in English.

939. f2c

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 01:08:22 UTC
From: bud@ms.uky.edu
Message-ID: <15695@s.ms.uky.edu>
Source record: 239508

Has anyone had any experience in using the f2c FORTRAN to C
converter on a ST?

thanks,
Bud

--
William K Glunt | Are you ABNORMAL?
U of Kentucky Math Dept.| Then you are probably better than most people!
606 258 8864 | Are alien space monsters bringing a STARTLING NEW
| WORLD? from _The book of the SubGenius_

940. Question about Super-Breakout (game)

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 01:24:13 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <6526.26acbc7d@uwovax.uwo.ca>
Source record: 239509

I just got a copy of Super Breakout (version 1.1a) from Terminator
and it looks good! My only complaint is that the ball looks 'fuzzy',
ie. its movement is a tad jerky. Does anyone know if there is a
way of fixing this problem? The reason I ask is that the game Bolo
comes with a fix program (something to do with the differences
between European monitors and North American ones) that removes
the jerking motion of the pieces.
Thanx to anyone who can help.

Adele

--

Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539
----

941. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 03:14:31 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3782@calvin.cs.mcgill.ca>
Source record: 239512

In article <1990Jul23.140138.4794@diku.dk> jensting@rimfaxe.diku.dk (Jens Tingleff) writes:
>brian@wolves.uucp (Brian Daniels) writes:
>>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
>>excessive chaos?
>In short, no. Cause: incompatible scan codes.

Actually, I heard about a piece of hardware which has a socket for an IBM keyboard in one end and a MIDI OUT in the other, which you can plug into your ST's MIDI IN port, and with the aid of software, use the keyboard. I don't remember anything else about it though..

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

942. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 06:52:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32056@cup.portal.com>
Source record: 239513

Lotsa stuff about comparing MacIIxxxx, Amiga 3000 and Atari TT..

Pretty silly stuff, considering the MacIIxxxx can be bought TODAY..

and.. the Amiga 3000 can be bought TODAY...

and.. the Atari TT is still just a vapor daydream...

The question is: Do you want to compute on a 68030 based computer NOW, or
do you want to wait, and wait, and wait... until the Atari Amateur Corp.
gets something out onto the market..?

BobR

943. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 07:29:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32058@cup.portal.com>
Source record: 239514

Wow... Atari Cheerleaders to the rescue...!

Convince this poor slob to spend his money on the Atari Myth...

Gloss over the fact that there are fewer than 50 active Atari dealers
in the entire U.S.of A... so he can forget local support unless he's
lucky enough to live near one of the surviving Atari dealers..

Smokescreen the fact that most of the large software companies have abandoned
the Atari market as not being worth their effort any longer, due to the games
Atari Corp has played with them...

Vaporize him with mythical tales of the wonderful products Atari is going
to bring out *someday* ... deflect him from buying truly useful computer
systems *TODAY* with lots of vaportales of Atari products to come...

Neglect to tell him that he better learn German as a second language if he
buys into the Atari market, since there's little support for Atari here in
the US...

Forget to mention that Atari Corp has NO credibility left in the "big picture
of the computer marketplace, whether "high powered" computing or "game
machine" entertainment value...

Yeah... "ATARI RAH RAH"... that's the spirit...!

BobR

944. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 07:50:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32059@cup.portal.com>
Source record: 239515

Documentation such as "Hitchhikers Guide to the BIOS", S.A.L.A.D. and all the other info mentioned is available... IF... you join the "fraternity" of Atari developers...

As mentioned here on the net by Atari representatives, Atari Corp doesn't consider most of us to be worth their time or trouble.. (comeon Greg, you read it, I read it, we all read it... don't bother protesting)

Only if you demonstrate your "credibility" by forking out the initiation dues and by meeting the "standards" for an Atari Developer, can you obtain entre into the "inner circle" and learn all that neat inside stuff about Atari computers.. (I dunno.. .is there a "secret handshake" too..?)

If you don't meet the standards, or can't afford the $250 intitiation fee, you can dig through the Abacus books (with all their typos and errors) and pore over back-issues of ST magazines, or try to disassemble the TOS ROMs yourself... (something that is highly discouraged by the Atari reps.. you might learn something they want to sell you...)

Seems funny... a company whose market is in the toilet like Atari's is should, by most rational outlooks, try to encourage as many enthusiastic programmers as possible to work with their systems... to help drag them back into the real world... but no one seems to have ever accused Atari Corp of being rational...

BobR

945. Re: 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 07:50:27 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jul25.075027.21679@diku.dk>
Source record: 239519

muts@fysaj.fys.ruu.nl (Peter Mutsaers /100000) writes:

>jensting@rimfaxe.diku.dk (Jens Tingleff) writes:

>>*IF* I'm wrong, please give a reference to the relevant article.. .
>>(I have seen ads for 5.0MB extensions, where the last 1 MB was
>>used for RAM disk, so perhaps....)

>I would be interested in this possibility,
>does anyone know if this is true, and if so, where 5.0MB extensions
>are available? (in Europe)

Here goes:

Text (my translation..) from ad

"The circuits for 2.5 and 4 MB are ysable on any ST. 520+ (+)
and 1040 types can be expanded to 3, 4.5 and 5 MB, of that
2.5 or 4 MB is main storage (i.e. TOS memory), and the rest is
used as RAM disk. Basically, the MMU and shifter must be socketed,
otherwise the computer must be converted by us. All Mega 1s must be
handled by us. Please state computer type and year of manufacture
when ordering"

(+) The 520+ is a european breed (?) with a full megabyte
installed from Atari.

Price list
empty PCB, 2.5 & 4 MB 259 DM
empty PCB, 3 4.5 & 5 MB 348 DM
RAM to 2.5 MB 744DM
RAM to 4.0 MB 1396DM
RAM to 3.0 MB 823 DM
RAM to 4.5 MB 1478 DM
RAM to 5.0 MB 1478 MB

(I guess that the `RAM to' prices are including PCB.. The price difference
seems to indicate that).

Address
Gengtec
TeichStrasse 20
D-4020 Mettmann

Tel: 02104/22936

Source for all this
ST Magazin 6/Juni 90 page 109

Disclaimer : I know nooothing (see the relevant episode of Faulty Towers
for pronounciation..).

Jens

Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

946. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 07:52:59 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jul25.075259.21763@diku.dk>
Source record: 239520

steve@thelake.mn.org (Steve Yelvington) writes:

>[jensting@rimfaxe.diku.dk (Jens Tingleff) writes ...]

>> brian@wolves.uucp (Brian Daniels) writes:
[..]
>>
>> (disclaimer: I don't even have one of the things ! I only saw an ad).

>The latest catalog (No. E27) from E. Arthur Brown Co. includes the following:
[..]

Also my source of info:

The company producing a 100% compatible PC keyboard interface:
(well, that's what they advertise with...)

Galatic - Stachowiak, Dornenburg & Raeker GbR
Burggafenstrasse 88
4300 Essen 1

Price 349 DM with keyboard
189 DM without keyboard.

Source for this
ST magazin 6/Juni 90 page 111

Disclaimer: I've no connection with these people, and I wish I was a customer..

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

947. STe memory

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 08:40:19 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <543@ozz.oasis.icl.stc.co.uk>
Source record: 239524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

Thanks for the response about having 2.5meg of memory in an STe. The conclusion was that if you boot with 'simmfix', then it would all be available for use with no problems. If you boot without simmfix, the machine will think you have 4meg available (assuming you put the two 1meg chips in the first two slots). Obiously this could be a problem if it tries to access the 1.5meg at the top that doesn't exist. So now I have a new question for you - can anyone tell me how the STe uses the memory it's got - if I got this system, I would be using simmfix on all my 'serious' disks, but things which autoboot (games :-) wouldn't have it. Is this likely to cause a problem?

Please reply be email, I'll summarise to the net.

Thanks

Steve

948. Re: hdx 3.0 partitioning

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 09:38:19 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3026@medusa.informatik.uni-erlangen.de>
Source record: 239516

meulenbr@cst.philips.nl (Frans Meulenbroeks) writes:

>Hi!

>I'm modifying the ST wini driver to deal with hdx 3.0 partitioning.
>Now I'm left with a few questions:
>1) What is the maximum # of partitions possible?
GEMDOS won't allow you to have more than 16 drives installed at one
time. You can, however, divide your hard disk in as many partitions
as you like - judging from the general scheme. Probably the ATARI
driver is the critical point: I don't know if it can handle more than
16 partitions. Probably yes, but I'd have to look into the source
code to decide.

>2) Can the partition inside an XGM partition have other types than
> GEM and BGM (e.g. MIX). Of course I mean the regular partitions, not
> the links.
Yes, an inside XGM partition entry might have the type MIX or whatever.
Most third-party software that uses hard disk partitions (like other OSses)
cannot read the new ATARI partition scheme completely, so you're
restricted to partitions entries in the root sector of your hard disk.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

949. Re: connect 2 hard disks to one controller

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 09:41:10 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3027@medusa.informatik.uni-erlangen.de>
Source record: 239517

meulenbr@cst.philips.nl (Frans Meulenbroeks) writes:

>I'm trying to connect two drives to one Adaptec 4000 controller,
>using both lun 0 and lun 1.
Is it really a 4000 or rather a 4070 (Megafile 30/60)?

>The problem is that I do not get a response from the drive at lun 1.
>I've swapped cables, disks etc. (but not the adaptec, since I only have
>one).
If you own a Megafile 30/60, there's a reason why. ATARI made some
changes on the motherboard; if you snail-mail me, I can describe
them and the things what you have to do to cure the problem.

>I'm not only not able to get 2 drives working. If they are both
>connected, the drive at lun 0 will not operate eiter.
Power problem? Have you tried with external power for the second
drive?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

950. Re: Do I have a Blitter?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 09:42:52 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3028@medusa.informatik.uni-erlangen.de>
Source record: 239518

ralph@laas.fr (Ralph P. Sobek) writes:

>My question: should my Mega have a Blitter? My dealer was ignorant on
>the subject and didn't want to open up the machine. Normally, if
>there is a Blitter there should be in the Options menu the Blitter
>on/off option, right? My Options menu is no different than on my old
>1040 ST.
Yes, you should have a blitter. If it's there, you get the blitter
option in the options menu, right. No blitter option - no blitter.
Urge your dealer to get you one.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

951. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 12:55:53 UTC
From: maba@doitcr.doit.sub.org
Message-ID: <1452@doitcr.doit.sub.org>
Source record: 239511

Has anybody a more or less complete list of C++ compilers implemented on the ST? I am also interessted in the full suppliers address and the prices of the products.

I have heard of GNU C++. Is it a native compiler or only a pre-processor? Where do I get it as fast as possible?

Martin "maba" Backschat

952. Startgem, Replay

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 13:39:14 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <545@ozz.oasis.icl.stc.co.uk>
Source record: 239525

Hi,

Two questions:

1. Is there a version of Startgem, or some other similar program that is compatible with the STe?

2. Can anybody give me a run down on the features of Replay 4, and tell me what extra features Replay Pro has? And do you think that Replay Pro is worth the extra money?

Replies by email please, the news is arriving about two weeks late here.

Thanks alot

Steve

--

Steve Strong email: srs@icl.stc.co.uk
---

953. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 13:42:17 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3149@syma.sussex.ac.uk>
Source record: 239531

From article <1990Jul24.151655.29463@murdoch.acc.Virginia.EDU>, by gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl):
> In article <1990Jul24.134702.11337@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>>I'm sick and tired of you trying to crown yourself net.moderator for
>>this group.
>
> I haven't appointed myself anything. I'm just trying to use a little
> common sense. Too bad you don't think before you post. Isn't it about
> time for you to start telling us how badly Atari is doing in the stock
> market?
>

(Various diatribes and followup messages ignored.)

Hey Greg, Hey Chris,

Whatever you do, don't let anything anyone here says about you stop you from posting to this newsgroup. I for one find your battles vastly entertaining.

There again, I don't pay for the net traffic to our site.

Seriously, folks, let's not get too worked up about this. There's room for both positive and negative sentiments about the ST, Atari, the Tramiels (*especially* the Tramiels) etc. I know I swing from one side to the other according to how the machines I use are behaving today and how frustrating my last encounter with Atari UK was.

What worries me more is that I got only one offsite reply to a previous query about problems with our Mega/HD/Laser systems. (Thanks, Robin of Galadriel.) Either there are fewer knowledgeable people around than I thought, or (more likely) our problems are just too weird. Maybe it's about time to take Ken Badertscher's advice of last year, spread out the chicken blood and dance round the machine. Come to think of it, the problem he suggested that as an answer to (a variant of the 'phantom typist') hasn't gone away yet either.

I'd better stop before I get too firmly into Chris Mauritz mode. :-)

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk

UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

954. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 14:45:44 UTC
From: colas@avahi.inria.fr
Message-ID: <8523@mirsa.inria.fr>
Source record: 239527
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

My solution to this problem is that I have written small ST programs to
convert to/from floppies made on unix by "tar cfv /dev/floppy ."
into ST disks.

They have no docs, but I could be persuaded to post them if there is enough
interest.

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

955. MX2 multi-rtasking shell

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 15:14:22 UTC
From: clive@aldetec.oz
Message-ID: <209@aldetec.oz>
Source record: 239526

Has anyone out there heard of a multi-tasking shell for the
st called 'MX2' i think.. If so, is it pd? and where can
it be got from??

Thanks
..Clive

Clive Salvidge ACSnet : clive@aldetec.oz
Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
---

956. Re: Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 15:37:12 UTC
From: colas@avahi.inria.fr
Message-ID: <8524@mirsa.inria.fr>
Source record: 239528

I guess that everybody not interested by this has already killed
this subject, so let's go :)

In article <A90248440@thelake.mn.org>, steve@thelake.mn.org (Steve
Yelvington) writes:
> That is a myth that needs deflating. I don't buy that argument
> against *any* currently available 16-bit computer (except perhaps the
> Apple IIGS, which has been abandoned by its mother).

I made the same bet against the apple IIGS. I had an apple II and seen the
upgrade to the IIGS as a dead end. Want to bet with me on the ST fate?

> The standard
> business applications -- word processing, spreadsheets, database
> management, etc. -- are well covered. (How many word processors do
> you need, anyway?)

Only a good one.
Now for the question: cite one good word processing, spreadsheets, database
for the ST.
LDW power is only lotus-1 compatible, superbase pro is FULL of bugs and even
clumsier to use than appleworks on my apple II, perhaps only wordperfect and
calamus are true professional programs -- but where is word?

> What amazes me is the oddball applications that keep turning up.
> Restaurant ordering systems, point-of-sale terminals (cash
> registers), industrial embroidery machine controllers, telephone
> directory assistance consoles ... I keep hearing about STs in the
> oddest places.

Just because any hacker can whip up in one week some program that will bomb
out just because the disk is write-protected (I've seem this many times) is not
really meaningful.

> Why? Because any brickhead like myself can program them, and good
> programmers can really make them sit up and put on a show. The ST is
> not a hostile environment.

Agreed, the ST is a good hobbyist computer, that's why I bought it, but it IS
hostile to the end user. A tolerable situation for a new computer, it can
be fatal to it if it goes on any longuer than 3 years.

> I just converted a GEM metafile that had been created by Easy-Draw to
> PostScript this afternoon using Pagestream.

My thesis was in French. You do you type accents in Easy-Draw? by hacking...
And at the time, the ps output of publishing partner was really horrible.

> > In my opinion, get a taiwanese 386 PC VGA compatible.
> The original poster likes OS-9 and Motorola assembly language. PC
> clones have their places, but I sure wouldn't inflict them on someone
> with those interests. Crazy memory models, incompatible video modes,
> overpriced software, severe RAM limitations ... who needs it?

I said a 386 !!! -- not a 286!
Problem: this was true when I bought my first ST. Just because your
ST stayed the same for 3 years doesn't mean the other computers didn't evolve!
Look at a 386, this is now a real processor. I agree the 286 was a pile of
shit. Moreover, the competitions for PC peripherals makes them often cheaper
than STs.

> If your
> boss makes you buy one, that's one thing, but for a hobby, why do it
> to yourself?

My main use... games!
Good strategic games or simulations are now made first on PCs...
Good arcade games are made for consoles and perhaps the amiga.
The ST niche is dying for the game enthusiast

As soon as FTL and Bullfrog, the last good quality companies that develop
first on ST/Amiga before PCs will develop first for PCs, my ST will have the
same fate as my good old appleII, yet you see a lot of odball applications
on the appleII still today :)

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

957. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 15:58:51 UTC
From: colas@avahi.inria.fr
Message-ID: <8525@mirsa.inria.fr>
Source record: 239529

In article <13836@shlump.nac.dec.com>, gilliam@lowlif.dec.com writes:
> >>By the way, Colas, if you want ANSI C you could try Turbo C or gcc.

I cannot read german for turbo C, I don't have a hard disk for gcc
(that I use daily I at work, the best unix compiler!)

> Prospero C is ANSI compatible. The documentation is in English.

Now, that's some actual information!

958. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 16:16:53 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Jul25.161653.15602@murdoch.acc.Virginia.EDU>
Source record: 239521

In article <32059@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Documentation such as "Hitchhikers Guide to the BIOS", S.A.L.A.D. and
>all the other info mentioned is available... IF... you join the
>"fraternity" of Atari developers...

All the information in these documents is also available from 3rd party documentation. A list was posted a short while ago. I'm sure you remember this, Bob, since you think you know so much about the Atari market.

>As mentioned here on the net by Atari representatives, Atari Corp doesn't
>consider most of us to be worth their time or trouble.. (comeon Greg, you
>read it, I read it, we all read it... don't bother protesting)

Yeah, but I didn't misinterpret it. While I would prefer "official" docs, the 3rd party docs were good enough for the programming that I did on the ST. What have you written for your ST, Bob? What's your *professional* opinion on the 3rd party docs you can buy? Or have you never looked at them? Oh, you don't program. Ah.

Whining like you do will only insure that the Atari people never post, because if they do you'll whine about it for years.

--
"In fact you should not be involved in IRC." -- Phil Howard

959. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 16:26:22 UTC
From: gilliam@lowlif.dec.com
Message-ID: <13871@shlump.nac.dec.com>
Source record: 239522

In article <3782@calvin.cs.mcgill.ca>, depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes...
>In article <1990Jul23.140138.4794@diku.dk> jensting@rimfaxe.diku.dk (Jens Tingleff) writes:
>>brian@wolves.uucp (Brian Daniels) writes:
>>>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
>>>excessive chaos?

Diverse Data Products 800-662-8662 advertises something called KX that allows you to connect an AT-style keyboard to an ST.

960. Re: Ibm keyboards on the st...can it be done?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 16:38:39 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Jul25.163839.10313@cbnewsm.att.com>
Source record: 239523

>Actually, I heard about a piece of hardware which has a socket for an
>IBM keyboard in one end and a MIDI OUT in the other, which you can plug
>into your ST's MIDI IN port, and with the aid of software, use the
>keyboard. I don't remember anything else about it though..
>
>|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
The hardware is called KX (I believe) sold by Diverse Data Products
(800)662-8662. I do not own the thing but I have talked to DDP about
the product.

Bill Oswald
aloft!wao

961. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 18:50:54 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul25.185054.1847@chinet.chi.il.us>
Source record: 239541

In article <32058@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Wow... Atari Cheerleaders to the rescue...!
>
>Convince this poor slob to spend his money on the Atari Myth...
>
>Gloss over the fact that there are fewer than 50 active Atari dealers
>in the entire U.S.of A... so he can forget local support unless he's
>lucky enough to live near one of the surviving Atari dealers..
>
Ok, I'm not sure I like being called an Atari cheerleader, but I still think the Atari ST is a decent choice for a home computer. And that's based very firmly on what can be bought today. NO allowances for what's promised. But that's not the main issue here.

I live in the Chicago area. We have, as Atari dealers, Computer Cellar, two branches of Software Plus, a couple of 'sorta' atari dealers (Mars Merchandising and Computer Grove) and one more I never remember the name of. A game store, 'Gamers Paradise' can special order Atari Stuff. At least 4 other operations- Apple Annie (I kid you not), Kolputer Systems, F&D and(please forgive me if you're reading this, Gerry--I forget the name of your business) handle Atari software and accessories. And I am absolutely certain this list isn't complete. Makes me wonder if Atari dealers are all THAT scarce.

Now it happens that I know megabyte (the fella who asked the original question). He lives in the DC area. Anyone read 'Current Notes'? I don't think he'll be hurting for local support if he picks an ST.

Steve J.

962. Re: Time for a New Computer: Should it be an Atari ST? (long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 19:56:25 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1990Jul25.195625.18597@usenet.ins.cwru.edu>
Source record: 239530

In article <32058@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Wow... Atari Cheerleaders to the rescue...!
>
>Convince this poor slob to spend his money on the Atari Myth...
>
>Gloss over the fact that there are fewer than 50 active Atari dealers
>in the entire U.S.of A... so he can forget local support unless he's
>lucky enough to live near one of the surviving Atari dealers..
>
>Smokescreen the fact that most of the large software companies have abandoned
>the Atari market as not being worth their effort any longer, due to the games
>Atari Corp has played with them...
>
>Vaporize him with mythical tales of the wonderful products Atari is going
>to bring out *someday* ... deflect him from buying truly useful computer
>systems *TODAY* with lots of vaportales of Atari products to come...
>
>Neglect to tell him that he better learn German as a second language if he
>buys into the Atari market, since there's little support for Atari here in
>the US...
>
>Forget to mention that Atari Corp has NO credibility left in the "big picture
>of the computer marketplace, whether "high powered" computing or "game
>machine" entertainment value...
>
>Yeah... "ATARI RAH RAH"... that's the spirit...!
>
>BobR

Wow... Atari Naysayers on the scene!

Convince this poor inquisitive fellow that Atari computers are worthless...

Ignore the possibility that any local dealer exists near this person (I have three near me)... Don't even mention the availabilty of mail order...

Forget the many useful programs already available for desktop publishing, programming, word processing... Go ahead and lump all the current software publishers in the ST market into the "minor company" category...

Brainwash him with tales of vaporous products never seeing the light of day... Ignore the fact that his original query dealt with the 1040 ST, a solid product for several years, being replaced now with the non-vapor STE line...

Don't admit the possibility that anyone currently living in the continental United States has any remote interest in the ST (including yourself, writing

that dispassionate, disinterested posting)...

Absolutely DO mention that Atari the corporation has no credibility left.
However, attribute this opinion to the entire computer market, rather
than being your own feelings.

Yeah... "Atari BOO HISS"... That's the productive way to spend the day!

:)

J P

963. "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 20:46:18 UTC
From: jshekhel@feds19.prime.com
Message-ID: <692@cvbnetPrime.COM>
Source record: 239552

In article <6764@vax1.acs.udel.EDU> don@vax1.udel.edu (Donald R Lloyd) writes:
>
> Not trying to start a flame war [...]
>
> DOS machines: ick. Unfortunately, they're cheap and popular, and
>will continue to be far into the future (ugh).
>

I'm not trying to start a flame war either, but why are PC's still called "DOS machines"? Why can't you face the fact that Intel-based PC's are no longer DOS machines, but rather "industry-standard personal computers" capable of running DOS as well as many other operating systems? You applaud Commodore for providing UNIX for the Amiga, so I assume you want to run UNIX on a personal computer. UNIX has been available for Intel (286/386/486) PC's for many years, with many versions available (Xenix, SysVR3, AIX, QNX), and more about to appear (SysVR4, BSD4.4, Mach). And still you loathe PC's.

OK, it's true that in their standard configuration, Intel-based PC's have pitiful sound capabilities when compared with Atari's ST/STE/TT and the Commodore Amiga.

As far as graphics is concerned, my $92 SuperVGA card provides better graphics than the upcoming TT -- 800x600 w/256 colors, 1024x768 w/16 colors -- with a 256K-color palette. A $200 SuperVGA card will do 1024x768 w/256 colors. Beyond that, of course, there are graphics controllers with dedicated coprocessors for those who feel the need.

That's the whole point I'm trying to make. When you buy a PC, you're getting the industry standard. That means you can tailor your PC to use ANY graphics standard, ANY disk interface standard, ANY peripheral interface standard, ANY network standard, etc., and at this point, it costs less to get a PC than a comparable Amiga or a TT.

Of course, you just may not like the Intel processor, or it may be something else about the current architecture of industry-standard computers that just doesn't agree with you. That's your opinion, and that's your right. But really, none of your animosity ("ugh", "ick", etc.) makes any sense.

Sorry to ramble like this; I'm just trying to understand.

-- Jerry

964. Complete Atari system for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 21:51:40 UTC
From: kellym@ether.UUCP
Message-ID: <1295@ether.UUCP>
Source record: 239555
Cross-posted to: comp.sys.atari.st,or.forsale

Posted for a friend...

For Sale: Atari Mega 2 ST
40 Meg Hard Disk
Atari 300 dpi Laser Printer
Specter GCR Mac Emulation Cartridge
PC Ditto IBM Emulator
3 1/2" and 5 1/4" drives

This system is loaded with Atari and Mac software. Documentation
included. With Adobe type font manager that allows direct postscript
printing of Mac documents on the Atari Laser printer. Paid Lots,
asking $3500 OBO, so let's make a deal.

reply to: Jennifer Chandos
(503) 241-1155 (day)
(503) 241-0433 (night)

965. Are there any PD sites with Neo or Degas pics out there?

Newsgroup: comp.sys.atari.st
Date: 1990-07-25 22:32:21 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1252@unicorn.WWU.EDU>
Source record: 239532

I've been playing with my NeoDesk v 2.0 program, and will soon be buying a hard drive. I plan on having NeoDesk boot up with a picture in the background (I usually don't put a picture in the background when booting off of my sole floppy; takes too much time)

Anyway, I was wondering if there are any sites having medium and high rez pictures out there. I've looked through terminator, and haven't found much there (unless I'm missing something in some subdirectory?....)

If anyone could send me a site with pd Neochrome or Degas pics in medium or high rez, I would be very grateful.

Thanx in advance,

Perry Pederson
n8742883@unicorn.WWU.EDU

966. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 00:27:04 UTC
From: stefan@yendor.UUCP
Message-ID: <13278@mcdphx.phx.mcd.mot.com>
Source record: 239535
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc

I'm just writing a set of prgs. that'll do that:
read, write atari st floppys on unix machines
Also included are utilities to show the bootsector, directory and fat.
What you need for it is basically a UNIX machine that has a 3 1/2 inch
floppydrive and is capable of formatting floppys for the PC/XT 3 1/2 inch
DS, 80 tracks, 9 sectors.

The programs are in a raw state, that means they are running,
but are not documented, not fully tested and will ocasionally dump core
when confronted with yet another new situation. AND I WILL
NOT GIVE OUT COPYS BEFORE I CONSIDER THEM READY FOR BETA TEST.
UNDER NO CIRCUMSTANCES.

I'm not sure how I will make them available (shareware ? public domain ?
freeware ?), but I'll decide the next couple of weeks.

The set should be ready in about one to two months (depending on how
often my wife lets me switch on power on my computer :-)).

Hope that helps

Stefan

stefan@phx.mcd.mot.com

967. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 01:58:01 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990Jul26.015801.15979@comp.vuw.ac.nz>
Source record: 239534

In article <comp.sys.atari.st/6267> daveh@cbmvax (Dave Haynie) writes:
>It may very well matter, if the difference between 68881 and 68882 matters
>to you. While they are pin compatible, there's an awfully good chance that
^^^^^^^^^^^^^^^^^^^
Awfully nil chance actually - if you had read the documentation you
would see it specifically states that the supplied 68881 _is_ socketed
for the stated reason of allowing for easy upgrade to 68882.

>the TT will have a surface mounted 6888x. Which is all but impossible to
>replace with a different chip, unless you have specialized equipment. By
>the way, the 16MHz A3000s are also using the 16MHz 68881 at present, and it
>is surface mounted. I don't know which FPU is in the 15.8MHz Mac IIcx, but
^^^^^^^^^^^^^^^^^^
Oh dear, that's too bad.

>it is also surface mounted.
^^^^^^^^^^^^^^^^^^^
Tough luck all round then.

>If you're paying anywhere _near_ $100 for a 16MHz '881 or '882, you might
>consider changing your store. I would imagine that Motorola isn't making
>many '881s these days, and I did hear that '882s are much easier to make
>than '881s in speeds of 25MHz on up.

Well under $100 eh? Well that will make for a cheap TT upgrade for
those who want it.

>Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"

I am inclined to agree that while I don't have a TT under my
finger-tips, this discussion it pretty hyperthetical.

However, as far as NZ goes - the TT's are apparantly on the ship and
days away from the store. Yet there is still _no_ sign of the A3000...

Aaron.
--

/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

968. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 02:14:25 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jul25221425@ceawlin.cs.odu.edu>
Source record: 239536
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc

>My solution to this problem is that I have written small ST programs to
>convert to/from floppies made on unix by "tar cfv /dev/floppy ."
>into ST disks.

Well, the patches posted a while ago didn't help me...

For me, at least, Mtools STILL creates corrupted disks...

I would appreciate a version of Mtools that actually works!
(Wanna send me a tar of YOUR version that actually WORKS?)

Or, even this program would be helpful...

Thanks!

969. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 02:32:48 UTC
From: a23@mindlink.UUCP
Message-ID: <2634@mindlink.UUCP>
Source record: 239533

You wrote:

> However, as far as NZ goes - the TT's are apparantly on the ship and
> days away from the store. Yet there is still _no_ sign of the A3000...

Hmm, perhaps you could tell that to the ten people I know who have bought
A3000's last month and have them at home!

Just because the A3000 hasn't made it to the shores of New Zealand doesn't mean
that it's vaporware; it is in stores and available now in other parts of the
world--like Canada and the US.

--
// /// CIS: 73200,3117 | Clyde Wells for
\X/oel ///urray Usenet: a23@mindlink.UUCP | Prime Minister!

970. NOTE: A Message to James Hand

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 03:06:21 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <2370@naucse.cse.nau.edu>
Source record: 239537

A friend of mine (and mutual ST-user) asked me to send him a message via
the Newsgroup because his site's mail system is kaput. My apologies to
all.

(Hit 'n' now...)

James,

Well, here is the message you requested. Try 'R'eplying directly to see
if we can get linked back up.

Regards,

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

971. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 03:35:34 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul26.033534.19619@cunixf.cc.columbia.edu>
Source record: 239540

In article <3149@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>thought, or (more likely) our problems are just too weird. Maybe it's
>about time to take Ken Badertscher's advice of last year, spread out the

Ken who? I can't remember the last time he posted. Does he still work
for Atari???

>chicken blood and dance round the machine. Come to think of it, the
>problem he suggested that as an answer to (a variant of the 'phantom
>typist') hasn't gone away yet either.

:-)

>
>I'd better stop before I get too firmly into Chris Mauritz mode. :-)

Hehe, I'm touched. :-) BTW, do you know any good mail order places
that deal in chicken blood? :-)

>
>Graham

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------
```

972. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 03:43:24 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Jul26.034324.20293@cunixf.cc.columbia.edu>
Source record: 239539

In article <1990Jul26.015801.15979@comp.vuw.ac.nz> Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:

>
> Well under $100 eh? Well that will make for a cheap TT upgrade for
> those who want it.

I don't know if you can use that sort of rational logic when dealing with our favorite company. One must only be reminded that 6 EPROMS (masked ROMS are even cheaper) to hold the TOS 1.4 OS "upgrade" cost about $40. Isn't Atari selling the chips for $100 and then you have to PAY someone else to install them? If you use Atari logic on the 68882 cost schedule, you'll see that the price may be a little higher than you'd imagined.

I know...I know...a few whippersnappers are going to say you can install the things yourself and save on the installation costs. I don't think this can be expected of the typical computer user so I'm assuming he/she would bring the unit in to the local Maytag repairman to get the work done. :-)

> However, as far as NZ goes - the TT's are apparantly on the ship and
> days away from the store. Yet there is still _no_ sign of the A3000...

That is odd. There are plenty for sale here.

>
>Aaron.
>--
>____
>/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
>|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
>__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

973. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 03:55:41 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Jul26.035541.3708@cbnewsh.att.com>
Source record: 239542

In article <3149@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
...[deleted stuff]...
>
>What worries me more is that I got only one offsite reply to a previous
>query about problems with our Mega/HD/Laser systems. (Thanks, Robin of
>Galadriel.) Either there are fewer knowledgeable people around than I
>thought, or (more likely) our problems are just too weird.

I have noticed what might be a third possibility: fewer people seem to
be posting to this newsgroup than in the past. I've been following this
newsgroup off and on for the last 4 years (ever since I bought my 1040ST
in 1986.) Back then, it seemed that there were never less than 50 new
messages each time I logged in (on a daily basis)...there were usually
quite a few more messages in c.s.a.s than there were in the Amiga
newsgroup (admittedly, a contributing factor being frequent posts by
Amiga users preaching the virtues of the Amiga vs. the vices of the ST :-)

These days, there is more traffic in the Amiga group (and even more
in comp.windows.x :-) than there is here. What's more, there tend to
be more technical "discussions" (ie. question-answer posts) in other
newsgroups.

So what's my point? I don't know. There seems to be a relationship
between the success of a product and the number of postings in the
newsgroup relating to that product. I do not think Atari Corp. is in
trouble (what do you expect me to say - I own lots of Atari shares ;-(
but I do think that the ST line is closing in on obsolescence. What
is going to keep Atari alive, in the near future, are continuing sales
in Europe and Lynx/Portfolio/whatever else Atari sells here in the US.

In the long term...I don't know. Atari had a great chance to be a big
player when it initially developed (well, Perihelion, I guess) the
Abaq/ATW/Transputer. The machine, for which I had seen some initial
specs in 1987(?) was great for its time. Had Atari managed to market/produce
this machine on a grand scale, I believe Atari could have broken into
the very lucrative workstation market. Now, it is 1990 and we're waiting
for the TT to appear - a machine that is in EVERY WAY inferior to the
1987 ATW (from the specs I've seen on the net.) Not only that, some would
argue that the TT is in some ways inferior to any ole' '386 clone with
Super VGA and large capacity hard-disk......but I don't BLAME Atari
for having chosen the path they did. It is always easy to look at a
situation in retrospect and say "you should've done this and this and this..."
I'm sure Atari Corp. (or at least the Tramiels) had their reasons. If
personal greed or short-term profits were among them, even that would be
excusable - after all, we live in a capitalist society.

On a different subject....
Personally, I'm a Sun Sparcstation convert. Can't afford one (yet), but
if I had $10,000, that would be the machine to get. No PCs provide as much
hardware _and_ software (operating system and development tools) for the
money ('486s and the Mac IIfx don't even come close)...and for a bonus,
you get a product that is supported not only by a reputable company
but by nearly every major university in the country :-)

Well, I've rambled on for long enough. 12:30 is close at hand and I don't
want to miss Dave's Top 10 :-)

Tom

--
+-----------------------------------+ "Stupid" questions are better than
| Tom Wolf | (201) 949-2079 | no questions at all. No answer is
| Bell Labs, NJ | wolf@spanky.att.com | better than a stupid one.
+-----------------------------------+

974. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 04:51:14 UTC
From: chu@acsu.buffalo.edu
Message-ID: <31529@eerie.acsu.Buffalo.EDU>
Source record: 239538

In article <1990Jul26.034324.20293@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>I don't know if you can use that sort of rational logic when dealing
>with our favorite company. One must only be reminded that 6 EPROMS
>(masked ROMS are even cheaper) to hold the TOS 1.4 OS "upgrade"
>cost about $40. Isn't Atari selling the chips for $100 and then
>you have to PAY someone else to install them? If you use Atari
>logic on the 68882 cost schedule, you'll see that the price may
>be a little higher than you'd imagined.

Whippersnapper speaking here:

1.) I thought $100 included installation of TOS 1.4 if you wanted it.

2.) Who said you had to buy the co-processor from Atari? Look in your _Computer Shopper_, find a place that sells it for under $100, buy it, unsocket the 68881 and put the 68882 in the socket.

(Or you could goto your local Maytag repairman and get it done. But I thought nobody ever visited the Maytag repairman :-)

john
chu@autarch.acsu.buffalo.edu

975. Re: Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 08:07:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32101@cup.portal.com>
Source record: 239553

Colas Nahaboo says:
>As soon as FTL and Bullfrog, the last good quality companies that develop
>first on ST/Amiga before PCs will develop first for PCs, my ST will have the
>same fate as my good old appleII, yet you see a lot of odball applications
>on the appleII still today :)

Dunno about Bullfrog, but FTL is ready to release Dungeon Master on the IBM PC this Fall/Xmas, with a FREE DAC converter plug to give high-quality sound, and a Mac version of Dungeon Master is close...

So what, you say...? Lots of companies port their software to other machines.. Well, FTL is going to be developing *NEW* products exclusively on the Mac...

They like the ST, but what are you going to do when the "parent" company of the hardware jerks the market around..

For me, this means I have to buy a Macintosh if I want to develop new games with them, and contrary to what the cheerleaders around here think, I like my ST better than anything else I've ever used... but "business is business"

BobR

976. Re: Time for a New Computer: Should it be an Atari ST? (long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 08:15:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32102@cup.portal.com>
Source record: 239554

John Pietrzak finishes with:
>Yeah... "Atari BOO HISS"... That's the productive way to spend the day!

Nope... a productive day is writing a hintbook on my Atari ST which will be sold to the uncounted millions of IBM and Mac computer owners..

It's not their fault they bought the wrong computer system, but Atari Corp didn't a goddammed thing to help them know the error of their ways, but since they're stuck with inferior systems, we Atari owners need to help them in any way we can...

Do *YOU* feel comfortable lying to someone, and telling them that everything in the Atari universe is just rosy...?

BobR

977. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 08:33:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32103@cup.portal.com>
Source record: 239551

At the risk of exceeding my allotted number of replies in the Atari
universe, Greg Lindhal says:

>>Documentation such as "Hitchhikers Guide to the BIOS", S.A.L.A.D. and
>>all the other info mentioned is available... IF... you join the
>>"fraternity" of Atari developers...

>All the information in these documents is also available from 3rd
>party documentation.

Golly.. if you know anyone pirating this exclusive "non-disclosure" Atari
information, you'd better turn them in to John Townsend at Atari..

John and Allan have been pretty specific that Atari doesn't tolerate
anyone distributing their "proprietary" information...

Not unless you *buy* their info, that is...

As far as my "professional opinion" on documentation, I have most of the
Abacus series of books (have you noticed how virtually NO bookstores carry
these Atari books anymore, Greg? They must allll be Atari Bashers.. eh?)

I also have Mark Williams C, which is pretty well recognized as being better
documentation than most of what Atari Corp puts out.. but.. .Mark Williams
has announced that they're not going to waste any more of their time on
a backwater market like Atari...

My software company used to support the Atari 8-bit computer.. any
particular reason I should continue to lose money supporting the ST..?
Does your *personally owned* company support the ST...?

Ask Jim Allen of FaST Technologies, or Frank Cohen of Regent Software,
or Mark Sloatman of Practical Peripherials, or... (you get the idea..?)

It's hard to feed your family on the *promises* of Atari Corp...

(How about you.., eh, Greg..? You have to feed yourself on the vapor
put out by Atari Corp..? I thought not...)

Try living in the REAL world of Atari Computers for a while... you'll
find it's not as much fun as posting "Rah Rah Atari" messages on UseNet..

BobR

978. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 09:02:02 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3034@medusa.informatik.uni-erlangen.de>
Source record: 239543

Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:
> However, as far as NZ goes - the TT's are apparantly on the ship and
> days away from the store. Yet there is still _no_ sign of the A3000...
Awfully wrong. The Amiga 3000 ships since end of June, even here in
Germany. The TT won't ship before September because the 32 MHz version
will be on display first at the Duesseldorf ATARI fair, August, 24-26.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

979. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 09:19:05 UTC
From: hugo@gmdtub.UUCP
Message-ID: <215@gmdtub.UUCP>
Source record: 239547
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc

In article <8523@mirsa.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
>My solution to this problem is that I have written small ST programs to
>convert to/from floppies made on unix by "tar cfv /dev/floppy ."
>into ST disks.
>
>They have no docs, but I could be persuaded to post them if there is enough
>interest.
>
>Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
>colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
>INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

Please submit these utils either to c.[s,b].a.s or to terminator and post
info about your submission here.

Many ThanX,

HuGo

-------- ONLY USE addresses below, nothing from the News-Header !!! ----------
Stefan Rughoeft is HuGo, hugo or just hug and can be reached through:
X.400: <S=rughoeft,OU=fokus,OU=berlin,P=gmd,A=dbp,C=de>
RFC822: rughoeft@fokus.berlin.gmd.dbp.de
UUCP: [[...!uunet]!mcsun]!unido!fokus.berlin.gmd.dbp.de!rughoeft
Snail@work: GMD-FOKUS,Hardenbergplatz 2,D-1000 Berlin 12,T.++49-30-25499-248

980. Re: Warhead

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 12:48:54 UTC
From: jmt@legend.cma.fr
Message-ID: <8531@mirsa.inria.fr>
Source record: 239544

>The mission is the one that takes place around Earth - I just cannot
>get the Berzerker to bugg*r off! It destroys the Earth every time I
>try to get rid of it, and thus I get the end-of-game message.

You just cannot win this mission. You have to win the previous one, that is,
make the Berzeker "flee" after saying something like "you have annoyed
me, I shall
pursue you". If the base call you back, you have lost.
To "win", you have to hit it fast and hard, expending all your weapons soon.
To destroy it, you will have to find something else, however. That's for
another
mission.

==
Jean-Marc Tanzi | Billions of years to make oil and forests,
jmt@cma.cma.fr | a century to burn them. Mankind versus Nature: 100000 to 1.
| Will Mankind find a tougher planetary opponent?

981. TeX 3.0/LaTeX for Atari ST sought

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 12:53:33 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Jul26.125333.11879@pmsmam.uucp>
Source record: 239545
Cross-posted to: comp.text.tex,comp.sys.atari.st

Does anyone know where I can obtain a 'complete' TeX/LaTeX (based on TeX 3.0)
for the Atari ST? By complete I mean:
* TeX 3.0
* LaTeX
* BIBTeX
* DVI for Seikosha SL80AI 24-pin dot-matrix (Epson LQ-800 clone)
* Monochrome DVI previewer
* Metafont
* Appropriate fonts
* DVI2PS (latest)
* PS fonts (?)

I don't want much, do I :-)

My preference is for 3.0 but ....

I would happily pay a REASONABLE price to someone for DS floppies as opposed
to having to obtain the stuff by networking but I can handle anonymous UUCP
(Telebit T2500 on this end) and could get a friend to FTP off an Internet
archive (but only if I absolutely HAVE to).

Please respond by e-mail since I don't read this group often.

Sorry if this falls under the 'Frequently Asked Questions' category. In
any event, THANKS for taking the time to read this!!!!!
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I don't speak for Ford - the PR department does that!

Any attempt at wit is liable to offend _somebody_!

982. stevie

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 12:59:00 UTC
From: woju@mist.UUCP
Message-ID: <0817898@mist.UUCP>
Source record: 239546

I encountered a problem with the 'stevie' editor:
when loading a big file eg:stevie.doc the stevie won't react on
curser key hits properly.
Does someone has encountered this bug/problem too, or knows how to
remove that bug..

Greetings
Wolfgang

--

#===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
#===#

983. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 13:26:28 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jul26092628@oswy.cs.odu.edu>
Source record: 239557

>Hehe, I'm touched. :-) BTW, do you know any good mail order places
>that deal in chicken blood? :-)

What? Mail order?

Just check out your local neighborhood Atari dealer...

[Uh oh, I shouldn't hsaid that, should I?]

>Cheers,
Another joke? Chris, you're so funny.

984. Atari software/accessory dealer

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 13:53:53 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul26.135353.18176@chinet.chi.il.us>
Source record: 239548

Yesterday I listed the Atari-ST-oriented dealers in the Chicago area. My friend Gerry Feid will be upset if I don't mention that his business is called CSA Ltd.

I also forgot to mention at least one more 'sorta' Atari dealer. Roselle Music hosts meetings of a MIDI interest group, and can order STs through one of the regular dealers.
Steve J.

985. Re: STe memory

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 13:56:13 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <546@ozz.oasis.icl.stc.co.uk>
Source record: 239549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

Thanks again for the response about the memory in an STe. The conclusion reached was that if you had 2.5meg with the 2 1meg chips in the high priority slots, then you could boot with simmfix to get a 2.5meg machine. If you booted without simmfix, the STe would think there was 4meg available. This would cause big problems because the video memory is always allocated from the high end of RAM. I was thinking about this last night and came up with a possible solution: If you had the 2 1/4meg chips in the high priority slots and booted without simmfix, then the STe would think there was 1meg available, which is ample for all the autobooting software I can think of. Booting with simmfix would still give 2.5meg. What I would like to know is, would this method work? I can see two possible problems:

1. The STe would be trying to access the two 1meg chips thinking that they were 1/4meg chips - what would happen?

2. Does it matter what order the chips are in for simmfix to work?

Any response on this would be much appreciated, preferably by mail since the news is very slow getting here. Could some kind soul also mail me a copy of simmfix, since it doesn't appear to be at terminator. Oh, sorry, its called something else now isn't it. Shame, I thought Terminator was quite cute :-)

Thanks alot

Steve

986. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 14:08:28 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.649001308.cmm1@cunixa.cc.columbia.edu>
Source record: 239550

```
Newsgroups: comp.sys.atari.st
Subject: Re: Time for a New Computer: Should it be an Atari ST?
Summary:
Expires:
References: <13836@shlump.nac.dec.com> <32058@cup.portal.com>
<1990Jul25.185054.1847@chinet.chi.il.us>
Sender:
Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
Followup-To:
Distribution:
Organization: Columbia University
Keywords: Dealers numbers

In article <1990Jul25.185054.1847@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs)
writes:
>In article <32058@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Wow... Atari Cheerleaders to the rescue...!
>>
>>Convince this poor slob to spend his money on the Atari Myth...
>>
>>Gloss over the fact that there are fewer than 50 active Atari dealers
>>in the entire U.S.of A... so he can forget local support unless he's
>>lucky enough to live near one of the surviving Atari dealers..
>>
>Ok, I'm not sure I like being called an Atari cheerleader, but I still think
>the Atari ST is a decent choice for a home computer. And that's based very
>firmly on what can be bought today. NO allowances for what's promised. But
>that's not the main issue here.
>
>I live in the Chicago area. We have, as Atari dealers, Computer Cellar, two
>branches of Software Plus, a couple of 'sorta' atari dealers (Mars Merchandising
>and Computer Grove) and one more I never remember the name of. A game store,
>'Gamers Paradise' can special order Atari Stuff. At least 4 other operations-
>Apple Annie (I kid you not), Kolputer Systems, F&D and(please forgive me if
>you're reading this, Gerry--I forget the name of your business) handle Atari
>software and accessories. And I am absolutely certain this list isn't
>complete. Makes me wonder if Atari dealers are all THAT scarce.

Well, I live in the largest city in these here United States. :-) As far
as I can tell, ST software is significantly harder to find now in NYC than
it was when I bought my ST a few years ago. I can only think of one or
two places that have any decent selection of titles. The exception is, of
course, MIDI software. Several large music stores have STs displayed and
have a decent amount of MIDI titles in stock.
```

The only seller of ST's that comes to mind other than the music stores is
J&R Music World, a big mail order outfit with a showroom near Wall St.
However, the ST's on display have been broken for ages. I don't think I've
seen them turned on in months and I don't ever recall seeing mice attached
so that a customer could try it out. Not that it matters, since they are
in a rather dark corner behind a brighly lit and active Amiga display.

If this is the kind of marketing we can look forward to in a major
city like New York....draw your own conclusions.

>
>Now it happens that I know megabyte (the fella who asked the original question).
>He lives in the DC area. Anyone read 'Current Notes'? I don't think he'll
>be hurting for local support if he picks an ST.

Yep, I've heard there is a very active user group base in that area and a few
stores that deal in ST wares as well.

>
> Steve J.

Cheers,

Chris

p.s. Stock doom to come soon...as per Greg Lindahl's request. :-)

------------------------------+--------------------------
Chris Mauritz |Donde hay una cerveza
cmm1@cunixa.cc.columbia.edu |hay un plan.
(c)All rights reserved. |
Send flames to /dev/null |El Guerrero Aereo es el rey!
------------------------------+--------------------------

987. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 14:40:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4bd28747.20b6d@apollo.HP.COM>
Source record: 239556

In article <1990Jul26.015801.15979@comp.vuw.ac.nz> Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:
>In article <comp.sys.atari.st/6267> daveh@cbmvax (Dave Haynie) writes:
>>It may very well matter, if the difference between 68881 and 68882 matters
>>to you. While they are pin compatible, there's an awfully good chance that
> ^^^^^^^^^^^^^^^^^^
> Awfully nil chance actually - if you had read the documentation you
> would see it specifically states that the supplied 68881 _is_ socketed
> for the stated reason of allowing for easy upgrade to 68882.
>
>>If you're paying anywhere _near_ $100 for a 16MHz '881 or '882, you might
>>consider changing your store. I would imagine that Motorola isn't making
>>many '881s these days, and I did hear that '882s are much easier to make
>>than '881s in speeds of 25MHz on up.
>
> Well under $100 eh? Well that will make for a cheap TT upgrade for
> those who want it.

Assuming the specs yoiu've read are correct, and the TT really has a socket. Assuming Atari doesn't go to surface-mounting in Rev N+1 of the motherboard to save 25 cents per box. Assuming the TT ever ships. Assuming, assuming, assuming -- we're all assuming much about the TT. The A3000 is a bit more assumption-free; it actually exists.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

988. Re: Startgem, Replay

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 15:40:13 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <594@accucx.cc.ruu.nl>
Source record: 239558

You *DON'T* need StartGem on the STe, since the STe has TOS 1.6,
which can autolaunch GEM-applications itself.

"Talking about Math can almost be as satisfying as the real thing,
and not half so risky."
cf. 'The Bluffer's Guide to Bluffing'

989. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 15:42:02 UTC
From: windy@beauty.informatik.rwth-aachen.de
Message-ID: <3160@rwthinf.UUCP>
Source record: 239559

Some of us don't take the attitude "Why make life easy when IBM can make it
almost imposible for you?" I would rather have an Atari st TT or amiga than the
PC compataible I have to suffer at home at the moment (though now with minix).

Intel tried to do too much before they new for certain what was usefull and
what was not, hence brain dammage such as 64k segments, lack of interrupt requests etc.
The 68000 series, amongst other processor series, does not suffer from such handicaps,
as Motorola thought before burning a design into silicon. I use 68030 unix at
work, minix or os9 at home (on a friends atari 520). If I had the cash I
would have a TT (in a more practical box, of course)

Andrew Miller

---
email: windy@strange.informatik.rwth-aachen.de
snail: Ruetscherstr 165 D-5100 Aachen
voice: 0049 (0)241 894-355

990. Signal-to-noise ratio of comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 16:48:22 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <4040@rodan.acs.syr.edu>
Source record: 239560

Look,

- We all know that Atari's U.S. marketing has lots-o-room for improvement.
- We all know that the "A3000 is shipping now, but the TT is vaporware."
- We all know how difficult it is to get techical docs on the Atari.
- We all know Atari stocks could be doing better.

Do we have to post about all of these things multiple times on a daily basis? Anyone who hates Atari machines and Atari Corp. or just wants to flame should look up the usage of the 'u' key and then use it, you WON'T be missed. People that use this newsgroup do so to discuss how to better utilize their Atari computers, not to participate in flame wars. If you've have a rough childhood and feel the need to spew negative filth on everyone, try alt.flame.

---jb

"Always look on the bright side of life -
doo-dooo do-do do-do dooo-dooo" - Brian

991. Re: I want to get a SIMM upgrade for my 520ST ...

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 17:03:53 UTC
From: stevec@wren.inmos.co.uk
Message-ID: <8839@ganymede.inmos.co.uk>
Source record: 239561

In article <90205.143820ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
>I haven't got the ad with me at the moment, so I cant remember all the
>details, but Evesham Micros (in the UK) do one. The adverrtisment I
>saw quoted 200 pounds for a fully populated 2.5 meg upgrade, or (I
>think) 50 pounds for the unpopulated board. It will work with any ST,
>will go up to 4 meg, and is, apparrently, a solderless upgrade.
>Hope thats some Hellp (arghh, why does this keyboard repeat some
>characters on me?)
>
>Kev.

I rang Evesham Micros up a few days ago about this memory board, and was
told that it would be available in "two to three weeks".
The price I saw quoted for the unpopulated board was 60 pounds, and for the
fuly-populated (4 meg) board 340 pounds.

Stephen Clarke INMOS Ltd, Bristol | EMail(UK) ukc!inmos!stevec
The opinions above are my personal | or stevec@inmos.co.uk
views and do not reflect INMOS policy. | Internet: stevec@inmos.com

992. No computer is perfect!

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 17:41:46 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul26.174146.14067@msuinfo.cl.msu.edu>
Source record: 239562

OK, here's the bottom line on the flame war. IT IS EXPENSIVE! E-mail
is cheaper and quicker.
1.) I want to know about Atari (this is an example).
2.) I post to c.s.atari.st asking for e-mail responses.
3.) You e-mail to me and don't waste lots of money that isn't yours...
4.) Anyone else who wants the info at around the same time I do send
me e-mail and I reply by e-mail.
[NOTE: If have absolutely no idea what kind of computer to look at, I
ask for a short summary of each computer from the propernews-group
andcarry off into e-mail.

All the computers being bashed in this war EXIST. Stop bashing them
and make things happen for them.

If you feel the childish need to flame me on this, I'll just delete
you e-mail message...
--
~~~~~~~~~~~~~~~~~~~~ ARMAGGEDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~~~~~ "Relax! It's only the end of the world." ~~~~~~~~~~~~~~~~~~

993. Z80 cross assembler

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 17:55:43 UTC
From: zafiris@motcid.UUCP
Message-ID: <4323@navy16.UUCP>
Source record: 239563

Does anybody know of a Z80 cross assembler that runs on an ST?
I know It can be done via an emulator (CPM or MSDOS) but is one
available that runs on the native machine?

Thanks for any info... ...John

994. Turbo C++: end of rumor. (Sorry!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 18:00:08 UTC
From: rob@baloo.eng.ohio-state.edu
Message-ID: <5382@quanta>
Source record: 239564

A couple of days ago I posted a message concerning a story I had from my parents who were ordering TC 2.0 for me. The story was that TC 3.0 should be shipping in a matter of weeks.

As it turns out, this is only true if you have a PC (as opposed to an ST). It was a case of not-very-computer-literate parents talking to a sales rep who assumed that `delayed 2.0 delivery' just _had_ to mean PC without bothering to check the license number. As a matter of fact, the 2.0 upgrade must already have been in the mail when this conversation took place...

Sorry for starting bad rumors.
SR
---

995. Re: Transputer Workstation for sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 18:23:38 UTC
From: mlake@irscscm.UUCP
Message-ID: <1990Jul26.182338.3721@irscscm.UUCP>
Source record: 239565

In article <assen.648825751@altair> assen@altair.informatik.uni-kl.de (Holger Assenmacher (F. Mattern)) writes:
>Hello to all possible buyers ;-)
>
>I intend to sell my Atari Transputer Workstation ATW 800 Issue 4
>because now I have enough Transputers to work with in
>a parsytec MultiCluster at University of Kaiserslautern.
>
[specs deleted]
>Price:
>14,950 Deutsche Mark (West)
>(I'm authorized to declare 14% German Umsatzsteuer tax, so
>DM 13114.04 effective costs for YOU.)
>

Hmm ..... how much is that in US monies?

Marshall

996. Re: Time for a New Computer

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 18:49:42 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440126@hplsla.HP.COM>
Source record: 239566

Re: Time for a New Computer...

I myself, was wondering whether it was time to bail on Atari and get something different. The one and only reason for this concern was future compatibility. Some day I'll want new hardware, and when that day comes, what will I do with my data bases, drawings, documents, etc???? You see, I'm not a member of the program-a-month club: I don't need new/wizzy programs every week to keep me happy. I do need solid applications with a guaranteed future.

After some rational thought, I find the Atari still satisfies, for the programs I need. Here's a list:

* For drawing technical diagrams and construction plans, I use EasyDraw by Migraph. It's a great program, I really like it! Migraph is porting EasyDraw to the PC. I suspect it will be ported to the Mac someday as well. I also guess that TouchUp will not be far behind. BTW, an update for the Atari is in the works, according to Migraph's last newsletter.

* As I recently posted, I am starting to use SuperBase Personal II. It seems to be a fine database (still learning it) and it's available for the PC, the Mac, and the Amiga! It is also capable of many import/export formats, including dBase and Lotus.

* For spreadsheets, I use LDW Power. It is compatible with Lotus and I have ported spreadsheets back and forth between a PC and my Atari with minimal pain. When used in conjunction with Turbo ST 1.8, LDW is quite snappy!

* For word processing, well, I still use First Word Plus. I don't think is compatible with anything else, but I can always reduce a FWP doc to an ASCII file. I plan to get WordPerfect sometime soon, as I understand they support other the Atari well and the program is available on the PC.

That's it for my applications. Everything I'm interested has good upgrade potential to other platforms. No need to panic and change computers; I'm covered! PS: these applications cost me considerably less than equivalents on the PC or Mac would have!

As for games: I'm not a big gamer, but I have fun with Flight Simulator II and Dungeon Master. If I ever finish DM, There's Chaos Strikes Back :-). I dunno, I don't have an insatiable appetite for new games and it seems to me that anyone but the most avid gamer can keep busy for a long time with existing titles.

Then, there's ease of use. I find that Neodesk, UIS III, and G+Plus (all accelerated by Turbo ST) make for a GREAT user environment. After using a UNIX machine all day long at work, this is a very refreshing environment!

These utilities continue to receive solid support.

And hey, by the way: I also find that Mark Williams C is a decent C-compiler, especially when teamed with Gulam and Micro-Emacs 1.10. The MWC docs are good enough so I can putz around without becoming a developer. I intend to get GCC one of these days and give it a whirl.

Not to mention that there's some decent telecomm programs (Interlink for one) and back-up utilities (DiamondBack for one).

Jeez, I have more stuff on my Atari than I have time to use.

These are my personal opinions. I'm not connected with any of the companies or productds mentioned, other than being a satisfied customer!

Andy Cassino

997. my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 20:13:46 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1921@gmuvax2.gmu.edu>
Source record: 239567

Well, sorry to bother you all with this, but seeing as this is the only group I read that is really relevant to this...

I've been spending a LOT of time working with the computers here at school and at home (1040ST :) , and my eyes are killing me! What could be causing this, and how could I correct it?

I don't think I need glasses, because I can see fine (nothing blurry when I focus), however I sometimes have difficulty actually moving my eyes so I can focus--I have to actively concentrate on focusing! Ugg! also, my eyes tend to ache chronically. I've developed a few, mild headaches, which feel like motion sickness headaches.

Has anyone else had such problems? Should I go to my doctor, or is this some common affliction, which is easily correctable? A friend of mine said that it could be caused by beta-rays from the monitors...sounds like a distinct possibility to me. Anyone? Help?

-Steve Coile

998. Re: (yet again..) "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 21:04:16 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1257@unicorn.WWU.EDU>
Source record: 239568

Since people are haggling back and forth comparing different computers
to each other, I think I'll flame my 2 bits here....

I bought a 1040ST three years ago with the full knowledge that
it would be "obsolete" sooner or later by other people's standards.
My friends all have Macs, and I've recieved nothing but criticism from
them for buying a "game machine" and all I hear is Mac propoganda and
how stupid I was to buy an obsolete machine.

I keep pointing out to my friends that a machine isn't
obsolete until it can't do what you want it to do-- it doesn't matter
(to me) if there is a machine that is faster, a machine with more
colors, more pixels/inch, more sounds, better CPU, more companies
spewing out software, etc. etc.

My computer is used for programming in modula-2, C, and LISP.
I do a lot of telecommunicating to the mainframe at my university, and
I have two word processors which suit my needs perfectly. Of course,
I play games on my computer as well. I could do the exact same thing
with a Mac, or an IBM, or an Apple II, for that matter. As long as
the computer does all that I want it to, it's not obsolete. My
friends feel that a bigger-faster-more-memory-and-graphics-machine
makes any machine with lesser abilities totally obsolete, which is an
underlying attitude that I feel coming from some people who are
complaining about how awful Ataris are. I don't care much about the
STe, or any other computer for that matter because I am satisfied with
the system that I have and what I can do with it. The moment I am
dissatisfied, I'll start looking to buy a new computer.....

Well, time to get off this soapbox here. Just wanted to use
the 1st amendment to spout off my feelings on this whole matter....

P.S. If anyone wants to sell a mono monotor, drop me a line!

Perry Pederson n8742883@unicorn.WWU.EDU

999. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 22:06:08 UTC
From: soh@shiva.trl.oz
Message-ID: <1956@trlluna.trl.oz>
Source record: 239569
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,aus.computers.amiga

colas@avahi.inria.fr (Colas Nahaboo) writes:

[... reply to question on upgrade from CoCo3 to Atari ST ...]

>In my opinion, get a taiwanese 386 PC VGA compatible. That's the route I will
>follow as soon as they will cost less than the price I payed my first ST,
>about $1500 (now you have a 286 for this price). I had STs for the past three
>years, enjoyed them, but their time is counted... The amiga may survive since
>it has a credible successor with the A3000, but it is much more expensive than
>PC-compatibles for non professional graphic uses.

Speaking from Melbourne, Commodore dealers have reduced the price of
a 68020 upgrade for the Amiga 2000 by as much as a third in
anticipation of the Amiga 3000. It is now possible to get an Amiga
with as much grunt as a 386 VGA machine with windowing software.
(NO! No wars here! If you want to dissuade me, send email!)

As an aside: have you noticed that when people compare IBM-clones
with either the Atari ST or Amigas, they thoughtfully neglect to
mention how much it costs to get a mouse, windowing software, a fast
graphics card, an operating system that multitasks, and enough memory
to get it working? My impression is that buying a IBM-clone with all
the add-ons and legitimate software would cost more than an
equivalent Amiga or ST.

Second aside: I read a rather biased article in some so-called
professional magazine (it was so biased I forgot the title) about
animation on the Apple Mac. It started with the writer wondering why
the Mac couldn't do colour animation like the Amigas, and ended with
a recommendation to buy a 24-bit colour card for the Mac II. That
writer (again, thoughtfully) forgot to mention how much such a colour
card would cost, and concluded by saying that Mac users now had the
same opportunities as Amiga users in doing animation.

Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, Australia

1000. Re: Time for a New Computer: Should it be an Atari ST? (long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-26 23:57:49 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Jul26.235749.11235@sisd.kodak.com>
Source record: 239570

In article <1990Jul25.195625.18597@usenet.ins.cwru.edu> pietrzak@skybridge.SCL.CWRU.Edu (John Pietrzak) writes:
>In article <32058@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Wow... Atari Cheerleaders to the rescue...!
>>
>>Convince this poor slob to spend his money on the Atari Myth...
>>
>
>Convince this poor inquisitive fellow that Atari computers are worthless...
>
>Ignore the possibility that any local dealer exists near this person (I have
>three near me)... Don't even mention the availabilty of mail order...

I have one, half-heartedly, mail order is rapidly decreasing. FACT: call em'

>Forget the many useful programs already available for desktop publishing,
>programming, word processing... Go ahead and lump all the current software
>publishers in the ST market into the "minor company" category...

I can think of ONE good WP (the PC? 20+), as for DTP, well, I think Ready Set Go (whome by the way purged the ST version early in development) makes most any I've encountered look silly.

>Brainwash him with tales of vaporous products never seeing the light of day...
>Ignore the fact that his original query dealt with the 1040 ST, a solid
>product for several years, being replaced now with the non-vapor STE line...

Solid? Depends, I dont drop computers. Vaporous products? We all know that tale all to well thank you.

>Don't admit the possibility that anyone currently living in the continental
>United States has any remote interest in the ST (including yourself, writing
>that dispassionate, disinterested posting)...

You hit it exact... Remote. Increasingly so.

>Absolutely DO mention that Atari the corporation has no credibility left.
>However, attribute this opinion to the entire computer market, rather
>than being your own feelings.

How true. I developed on the ST from day one. My mis-fortune. And, literally mean fortune. Least $$$ I've ever made w/ a machine, includin' the TRS-80 model 1. Bad software Maybe? No, try Deskcart! (rated as the best add on product for the ST on multiple occasions in multiple publications). Sad indeed.. I wont say what I made on Deskcart!, it's embaressin'. Nuff' to say a pal wrote a text editor (2nd program he EVER wrote) on a PC clone at made more shareware than I did commercially. (sad!). The credibility is gone

(in my mind and computerdom). Another program I wrote, PRINT-IT! never went
to market, and, in alpha/beta testing was on pirate BBS's. I'm impressed!
I made $0.00 on that one, as, after this happened it was decided that
an estimated 40-50% of ST users had it already. This is where I DROPPED
the ST (I still have my machine though, could'nt get nuff' $$$ sellin' it).
The bottom line of the whole mish-mosh is should we again buy atari?
I sure won't, The PC's are more powerful/affordable/supportable/expandable
installable/workable/useable/available/fixable/likeable.

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a
simple and complete disclaimer?

1001. Re: Time for a New Computer: Should it be an Atari ST? (long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 00:09:36 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Jul27.000936.12958@sisd.kodak.com>
Source record: 239571

In article <32102@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Pietrzak finishes with:
>>Yeah... "Atari BOO HISS"... That's the productive way to spend the day!
>
>Nope... a productive day is writing a hintbook on my Atari ST which will
>be sold to the uncounted millions of IBM and Mac computer owners..
>
>It's not their fault they bought the wrong computer system, but Atari Corp
>didn't a goddammed thing to help them know the error of their ways, but
>since they're stuck with inferior systems, we Atari owners need to help
>them in any way we can...
>
>Do *YOU* feel comfortable lying to someone, and telling them that everything
>in the Atari universe is just rosy...?
>

Lets all face it. Knowone likes to admit, "I made a bad purchase".
I show you McPeople in countless numbers that can almost be considered a
religion. Atari owners are like this. PC owners just dont care, while we're
argue'n, their using their computers for something useful. Inferior
as stated above, is a poor choice of wording, since if it does the job
for the purchaser its not inferior. As for the atari universe, I beleive
I've hit the nail on the head. Think about it, the atari ST was a SUPER!
buy in its day. The Lynx makes the Lameboy Nintendo look silly. Atari
does grandly in europe. Put two and two together. Maybe? Atari US does NOT!
want to make money. Or, maybe they want to write off losses? Or maybe it's
the parent organization of atari UK/Canada and cant let the US parent
go belly up (ie: we'll goat consumers into purchasers, or worse yet,
promise OLD atari users items never intended to get to them).
After all.... If one market does well, another should at worst do
moderately (at least in the computer area). Think about it a bit will ya'll.

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a
simple and complete disclaimer?

1002. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 00:44:31 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <37323@shemp.CS.UCLA.EDU>
Source record: 239572

In article <1990Jul24.134702.11337@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Jul23.214712.17020@murdoch.acc.Virginia.EDU> gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
...
>
>I'm sick and tired of you trying to crown yourself net.moderator for
>this group. Who are you to judge what is useful and what is not?
>If Colas' article was useless, then so is your chastizing him for
>posting it (you could've done that by email, eh?)
>
>I didn't see anything inciteful about the post. It was full of rather
>accurate information, even if it wasn't to the liking of ST
>cheerleaders like yourself.
>

MILD FLAME ON

Of course you don't see any problem with it. Your own posts are much more inciteful than the one Greg repsonded to. I agree with Greg that the post was somewhat lopsided (written from a power-user point of view). I, personally, am glad to see Greg's postings. Many of us are happy with our STs and prefer them to various other systems for various reasons. Greg represents a group of people who often don't have net access, and I for one appreciate it.

FLAME OFF

-Steve

>Cheers,
>
>Chris
>------------------------------+--------------------------
>Chris Mauritz |Donde hay una cerveza
>cmm1@cunixa.cc.columbia.edu |hay un plan.
>(c)All rights reserved. |
>Send flames to /dev/null |El Guerrero Aereo es el rey!
>------------------------------+--------------------------

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1003. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 02:27:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul27.022748.29262@math.lsa.umich.edu>
Source record: 239573

In article <692@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>I'm not trying to start a flame war either, but why are PC's still called
>"DOS machines"? Why can't you face the fact that Intel-based PC's are no

I tend to call 'em DOS machines or 8086 boxes. (Or pieces of *Shit* but that's not important right now... }-)

I object to corporations like IBM taking generic language and turning it into trademark status nomenclature. Used to be "PC" meant any personal computer. The IBM PC wasn't even personable, let alone personal, at its introduction, and has only slightly improved since. Nowadays you don't hear people saying "personal computer" very much. I tend to say "micros," "minis," "mainframes," and "supers." If you want to talk about generic microcomputers, you can't say "PC" any more. (Very sharp of IBM's marketing staff, I must say. But just 'cause it was obviously a smart move doesn't mean I have to like it. Just like Sun calling their dreg of a system NFS. How generic-sounding. Bah...)

>longer DOS machines, but rather "industry-standard personal computers"

They are not personal computers in the sense that I'm used to. They're simply members of a long line of Mediocre Business Machines. Business Machines aren't personal in my book. Industry standard PC is an oxymoron.

>capable of running DOS as well as many other operating systems? You applaud
>Commodore for providing UNIX for the Amiga, so I assume you want to run
>UNIX on a personal computer. UNIX has been available for Intel (286/386/486)
>PC's for many years, with many versions available (Xenix, SysVR3, AIX, QNX),
>and more about to appear (SysVR4, BSD4.4, Mach). And still you loathe PC's.

Pretty much. I personally loathe current Intel chips. I don't care what you can do with one, a different architecture can do it better.

>OK, it's true that in their standard configuration, Intel-based PC's have
>pitiful sound capabilities when compared with Atari's ST/STE/TT and the
>Commodore Amiga.

In their standard configuration IBMPCs are useless. In their standard configuration IBMPCs boot up into Cassette BASIC and don't even have cassette ports (any more, recently, you know what I mean.). And no graphics functions at all. In a standard ST or Amiga configuration, you have a complete system right out of the box. With no need for MultiFUnction I/O RAM Expansion cards, monitor adapters with parallel ports, funky disk controller cards, bus adapter cards, etc. etc... The ST loses in that you can't get anything *but* the standard configuration, but the standard is still very useful in its own right.
>
>As far as graphics is concerned, my $92 SuperVGA card provides better graphics

>than the upcoming TT -- 800x600 w/256 colors, 1024x768 w/16 colors -- with a
>256K-color palette. A $200 SuperVGA card will do 1024x768 w/256 colors.
>Beyond that, of course, there are graphics controllers with dedicated
>coprocessors for those who feel the need.

I think there's more to the TT than meets the eye. Why do they specify up to 8 megabytes of video memory with the meager selection of graphics modes they're offering? 8 megabytes is enough for a 1024x1024 8 bitplane deep (256 color) image. I bet you could find at least a half dozen VMEbus cards that'll be happy to use that address space for you.

And while I've seen wonderful still-images on VGA and Super-VGA systems, I've yet to see a game worth looking at on one. Even games that support EGA, with its 16 color palette, look like they came from a Vic-20. Now while games may not seem all that important to you, they are certainly an important part of a Personal Computer's functions, and there are a lot of companies out there charging lots of $$$ for their so-called graphics games. Business graphics don't need more than EGA resolution. CAD needs resolution, but number of colors is really no big deal. For the kinds of detailed work you tend to see on a CAD system, color gets to be more of a distraction as the level of detail increases.
>
>That's the whole point I'm trying to make. When you buy a PC, you're getting
>the industry standard. That means you can tailor your PC to use ANY graphics
>standard, ANY disk interface standard, ANY peripheral interface standard,
>ANY network standard, etc., and at this point, it costs less to get a PC
>than a comparable Amiga or a TT.

Just because it's a standard doesn't mean it has any technical merit. Look at IBM mainframes - they're pretty much the standard in the mainframe market. Look at their price/performance ratio. Look at IBM operating systems. They're the standard in the IBM mainframe world. They haven't evolved more than a few ticks in the technology scale, compared to what's being done with microprocessors and workstations. You still have to allocate physical disk blocks in CMS, there's still no real filesystem. The technology is utterly atrocious, but it's a standard. Of course, in the case of mainframes, you still can't get *ANY* graphics standard, or *ANY* disk interface, or ......

It's too bad it takes so *damn much* iron to make a mainframe, otherwise the clone market there might be a little hotter... }-)

But back to the topic... Why would I want to *use* "ANY" standard? I just need to use a couple of the good ones, and I'll be happy. The STs have standard serial and parallel ports, that's good. Atari cut too much of a corner with their CSI, but it's a small matter to get real SCSI. That's good. From SCSI you can get anywhere, and that's enough. SCSI ethernet, no problem. SCSI video, it's been done. SCSI anything - no problem. Don't need IBM's idea of a standard, to be Standards Compatible.
>
>Of course, you just may not like the Intel processor, or it may be something
>else about the current architecture of industry-standard computers that just
>doesn't agree with you. That's your opinion, and that's your right. But

>really, none of your animosity ("ugh", "ick", etc.) makes any sense.

I suppose animosity is a little unreasonable, but it's definitely genuine
distaste. And from there, it's easy to get carried away... (LIke I just
did, writing this silly article. sigh...)
>
>Sorry to ramble like this; I'm just trying to understand.
>
>-- Jerry

Well, how's this - there are two kinds of computer users in the world - those
who care about 'em and those who don't. You're probably one who doesn't, and
I'm one who does. Not caring about 'em doesn't mean you don't like them, just
that they're not a major factor in your world view... And obviously people
like me, who write huge responses to simple questions, well... you get the idea.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1004. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 02:36:52 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990Jul27.023652.17414@comp.vuw.ac.nz>
Source record: 239574

In article <comp.sys.atari.st/6307>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:
>> However, as far as NZ goes - the TT's are apparantly on the ship and
^^
Please note Mr Brod - NZ: New Zealand, nowhere near Germany I'm afraid :-)

>> days away from the store. Yet there is still _no_ sign of the A3000...

>Awfully wrong. The Amiga 3000 ships since end of June, even here in
>Germany. The TT won't ship before September because the 32 MHz version
^^^^^^^
Maybe, but that IS NOT true in NEW ZEALAND. The closest you can get
to an A3000 is an avertising pamplet. There is one prototype A3000
that has been on display at two computer shows here in NZ, but that
it all. We still have no idea of a price.

Apparantly there is plenty of demand, but no supply. Some
documentation problems were mentioned - I don't know. Basically;

Commodore: - No comment
Commodore dealers: - No idea
- Don't ask us
- Soon
- Here, have a pamplet
- Christmas?

New Zealand is a but funny - we get Commodore stuff _after_
everyone else, but Atari stuff _before_ everyone else.
Examples of the first would be: the A2000, A2500, and A3000
Examples of the later would be: the STE, Lynx, Megafile44, and
apparently - the TT (32)

(Of course other things - like the ATW, we don't get at all!)

>will be on display first at the Duesseldorf ATARI fair, August, 24-26.

I must say though, that I would be suprised if NZ had any 32Mhz
TT's for sale before Germany - I guess time will tell.

>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

Aaron. (from New Zealand - not Germany, or anywhere else)
--

/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand

__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

1005. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 02:49:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul27.024942.29839@math.lsa.umich.edu>
Source record: 239575

In article <13415@cbmvax.commodore.com> daveh@cbmvax (Dave Haynie) writes:
>>Usenet has always been better software support than any program I've ever
>>seen from any vendor.
>
>Just where did they post that public domain schematic capture program? Maybe
>comp.source.when.hell.freezes.over? Yeah, that's the ticket. The same place
>they posted the PD clone of PageStream....

My wording was a bit ambiguous, I guess. I meant "program" in the sense of "technical support program", hot-line, software support, etc. I'd also require one thing in particular - source code for everything. I don't think this is a problem, to me, personally. I thought I conveyed that in my first posting, as well, that I was speaking only for myself. I hack on Unix kernels, and have a lot of fun doing so. I don't need technical support from my system vendors, I just need a source tape.

Sort of going back to Dave Beckemeyer's comment as well. Yeah, I'm a hobbyist, I like to mess with computers. I'm pretty fortunate because I've got a good paying job to do pretty much the same thing. So, yeah, my computers are just toys for me. I was only speaking for myself anyway, y'know?

As for "real programs" ... You can get Macsyma free from the Department of Energy. The Free Software Foundation puts out stuff that's way ahead of the "equivalent" commercial offerings. TeX is free for most systems, including Unix. There are, of course, "value added" commercial versions of TeX and Macsyma, but in my opinion (again, I'm just speaking for myself, OK?) they don't offer much extra. I'm not into publishing or design, so none of those issues bother me.

As a techno-geek I don't feel that the question is valid. If you want a program but you don't want to pay $$ for it, then write it. It's kind of nice to have a system that a lot of other people are developing for, but it's no big deal to me. I don't have time to even glance at more than a few percent of the results anyway. If Atari were to close up shop tonight I would still tool along on my ST, same as I've been so far.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1006. Ste sound player thingy

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 03:12:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Jul27.031231.16410@terminator.cc.umich.edu>
Source record: 239576

```
Any questions, submissions, complaints, comments, if you're bored and have
nobodey else to mail, or whatever, weiner@atari.archive.umich.edu

Jmw

--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"
```

1007. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 04:38:40 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13469@cbmvax.commodore.com>
Source record: 239577

In article <1990Jul26.015801.15979@comp.vuw.ac.nz> Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:

> However, as far as NZ goes - the TT's are apparantly on the ship and
> days away from the store. Yet there is still _no_ sign of the A3000...

Either they're in the store, or they aren't. Unless, perhaps, you're thinking of Schrodinger's TT.

I haven't been to NZ to check out your stores, but A3000s have been selling since mid-June here in the states and in Europe. There have been demo units available at most if not all dealers since May.

>Aaron.
--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
The Dave Haynie branch of the New Zealand Fan Club

1008. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 04:47:21 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13470@cbmvax.commodore.com>
Source record: 239578

In article <692@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:

>That's the whole point I'm trying to make. When you buy a PC, you're getting
>the industry standard. That means you can tailor your PC to use ANY graphics
>standard, ANY disk interface standard, ANY peripheral interface standard,
>ANY network standard, etc., and at this point, it costs less to get a PC
>than a comparable Amiga or a TT.

Perhaps. Perhaps not. Just as a curiosity, this very night I challenged
comp.sys.amiga to defend this widely held view by finding a '386 PC that's
roughly equivalent to the A3000 for any price. I'm certain that the PC I
specified, or something close to it, can be had. I'm not certain it can
be had for less than an A3000. Commodore doesn't make any EISA machines,
and I don't know much about any other PCs, so I'm really in the dark on this
one. But anyone here who wants to take up the challenge, check out the
"Comparable Systems" thread in c.s.a.

Perhaps someone who knows the TT better could attempt a similar experiment
here....

>-- Jerry

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
The Dave Haynie branch of the New Zealand Fan Club

1009. TT AND COPORCESSORS

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 06:03:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <579caa73c0f426aff534@canremote.uucp>
Source record: 239579

TO: daveh@cbmvax.commodore.com

The TT 68881 math coprocessor is socketed, so you can upgrade to a 68882 whenever the need (?) arises.

Mark @ Tellabs Canada (thats tellabs.canada@canremote.UUCP to everyone)

1010. Which C compiler should I use??

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 06:32:07 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <4858.26afa7a7@vax5.cit.cornell.edu>
Source record: 239580

I'm sorry if I break up the monotony of the flame wars,
but I've got a question:

I figure it's about time I learned C. To all those
C programmers out there, which compiler do you use
and why? Can you suggest any good books to help me
learn? (I know Pascal, BASIC, and a bit o' Scheme
(argh!))

Please E-mail me responses to REYY@Vax5.cit.cornell.edu (internet)
and I'll post my results shortly.

Thanks muchly, David Rowell

1011. Connecting IBM monochrome monitor to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 07:17:25 UTC
From: U2414008@ucsvc.ucs.unimelb.edu.au
Message-ID: <869@ucsvc.ucs.unimelb.edu.au>
Source record: 239581

Does anyone out there know if it is possible to attach an IBM monochrome monitor to an Atari? I have an IBM and am about to get an Atari, but Atari monitors seem very expensive. I would like to know if the pin-outs are the same, what the frequencies are, what type of plug is needed, and any other relevant information.
(I know this should really be in C.S.A.S.T but we don't get that group).
Thanks in advance for any help.

Koren Mitchell
University of Melbourne

u2414008@ucsvc.dn.mu.oz.au

1012. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 07:21:34 UTC
From: baffoni@aludra.usc.edu
Message-ID: <11060@chaph.usc.edu>
Source record: 239582

In article <13415@cbmvax.commodore.com> daveh@cbmvax (Dave Haynie) writes:
>replace with a different chip, unless you have specialized equipment. By
>the way, the 16MHz A3000s are also using the 16MHz 68881 at present, and it
>is surface mounted. I don't know which FPU is in the 15.8MHz Mac IIcx, but
^^^^^^^^^^^^^^^^^^

I am not sure about this - Amiga just had some of there reps come over
to USC to try and interest the school in buying/supporting the Amiga line. The
rep at the demo said that the A3000s came with a coprocessor slot that when a
68040 is dropped in, the '40 takes over and uses the '30 as a slave processor.
I am not sure that this is the same slot as would hold a 68881 (I am not up on
the # of pins, etc.) but with the '40 in the machine, who cares if it has
a 68881 or '82 when it has a '30 doing the job?

Just my $.02 worth.

(BTW, the demo the Amiga people put on was pretty darn good. They showed some
nice genlock/multimedia demos with a laser-disk (of BladeRunner!) controller/
indexing/etc. and the possible uses of such a system. While I was watching it
though, I couldn't help but feel this impossible wish that Atari might try the
same thing: Bring in the TT (or even some high-end Megas) with the apropriate
3rd party wizbangs to make it look saleable. But then reality swept in and I
realized that even if Atari wanted to try their hand at this end of the market,
they would've probably choked on the support end if they were at all honest,
or at least no one would have taken them seriously if they had guaranteed
support for the ST line. <sigh> Oh well .... one can only but dream ...:j)

-Mike Baffoni

baffoni@alcor.usc.edu
or
mbaffoni@skat.usc.edu

1013. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 07:44:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32129@cup.portal.com>
Source record: 239583

Steve Coile asks about eye problems caused by long usage of computer monitors...

The issue of "emissions" from computer monitors has been going on for a long time, and probably won't be settled any time soon.. but the kinds of eyestrain symptoms Steve described aren't likely due to any emissions anyway...

The biggest problem is the relatively close distance between the monitor and your eyes. It strains the muscles in the eye to keep focussed on a plane at the distance of a typical computer monitor for long periods of time.. (it's a lot easier on the eye when it's focussed at "infinity", or far away...)

Add to that the fine detail of a high-resolution screen and the fact that most activity of the eyes is reading text (involving a lot of "start and stop" movement of the eyes, and the parallax adjustments needed to keep both eyes focussed on the same spot), and you get some pretty amazing eyestrain...

One thing that can help is to move the monitor as far away from your eyes as is practical... another solution is to obtain special eyeglasses which re-focus the eyes at a much farther "virtual" distance. Ask an optometrist about these...

BobR

1014. Re: Time for a New Computer: Should it be an Atari ST? (long)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 08:10:21 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jul27.081021.1@simvax.labmed.umn.edu>
Source record: 239584

In article <1990Jul26.235749.11235@sisd.kodak.com>, rg@sisd.kodak.com (Rich Gortatowsky) writes:

> How true. I developed on the ST from day one. My mis-fortune. ...
> model 1. Bad software Maybe? No, try Deskcart! (rated as the best add on
> product for the ST on multiple occasions in multiple publications).

Ever think that the market wasn't there? I believe I speak for quite a large number of people when I say that I never considered purchasing Deskcart because it didn't meet any need that I had at the time. That's a fact of the software business which I've found many companies unable to accept -- people didn't want to purchase their software because it didn't meet their needs.

> Another program I wrote, PRINT-IT! never went
> to market, and, in alpha/beta testing was on pirate BBS's. I'm impressed!

This says more about your ability to pick alpha/beta testers than anything else. I must be part of the 50-60% of ST users who never saw PRINT-IT!. Of course you have to realize that well over 60% of ST users -don't- have a modem. I haven't come across any pirate boards in the 8 years I've had a modem (on my Apple II+/e and then for my Atari ST).

> The bottom line of the whole mish-mosh is should we again buy atari?

In your case, no. I'd suggest you purchase a nice 386 machine and go bother the folks on comp.sys.ibm.pc. Perhaps you could even write programs like your friend and make bundles of money. As for selling your ST -- it's a fact of life that you'll never get as much as you'd like from the sale, regardless of your machine. There are plenty of Mac 512K-e owners who are in the same boat.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1015. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 08:20:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Jul27.082017.1@simvax.labmed.umn.edu>
Source record: 239585

In article <11060@chaph.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:

> (BTW, the demo the Amiga people put on was pretty darn good. They showed some
> nice genlock/multimedia demos with a laser-disk (of BladeRunner!) controller/
> indexing/etc. and the possible uses of such a system.

Just as an aside here... the Apple II+ systems we had at the Biomedical Library
Learning Resource Center (back in '85, when I was a consultant at the library)
had may similar capabilities. It's nothing new, although the term 'multimedia'
wasn't invented at that particular time. And it doesn't take a machine like
the Amiga (or Mac, or ST) to do it.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1016. Wordup 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 08:47:53 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Jul27.084753.18864@hayes.fai.alaska.edu>
Source record: 239586

Thanks for the Wordup update, though you could have said that it was posted somewere else. I downloaded and unarchived the thing, installed and ran it. But it bommed again, just as the open document window opened. I was hoping that the new revision would fix this, but Wordup doesn't work with Revolver! It would be so nice to be able to swap it in and have it running, but I guess I have to uninstall Revolver, reboot and load it (taking 2-3 minutes to load off my hard drive). Even then the thing is very slow figuring out what font you have selected in the font selector menu. And although hyphenation is great it isn't when the system crashes when you try to hyphenate a 6 or 7 page report. Could it have tripped over the graphic at the right margin?
I felt the new manual was OK, EXCEPT for not telling you how much space you have to clear on your hard drive for it to install (around 2 meg). when it takes 45 minutes to run the instalation program you would think they would give you more of a hint than it comes on 5 SS disks.
I guess I am just upset that WordUp isn't the Robust program that I wished it was. It can do some great things... if it doesn't crash on you.

PS: can anyone remember what that program was that stops drive A from spinning after bootup. It was posted recently I think. What causes this?
Thanks for any input from anyone. 8-)

David M. Braun FSDMB3@ALASKA.BITNET
Samurai and Lizards, Reptiles and Samurai. fsdmb3@acad3.fai.alaska.edu

---

1017. Re: Writing ST floppies on a SUN SparcStation (Need help).

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 09:50:36 UTC
From: colas@avahi.inria.fr
Message-ID: <8535@mirsa.inria.fr>
Source record: 239587

In article <215@gmdtub.UUCP>, hugo@gmdtub.UUCP (Stefan Rughoeft) writes:
> In article <8523@mirsa.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
> >My solution to this problem is that I have written small ST programs to
> >convert to/from floppies made on unix by "tar cfv /dev/floppy ."
> >into ST disks.
> Please submit these utils either to c.[s,b].a.s or to terminator and post
> info about your submission here.

In my opinion, they are not "polished" enough to warrant such official
postings, so I just posted them in comp.sys.atari.st.tech.

If users find them useful enough, I may put them on terminator, but I
would rather have some GEM expert clean up my code before :-)

Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

1018. STs used to produce big-selling magazine - in Vietnam

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 09:56:23 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3159@syma.sussex.ac.uk>
Source record: 239588

I thought people might be interested to know that the ST is the mainstay of the editorial office of one of Vietnam's biggest-selling magazines. Toi Tre (hope I remembered that right) is a youth magazine produced in Ho Chi Minh City. According to the presenters of the TV show I saw it on (a travel/style show called 'Rough Guide to the World') it's a bit tame by Western standards, but it does criticize the government and it names names in corruption scandals. It's name means 'two-thirds': two-thirds of the Vietnamese population is apparently under 30 years of age.

Anyway, the show did some interviews in the editorial office, and this contained lots of STs - some Megas, some in 520/1040 boxes. I couldn't quite make out which program(s) were running. The screens showed a line of function key icons along the bottom, so the program might have been Word Writer or 1st Word Plus. I could be wrong, though.

I wonder what the Atari market in South East Asia is like? Anyone know?

Graham

1019. Re: Question about Super-Breakout (game)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 10:54:04 UTC
From: markov@praxis.cs.ruu.nl
Message-ID: <3648@ruuinf.cs.ruu.nl>
Source record: 239589

In <6526.26acbc7d@uwovax.uwo.ca> 7103_3654@uwovax.uwo.ca writes:

>I just got a copy of Super Breakout (version 1.1a) from Terminator
>and it looks good! My only complaint is that the ball looks 'fuzzy',
>ie. its movement is a tad jerky. Does anyone know if there is a
>way of fixing this problem? The reason I ask is that the game Bolo
>comes with a fix program (something to do with the differences
>between European monitors and North American ones) that removes
>the jerking motion of the pieces.
>Thanx to anyone who can help.
>

As I am the person who wrote this game I think I should reply to this, even though I don't have a solution. The problem you describe is not completely clear to me. Does this always happen or only when there are many moving objects on the screen? In the second case the reason is simply that the program cannot keep up with all the motion and hence the balls move less smoothly. If it always occurs it might indeed be a monitor issue, I don't have a fix for that. The reason why the program is not so fast is that it was written in MODULA-2 and it does a lot (60 types of stones, many balls, monsters, bombs, bonusses, multiple bats, etc.). Any comments are welcome.

Mark Overmars

1020. Re: Turbo C++: end of rumor. (Sorry!)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 10:55:03 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3039@medusa.informatik.uni-erlangen.de>
Source record: 239590

rob@baloo.eng.ohio-state.edu (Rob Carriere) writes:

>A couple of days ago I posted a message concerning a story I had from my
>parents who were ordering TC 2.0 for me. The story was that TC 3.0 should be
>shipping in a matter of weeks.

>As it turns out, this is only true if you have a PC (as opposed to an ST). It
>was a case of not-very-computer-literate parents talking to a sales rep who
>assumed that `delayed 2.0 delivery' just _had_ to mean PC without bothering to
>check the license number. As a matter of fact, the 2.0 upgrade must already
>have been in the mail when this conversation took place...

>Sorry for starting bad rumors.
Re-issuing the rumours: Some German developpers are currently writing a
complete C++ developper's system - according to their statement in a
German mailbox net conference. Borland Germany is said to do the same,
but this is really a rumour, no facts, no statements so far. Stay tuna!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1021. Re: 3.0mb ST bin

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 11:36:47 UTC
From: piet@cs.ruu.nl
Message-ID: <3651@ruuinf.cs.ruu.nl>
Source record: 239591

Please note that I am not the author of the following article. The author had some problems posting, so I did it for him. Replies should be made to:

jeroen@phil.ruu.nl (Jeroen Scheerder)

Due to manifold requests (since my original posting was badly formatted - I usually post things from xrn, which apparently has a weird editor) this article is reposted in an edited version. This article is a general introduction, technical details of the matter are now posted to the ..tech newsgroup, along with the schematics.

In article <1990Jul23.135351.4486@diku.dk>, jensting@rimfaxe.diku.dk (Jens Tingleff) writes:
|>
|>I, for one, doubt that you are *at all* able to make the ST use 3.0 MB. There
|>are two banks of memory, each wth either 0.5 MB or 2.0MB. That makes
|>
|> 0.5 MB 1x0.5
|> 1.0 MB 2x0.5
|> 2.0 MB 1x2.0
|> 2.5 MB 1x0.5 + 1x2.0 Not available from Atari ...
|> 4.0 MB 2x2.0
|>
|>The above calculation is based on the fact that the MMU knows about
|>two banks, NO MORE. the nice thing (;-)) is that the MMU autodetects.. .
|>
|>So, no unused 0.5 MB in a 2.5MB installation, no 3.0 MB installation
|>possible.
|>
|>*IF* I'm wrong, please give a reference to the relevant article.. .
|>(I have seen ads for 5.0MB extensions, where the last 1 MB was
|>used for RAM disk, so perhaps....)
|>
|> Jens

Yes - you *ARE* wrong. First: all those people who used to have 2 banks of 0.5 Mb, and who upgraded to 2.5 Mb have 'switched off' one of the 0.5 banks in order to be able to use this bank for 1 Mbit chips, thus creating a 2.0 Mb bank. Totally expanding a 1 Mb ST with 2 Mb gives you a 2.5 Mb ST, and one unused 0.5 Mb bank. Article: "Aus zweieinhalb mach drei", by K.-D. Litteck, in ST Computer 3/1990 (published by Heim Fachverlag in Germany). (plus: a correction to the schematic in this article in the same magazine, issue 4/1990).

Now using the inactive 0.5 Mb thus resulting in a total of 3.0 Mb is possible too; it really is a hack to get around the 2 bank limit. I will describe

how this is done in the article series in the ...tech newsgroup.

Enjoy!

Jeroen.

1022. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 14:26:36 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13477@cbmvax.commodore.com>
Source record: 239592

In article <11060@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <13415@cbmvax.commodore.com> daveh@cbmvax (Dave Haynie) writes:
>>By the way, the 16MHz A3000s are also using the 16MHz 68881 at present, and it
>>is surface mounted. I don't know which FPU is in the 15.8MHz Mac IIcx, but
> ^^^^^^^^^^^^^^^^^^

>The rep at the demo said that the A3000s came with a coprocessor slot that
>when a 68040 is dropped in, the '40 takes over and uses the '30 as a slave
>processor. I am not sure that this is the same slot as would hold a 68881
>(I am not up on the # of pins, etc.) but with the '40 in the machine, who
>cares if it has a 68881 or '82 when it has a '30 doing the job?

The 68030 and 68882 are vastly different animals, regardless of whether or not
you have a 68040 board in or not. The A3000's Coprocessor Slot is a 200 pin
connector which will support cache, '040, or even a faster '882 if someone
really wants to build such a critter. Add-on CPUs have the option of taking
over from the 68030 or leaving it active, but no one's going to use the '030
as a math processor. Especially the '040, which has on-chip math between
5 and 10x the speed of '882 math.

The reason Commodore and Apple surface mount these things has little to do
with saving the cost of a $1.00 socket. Things get much quieter when they're
surface mounted. And the cost of a part in a surface mount package can be as
little as 1/2 that of the PGA part. Think of it as getting an '882 for the
price of an '881, or something along those lines.

>-Mike Baffoni

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
The Dave Haynie branch of the New Zealand Fan Club

1023. Re: Which C compiler should I use??

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 15:19:08 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1345@ruunsa.fys.ruu.nl>
Source record: 239593

Turbo C 2.0 is the best, but has only a German manual I think.
If you've got 2MB, gcc is good too (public domain).
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

1024. Re: Comments in the STart MIDI-tasking article

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 15:45:30 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul27.154530.15503@arcsun.arc.ab.ca>
Source record: 239594

Here are a couple of excerpts from Z*NET Online about MIDITASKING

ATARI TO FINALIZE MIDITASKING AT NAMM

This weekend is the Summer NATIONAL MUSIC MERCHANDISERS SHOW (NAMM), held in Chicago, Illinois. Atari will be there with a major presence once again. The Atari ST with its MIDI ports, and particularly with the STACY portable, has stayed a favorite machine for many musicians. On hand for this show will be Frank Foster (back from touring with FLEETWOOD MAC in support of Atari), Bill Crouch, Bob Brodie, MIDI reps Mike Groh and John Morales, and others. Another MIDI developer meeting is scheduled, and the final input is to be received on the ATARI MIDITASKING system, under development by INTELLIGENT MUSIC of New York. The project is virtually completed and is hoped to be ready for commercial release this summer. Atari representatives have been careful to say that although the MIDITASKING system is indeed a multi-tasking operating system for all Atari ST computers, it is optimized and intended for use with MIDI applications. Although other programs are likely to work properly under the MIDITASKING system, this is to be seen as a fortuitous occurrence rather than by design. MIDITASKING will be sold through Atari Corp for a mere $12.95.

MIDITASKING READY; RELEASE DELAYED

The unexpected low turnout at the recent Summer National Association of Music Merchandisers caused the cancellation of Atari's MIDI developers meeting. It was to have been the last developer meeting prior to taking Atari's MIDI-Tasking module to the marketplace. Atari has not announced a revised schedule for release of the system that will enable multiple MIDI (and perhaps other) applications to run simultaneously on any ST computer.

Bob Erkamp

1025. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 16:32:56 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Jul27.163256.15941@arcsun.arc.ab.ca>
Source record: 239595

Well as usual this is getting out of hand and no real useful information is being produced. I think the bottom line is that any hardware platform has it niche (some may be bigger than others) and the real key is software. The most important thing is what do YOU want to do with the machine. If that question can't be answered save your money. Once you decided on the type(s) of software you are looking at investigate what's available for the hardware platforms you can afford as well as compatibility with people you wish to share datafiles with. You should also consider the ability for expansion (memory, disk capacity, peripherals).

I beleive that all the machines have decent software at the introductory (hobbyist) level. It's when you get into the serious (professional level) products that one or two of the hardware platforms will stick out as the possible solution. Examples MIGHT be the Atari for MIDI, the Amiga or Apple for Mulitmedia the IBM for CAD (no flames please).

In the future when someone requests info about the Atari hopefully we will suggest some decent software packages for their application and then let them decide if this is the way to go.

Bob Erkamp

1026. Re: Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 16:42:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1564742907@thelake.mn.org>
Source record: 239596

[In article <1921@gmuvax2.gmu.edu>,
scoile@gmuvax2.gmu.edu (Steve Coile) writes ...]

> I've been spending a LOT of time working with the computers here at
> school and at home (1040ST :) , and my eyes are killing me! What could
> be causing this, and how could I correct it?
>
> I don't think I need glasses, because I can see fine (nothing blurry
> when I focus), however I sometimes have difficulty actually moving my
> eyes so I can focus--I have to actively concentrate on focusing! Ugg!
> also, my eyes tend to ache chronically. I've developed a few, mild
> headaches, which feel like motion sickness headaches.

Take this seriously: Computers are bad for you. Headaches, eyestrain
and RSI (Repetitive Stress Injury) are a very real threat to your health.
Don't let your intensity and your enthusiasm for what you're doing
damage your body.

You should *never* spend more than half an hour staring down a monitor.
Make it a habit to look at something distant for a minute out of every
fifteen. Take a break. Move your eyes around.

Get up, center yourself, let go of the problems you've been struggling
with, and do some slow stretching exercises. Since you're at a college,
I would recommend that you discuss this with a doctor at the student health
service and see if you can enroll in a yoga class. (Yoga is a system of
stretching exercises that is ideal for office workers.)

I work at a major metropolitan newspaper where hundreds of reporters
and editors spend eight hours a day glued to computer terminals. We
have at least four editors who are having serious problems with their
wrists. Carpal tunnel syndrome is not something to mess with. Developing
good computer work habits early can pay off in the long run.

--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org

1027. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 16:51:36 UTC
From: jshekhel@feds19.prime.com
Message-ID: <701@cvbnetPrime.COM>
Source record: 239597

In article <3160@rwthinf.UUCP> windy@beauty.informatik.rwth-aachen.de (Andrew John Stuart Miller) writes:
>
>Some of us don't take the attitude "Why make life easy when IBM can make it
>almost imposible for you?" I would rather have an Atari st TT or amiga than the
>PC compataible I have to suffer at home at the moment (though now with minix).
>

I run UNIX on my 386SX-based PC, and I have yet to deal with IBM. Setting everything up has been extremely easy. I really wish I knew what you are talking about, how you've had to "suffer", and how IBM has made life "almost impossible" for you. I really wish I knew, so that I could understand.

>
>Intel tried to do too much before they new for certain what was usefull and
>what was not, hence brain dammage such as 64k segments, lack of interrupt requests etc.
>The 68000 series, amongst other processor series, does not suffer from such handicaps,
>as Motorola thought before burning a design into silicon.
>

Oh yeah. And I suppose Motorola thought about virtual memory management and UNIX when they burned the original 68000 into silicon? Why is it, then, that the 286 can run a real OS with virtual memory and protected address spaces for each process (UNIX System V), and the 68000 can't? Am I missing something here?

>
>Andrew Miller
>

-- Jerry Shekhel

1028. MicrO hard drives-- anyone know anything about them?

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 17:42:43 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1261@unicorn.WWU.EDU>
Source record: 239598

As I continue my quest for the *perfect* hard drive, I did some calling around and was surprised to find that a mail order company by the name of MicrOtyme is selling fully functional out-of-the-box (i.e. no assembly required) hard drives for very low prices.

The brand of the hard drive is called "MicrO", which would make me assume that the hard drives are actually built by the mail ordering company itself.

I was wondering if anyone has purchased "MircO" hard drives, and if so, I'd like to know how well they work. I called up a sales clerk, and made her swear on the bible that the Micro drives do not require assembly or any additional parts or labor.

The prices:
$529 for 50 MB (The next cheapest (non-atari) drive I could find was a Supra drive, $499 for 30 megs)

$599 for 65 MB, and
$659 for 85 megs!

With $130 difference between a 50 megs and 85 megs, I plan on purchasing the 85 meg drive next month. I plan to run my Spectre GCR on it, as well.

Anyone out there have any comments / opinions about this drive?

Thankx,

Perry Pederson n8742883@unicorn.wwu.edu

1029. Can I use a Magnavox 8CM515 monitor with an ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 18:38:29 UTC
From: megabyte@chinet.chi.il.us
Message-ID: <1990Jul27.183829.15636@chinet.chi.il.us>
Source record: 239599

As many of you know, I'm thinking of buying an Atari ST as an upgrade from my CoCo III. I currently have a Magnavox model 8CM515 color monitor which has RGBi, analog RGB, and color composite inputs. Does anyone know of this monitor can be used with the Atari ST?

--

"They Made a Thunderous Noise Like... Like 1,000 Airplanes On the Roof!"
Mark E. Sunderlin: IRS Technocrat in Stephens City, VA
aka Dr. Megabyte: megabyte@chinet.chi.il.us (703) TOY-DUDE

1030. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 19:47:57 UTC
From: mn@atari.UUCP
Message-ID: <2246@atari.UUCP>
Source record: 239600

In article <32129@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Steve Coile asks about eye problems caused by long usage of computer
>monitors...
>
>The issue of "emissions" from computer monitors has been going on for
>a long time, and probably won't be settled any time soon.. but the kinds
>of eyestrain symptoms Steve described aren't likely due to any emissions
>anyway...
>
>The biggest problem is the relatively close distance between the monitor
>and your eyes. It strains the muscles in the eye to keep focussed on
>a plane at the distance of a typical computer monitor for long periods of
>time.. (it's a lot easier on the eye when it's focussed at "infinity", or
>far away...)
>
>Add to that the fine detail of a high-resolution screen and the fact that
>most activity of the eyes is reading text (involving a lot of "start and
>stop" movement of the eyes, and the parallax adjustments needed to keep
>both eyes focussed on the same spot), and you get some pretty amazing
>eyestrain...
>
>One thing that can help is to move the monitor as far away from your eyes
>as is practical... another solution is to obtain special eyeglasses which
>re-focus the eyes at a much farther "virtual" distance. Ask an optometrist
>about these...
>

A trick my eye doctor told me about for those who stare at screens a good
part of the day is to look out a window and focus on something very far
away for a few minutes. It supposedly does something to equalize the
balance of the rods and the cones of the eyes.
I've been doing this for a couple of years and I find it DOES relieve
some of the eyestrain you feel at the end of the day.

| Michael Nowicki N6LUU Atari Corp,Sunnyvale CA /TT/UNIX/X team |
|.....|
| char *disclaimer=" Views expressed are my own, not my employer's"; |

1031. keyboards,gulam,revolver

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 20:08:33 UTC
From: root@trwrb.dsd.trw.com
Message-ID: <412@trwrb.dsd.trw.com>
Source record: 239401

I read in the E. Arthur Brown catalog (612) 762-8847 about a product called ZKEYs interface. "Our new ZKEYs interface allows you to connect an IBM PC/XT/AT compatible keyboard to your Atari St." No soldering. The Atari and IBM keyboards will simultaneously be fully functional.

When I use gulam, I use the emacs command editing. Is there a way of preventing the cursor from bouncing?

Can I use Revolver to save a game to my harddrive and continue the game later? Is Switchback the only product for the ST that will do this?

Thank You,
Gregory Gibson

1032. Re: Abbreviations...

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 21:29:52 UTC
From: dave@compnect.UUCP
Message-ID: <735@compnect.UUCP>
Source record: 239402
Cross-posted to: rec.arts.startrek,comp.sys.atari.st

Followup to: comp.sys.atari.st
Summary: Mess YOU up?
References: <1990Jul24.175056.16150@msuinfo.cl.msu.edu>

In article <1990Jul24.175056.16150@msuinfo.cl.msu.edu>, schultzd@kira.uucp (David Schultz) writes:
> This is a spill over from comp.sys.atari.st... Do you all in r.a.s
> know just how confused you are making me. Here is some terms from the
> land of Atari:
>
> TOS - Tramiel OPerating System (Atari equiv. of MS-DOS)
> ST - Name of the Atari Computer (Atari 520ST, 1040ST)
>
> Those two are enough to really mess me up....

Jack Tramiel has an OS named after him??? Now THAT's enough to mess ANYONE up :-)

>> Dave <<

[------: Dave Ratcliffe :--------:-: 2832 Croyden Rd. Harrisburg Pa. 17104 :-]
: dave@compnect.uucp -or- : The Data Factory BBS :
: uunet!wa3wbu!compnect!dave -or-: Data: (717)657-4997 - (717)657-4992 :
: compnect!dave@uunet.UU.NET :.....]
[........use what works.....]

1033. New PageStream fonts designed for 9-pin/24-pin printers!

Newsgroup: comp.sys.atari.st
Date: 1990-07-27 23:07:43 UTC
From: kibo@pawl15.pawl.rpi.edu
Message-ID: <^03$7P&@rpi.edu>
Source record: 239403

[]
For people who have anonymous FTP:

On clotho.acm.rpi.edu (128.113.10.204) I've placed file
pub/linedemo.arc, which is a demo of three new PageStream fonts
designed specifically for 9-pin and 24-pin printers! (The fonts--
Lightline Roman, Lightline Italic, Lightline Sans--have very thin
strokes, extra spacing, and other features for extra clarity.)
These are commercial fonts, available for $19.88 (set of three)
from Computer Safari.

If you don't have FTP, I can mail you the font demo, as it's
pretty small.

(Also on the same machine, in pub/pgs18dem.lzh, is the
demo version of Atari ST PageStream 1.8, which is pretty big.)

-- Kibo

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

1034. Program Binaries

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 02:07:00 UTC
From: woju@mist.UUCP
Message-ID: <6089676@mist.UUCP>
Source record: 239404

I want to post a file to the moderator of the comp.binaries.atari.st group
but who is/are those guys....

Just Mail it to me...
use bang! if outside the subnet!

--
===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
===#

1035. Re: Ibm keyboards on the st...can it be

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 02:15:00 UTC
From: woju@mist.UUCP
Message-ID: <4077278@mist.UUCP>
Source record: 239405

In <3782@calvin.cs.mcgill.ca>, depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
|In article <1990Jul23.140138.4794@diku.dk> jensting@rimfaxe.diku.dk (Jens Tingleff) writes:
|>brian@wolves.uucp (Brian Daniels) writes:
|>>Is it possible to connect an IBM AT-style keyboard to a 1040ST without
|>>excessive chaos?
|>In short, no. Cause: incompatible scan codes.
|
|Actually, I heard about a piece of hardware which has a socket for an
|IBM keyboard in one end and a MIDI OUT in the other, which you can plug
|into your ST's MIDI IN port, and with the aid of software, use the
|keyboard. I don't remember anything else about it though..

there are some other solutions for that to. One you plug i piece of
hardware into the romport of your ST. One just tries to simulate keyhits
of the real ST-Keyboard with a piece of hardware put between the Original
ST Keyboard and your ST Motherboard, so all other keyboardfunctions can be
accessed.. You only have sligthly other Keycodes, which can be remapped
with an XBIOS call (keytable funktion...)

Greetings
Wolfgang

--
===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
===#

1036. Re: Writing ST floppies on a SUN SparcSt

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 02:18:00 UTC
From: woju@mist.UUCP
Message-ID: <3545676@mist.UUCP>
Source record: 239406
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In <8523@mirsa.inria.fr>, colas@avahi.inria.fr (Colas Nahaboo) writes:
|My solution to this problem is that I have written small ST programs to
|convert to/from floppies made on unix by "tar cfv /dev/floppy ."
|into ST disks.
|
|They have no docs, but I could be persuaded to post them if there is enough
|interest.

It would be nice....

Thanx..

--

===#
Wolfgang Jung Email:a)woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
===#

1037. ARRGH! I'm bugged! Help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 04:25:52 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul28.042552.14503@wolves.uucp>
Source record: 239407

I have an Atari 1040STf (one of the older ones-no rf modulator) and it has had a problem for some time. About once a month or so, when I turned on the computer, it would come up with a sound as if you were holding down a key. (buuzzzzzzzzzzzzz) No mouse movement would be possible and rebooting often did not make it go away. Once, I had to shut it off, unplug it, AND unplug the mouse and joystick (just shutting it off and unplugging did NOT work) to make it go away. Now, I have just added an ICD hard drive adapter and a 20 mb drive. I have had a new version of the bug that buzzes in a pattern; (buuuzzz buuuzzz buuzzzzz buuzzz) about 8 times this evening! Changing resolutions seems to trigger it. Incidentially, it has not happened in the last two hours--but if it comes back I want to be ready to kill it! Does anyone know of this bug? All help will be greatly appreciated!

PS: the battery-backed clock on the ICD board seems to be running slow (loses 5-10 min a day). Is there an adjust for this?

Thanks,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)

1038. Now available (was Re: Ste sound player thingy)

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 15:52:00 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul28.155200.2342@sun.soe.clarkson.edu>
Source record: 239408

From article <1990Jul27.031231.16410@terminator.cc.umich.edu>, by
weiner@terminator.cc.umich.edu (Jeff Weiner):
>
> Any questions, submissions, complaints, comments, if you're bored and have
> nobodey else to mail, or whatever, weiner@atari.archive.umich.edu
>
> Jmw
>
> --
> weiner@terminator.cc.umich.edu "Ted, I fear that strange
> Bet your ass I'm a wolverine... things are afoot at the CircleK"

Thanks for posting my STe DMA soundchip manipulator/sample player.

It is at at the once named "terminator" archive server, as:
atari/sound/players/eplay20.arc

"... questions... complaints, comments..." about aquiring the program from
that site SHOULD be sent to weiner@terminator.cc.umich.edu, BUT

"Questions, complaints and comments" about eplay20.arc should go to
the AUTHOR at AAron@sun.soe.clarkson.edu

Have fun,
AAron nAAs
AAron@sun.soe.clarkson.edu

1039. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 16:00:44 UTC
From: jshekhel@feds19.prime.com
Message-ID: <704@cvbnetPrime.COM>
Source record: 239409

hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>The IBM PC wasn't even personable, let alone personal, at its introduction,
>and has only slightly improved since.
>

"Only slightly improved?" I'll admit, the original PC was junk by today's standards, but let's look at this objectively:

```
Then                    Now
-----------------------------------------
Processor 8088 16bit/8bit i386/i486 32bit/32bit
Memory 1MB limit 4GB limit
Speed 4.77MHz 16-33MHz
Diskette 5.25" 360K 5.25" 1.2MB, 3.5" 1.44MB
Graphics None 1024x768 w/16 or 256 colors
Hard Disk None Everything up to multi-gigabyte disks
OS DOS DOS, OS/2, UNIX, others
Expansion 8-bit ISA 32-bit EISA, 32-bit MicroChannel
```

I could go on. EVERYTHING about the original PC has been improved in a big way. How much has the ST improved since 1984? Well, there have been two upgrades of the OS (basically a 68000 version of MS-DOS). A few memory expansion hacks that require the owner to solder little circuit boards into his/her machine. Well, let's see, there were rumors of a blitter upgrade, no? Perhaps one which would work in some machines, but not in others, for lack of a blitter socket on the motherboard?

>
>I personally loathe current Intel chips. I don't care what you
>can do with one, a different architecture can do it better.
>

Hmmm. This is exactly what I'm trying to figure out -- what makes you hate the Intel processor so much? I really see no logic to this unless you've had to spend half your life coding machine language. Once you run an OS like UNIX on your machine, you don't even have to think about the processor. How can something deep inside the machine bother you so much? What's so bad about the i386/i486?

>
>In their standard configuration IBMPCs are useless. In their standard
>configuration IBMPCs boot up into Cassette BASIC and don't even have
>cassette ports (any more, recently, you know what I mean.). And no
>graphics functions at all. In a standard ST or Amiga configuration, you
>have a complete system right out of the box.

>

What? This is horsesh*t. How do you explain the Dell machine on my friend's
desk, which came "right out of the box" with 8MB RAM, SuperVGA graphics,
100+ MB of disk, 2 floppy drives, parallel/serial ports, and UNIX SysVR3 pre-
loaded on the hard disk?

>
>With no need for MultiFUnction
>I/O RAM Expansion cards, monitor adapters with parallel ports, funky
>disk controller cards, bus adapter cards, etc. etc... The ST loses in that
>you can't get anything *but* the standard configuration, but the standard
>is still very useful in its own right.
>

I wouldn't even comment on the ST's standard configuration, but since
I have an interest in graphics, I must say that the ST's graphics
capabilities are totally useless except for games. Let's face it. The
ST is totally incapable of providing reasonable color resolution for
a graphical user interface.

>
>I think there's more to the TT than meets the eye. Why do they specify up
>to 8 megabytes of video memory with the meager selection of graphics modes
>they're offering? 8 megabytes is enough for a 1024x1024 8 bitplane deep
>(256 color) image. I bet you could find at least a half dozen VMEbus cards
>that'll be happy to use that address space for you.
>

Ah, but I thought you said that the whole advantage to these systems was
that you don't have to buy any extra adapters to make them useful.

>
>And while I've seen wonderful still-images on VGA and Super-VGA systems, I've
>yet to see a game worth looking at on one. Even games that support EGA, with
>its 16 color palette, look like they came from a Vic-20. Now while games may
>not seem all that important to you, they are certainly an important part of
>a Personal Computer's functions, and there are a lot of companies out there
>charging lots of $$$ for their so-called graphics games.
>

You're right here. It is unfortunate that most games are still made for the
lowest-end IBM-compatible systems. That means CGA-EGA graphics. You're
right, I won't deny it. ST/Amiga games are still superior. When I had my
ST, Airball, Time Bandits, and Leatherneck were the software I ran most,
and I hated to part with those games.

>
>Business graphics
>don't need more than EGA resolution. CAD needs resolution, but number of
>colors is really no big deal. For the kinds of detailed work you tend to
>see on a CAD system, color gets to be more of a distraction as the level of
>detail increases.

>

Are you trying to justify the ST/TT's pitiful graphics capabilities? :-)
Presentation graphics do require high resolution, and you're wrong about CAD.
CAD involves 3D shaded model rendering, which requires LOTS and LOTS of
colors. Things like desktop publishing and graphic arts also require high
resolution and lots of color.

>
>Well, how's this - there are two kinds of computer users in the world - those
>who care about 'em and those who don't. You're probably one who doesn't, and
>I'm one who does. Not caring about 'em doesn't mean you don't like them, just
>that they're not a major factor in your world view... And obviously people
>like me, who write huge responses to simple questions, well...
>

Well, I'm a software developer; I do care about computers. I want a decent
development environment -- GUI and all. Yes, I believe a GUI is necessary
for software development. Software development requires a multitasking OS,
and to me, a multitasking OS requires a window system to be useful on a
single-user machine, and vice versa. I'm still talking about SOFTWARE.
Unless you're a hardware engineer and you buy your machine only to rip it
apart and modify it, or you're a machine-language programmer, I still don't
understand why the damn microprocessor bothers you so much.

>
> -- Howard Chu @ University of Michigan
>

-- Jerry Shekhel

1040. Re: Abbreviations...

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 16:42:09 UTC
From: rjg@sialis.mn.org
Message-ID: <32@sialis.mn.org>
Source record: 239410
Cross-posted to: rec.arts.startrek,comp.sys.atari.st

```
|> TOS - Tramiel OPerating System (Atari equiv. of MS-DOS)
|
|Jack Tramiel has an OS named after him??? Now THAT's enough to mess ANYONE
|up :-)

And people complain that Roddenberry doesn't want to admit that TOS is
canon... :-)

--
________Robert J. Granvin________ __INTERNET: rjg@sialis.mn.org
____Com Squared Systems, Inc._____ ____BITNET: rjg%sialis.mn.org@nic.mr.net
______UUCP: ...amdahl!bungia!sialis!rjg
"We're all just one head injury away from not a care in the world."
```

1041. OSCAN60 - beta TOS 1.4?

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 18:42:19 UTC
From: baffoni@aludra.usc.edu
Message-ID: <11092@chaph.usc.edu>
Source record: 239411

I was reading through the documentation on OSCAN60 and it says that if
you do not have TOS 1.2 or higher, the program will not work. It goes on to
say that if you have TOS 1.0, then you need to put beta TOS1.4 (or developer
TOS1.4, but I assume that is DEFINATELY non-PD) in the auto folder. So if it
is legally possible to get this beta TOS1.4, where would one get it? Or will
I just have to chuck the program seeing as how I am a student and FOOD out-
weighs the need for chipped TOS1.4 ?
BTW, do you have to rip open your ST to find out whether you need the
2 or 6 chip TOS1.4 set, or is there a better/non-destructive (for the novice)/
easier way to find this out before one goes and spends $100 on an expensive set
of push-pins? :)

-Mike
baffoni@alcor.usc.edu
or
mbaffoni@alcor.usc.edu

1042. Re: ARRGH! I'm bugged! Help!

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 20:50:45 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul28.205045.23250@math.lsa.umich.edu>
Source record: 239412

In article <1990Jul28.042552.14503@wolves.uucp> brian@wolves.uucp (Brian Daniels) writes:
>I have an Atari 1040STf (one of the older ones-no rf modulator) and it has
>had a problem for some time. About once a month or so, when I turned on the
>computer, it would come up with a sound as if you were holding down a key.
>(buuzzzzzzzzzzzz) No mouse movement would be possible and rebooting often
>did not make it go away. Once, I had to shut it off, unplug it, AND unplug
>the mouse and joystick (just shutting it off and unplugging did NOT work)

This sounds like something flaky in your keyboard processor. I had this
happen to me once with my Mega, and it took me quite a few tries before I
figured out I had to remove the batteries to get the keyboard to reset. (The
downside to intelligent components... Sometimes they get confused!)

>to make it go away. Now, I have just added an ICD hard drive adapter and a
>20 mb drive. I have had a new version of the bug that buzzes in a pattern;
>(buuuzzz buuuzzz buuzzzzz buuzzz) about 8 times this evening! Changing
>resolutions seems to trigger it. Incidentially, it has not happened
>in the last two hours--but if it comes back I want to be ready to kill it!
>Does anyone know of this bug? All help will be greatly appreciated!

Maybe the clock-setting software for the ICD is causing the breaks in the
buzzing.... What programs are in your AUTO folder?

Anyway... your keyboard processor is probably wearing out or overheating.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1043. Re: TT (Who has one?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-28 23:30:28 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <11952@hydra.gatech.EDU>
Source record: 239413

Here's my $0.02 worth:

I think Atari would be wise to introduce a bottom line 16 MHz
TT equivalent to a 1040ST (except with FPU socket and SIMM RAM
upgrades) and sell it for $1500 (Maybe this is unreasonable, I'm
no hardware designer). If David Small believes there's a market for
a 16 MHz 68030 ST board, then it seems to me there would be a market
for this TT model. Many users don't need the bells and whistles
promised with the TT and it's ~$4000 US price tag. This machine
would be compatable with current software. It would appeal to
ST owners like myself, who are comfortable with their software and
peripherals, but occasionally have the need for extra power of the
68030 CPU. The biggest complaint from my Mac owning friends is the
lack of a low cost Mac II. I hope Atari doesn't follow Apple's lead.--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1044. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 02:12:43 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1618@oucsace.cs.OHIOU.EDU>
Source record: 239414

In article <32129@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The biggest problem is the relatively close distance between the monitor
>and your eyes. It strains the muscles in the eye to keep focussed on
>a plane at the distance of a typical computer monitor for long periods of
>time.. (it's a lot easier on the eye when it's focussed at "infinity", or
>far away...)

Uh, I'm not sure that's correct. If I remember correctly from my
days of dissecting cow eyes, the lens is naturally in a contracted state,
and the muscles pull it "flat" (ie focussed at infinity). Mind you, I'm
not an optometrist, but like I said, that's how I remember it. This seems
to fit with my real-life experiences; I can consciously change the focus of
my eyes (among other things, including moving them somewhat independently
away from each other; I think I'm part lizard), and I noticed that when I
am most relaxed, and when I wake up, my eyes are focussed at closest
range.
I suspect that this fellow's problem might be that his vision is
slightly poorer at close distances. I would encourage him to go see an
optometrist and get a full eye exam. Or it could actually be illumination
levels, that can cause eyestrain too. Or his monitor could be out of focus,
or jittering up and down, or otherwise bad in some way.
Finally, there is one other possibility; it might be that he has a
flickery monitor (especially if he's using a 50Hz monitor); I often get
headaches from fluorescent lights that are old enough to "hum" at 60Hz,
even if I'm not consciously aware that they're flickering (ie it's too fast
to see unless you're looking for it).

>BobR

1045. Long live ATARI !

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 09:04:06 UTC
From: techno@zelator.UUCP
Message-ID: <684@zelator.UUCP>
Source record: 239415

I don't know about you, but I bought my first ATARI way back in 1981.
Since that time I've heard the same arguments over and over (it's a
games machine, will go out of production soon, inferior to XXX, etc.)
and still Atari Corp. is alive and kicking.
When the sales were going down for the ATARI 8-bit machines in 1985, I
switched to the ST as the cheapest alternative then, but believe it or
not, I can still buy *new* XL's and software here in Germany.
The oldest software I have for the 8-bit is dated 1979, thus, if the ST
were to die today, we would still see it in use in 1995. The ST does all
I want for me, and, being a professinal PC programmer, I don't want *that*
kind of crap on my table at home, *EVER*.

I like my ST, though I'll probably replace my 520 with an ST soon, and will
carry on the ST flag like I do for the 8-bit series. If you don't agree
with me, you're reading the wrong newsgroup. Leave us ST users alone and go
read comp.sys.whatever.you.like or even comp.sys,atari.8-bit (yes, it still
exists and is used :-)).

Hope you agree,

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

1046. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 16:58:28 UTC
From: ekrimen@wet.UUCP
Message-ID: <1399@wet.UUCP>
Source record: 239416

```
- One thing that can help is to move the monitor as far away from
- your eyes as is practical... another solution is to obtain special
- eyeglasses which re-focus the eyes at a much farther "virtual"
- distance. Ask an optometrist about these...

Or, as my optometrist told me, just remember to look away from your
monitor and focus on something every 15 minutes.
```

1047. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 19:24:00 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4087@bdt.UUCP>
Source record: 239417

One thing you should do is every 10-20 minutes look off into the distance ...
and look at something very far away this should help reduce the eye strain.
Also check the lighting conditions. If these problems persist you should see
a doctor. Start magazine just recently had an article on computing furniture
and how to sit and set up your equipment. too.

1048. HI50 Revisited

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 20:40:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <ea70d8f9b04826b365c0@canremote.uucp>
Source record: 239418

I have finally figured out how to get the HI50 hack working for TOS on my computer, thanks to a HI5025.S source module in the code for some program which I no longer recall. But...

IS THERE A HI50 HACK FOR GEM?

How can I get GEM to recognise the 8x8 System font rather than the 8x16 system font as the standard font? Many text-oriented GEM programs (especially those which run on a Moniterm) check font size and use it as their basic measurement. I would love to be able to use the HI50 hack under Dave Beckemeyer's VSH, so I could fit 24 lines in a window. RSVP D.B. or any LineA hackers. Please use one of the addresses below, not the return address on this message.

Thanks,
David Megginson

meggin@vm.epas.utoronto.ca
david@doe.utoronto.ca
---
* Via ProDoor 3.1R

1049. Degas Viewer

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 20:43:59 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.649284225.larserio@kvart.uio.no>
Source record: 239419

View ALL Degas pictures on ALL kind of monitors !
"""

* Handles both .PI? and .PC? files
* Very fast mono to color converting (about 1/10 of a sec)
* Faster and better color to mono converter than Degas Elite !!!!
Converts LOW and MEDIUM to 8 grey shades on monochrome in 15 sec
Some LOW pictures almost look better on monochrome !!

____
THIS IS A MUST IF YOU ONLY HAVE A MONO MONITOR !!!
"""

SNDSHOW3.TOS Slideshow program that shows all pictures
on disk in a never-ending loop

VIEWPIC2.TTP Takes one filename as parameter and displays.
If you install it with document type .P?? you
can view all pictures by double-clicking

Posted to comp.binaries tonight - get it there soon....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1050. New Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 21:17:00 UTC
From: wlj1@cunixb.cc.columbia.edu
Message-ID: <1990Jul29.211700.14871@cunixf.cc.columbia.edu>
Source record: 239420

this was given to me by a friend. no flames to me please if anything is wrong
in the file.
here goes:

This document is Press Information (VERBATIM including

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for the accuracy of the information itself.

PAGE 1 (in very large letters)

ATARI

TT030

Compatible

Expandible

Flexiblee

Affordable

PAGE 2

The Atari TT030

- Compatible with the Atari ST, 1000"s of software titles

already available

- 3 New Graphics modes:

320 x 480 with 256 colours from a palette of 4096

640 x 480 with 16 colours from a palette of 4096

1280 x 960 high resolution monochrome

- Stereo 8-bit PCM sound

- 68030 running at 32 Mhz

- 68881 Floating Point co-processor

- 2 Megabytes of RAM, expandable to 26 Mb

- SCSI and ASCI with DMA built in

- Internal Hard disk

- SCC LAN port with DMA

- Four serial ports

- Parallel port

- MIDI ports

- Detachable keyboard

- Internal A24/D16 VME card slot

- Real time clock with non-volatile RAM

- ROM cartridge slot

- External floppy connector

PAGE 3

Comparison of standard features

Amiga 3000 Mac IIcx Atari TT030

CPU 68030 68030 68030

FPU Yes Yes Yes

Clock speed 16 & - 32 Mhz

25 Mhz versions

RAM 2 to 18 1 to 32 2 to 26

Burst Mode Yes No Yes

ROM 512K 256K 512K

Graphics

Max resolution 1280 x 480 Optional 1280 x 960

Interlaced & Non-interlaced

Non-interlaced

Max colours 4096 Colours 256 Colours

from 4096 from 4096

Max video RAM 2 Mb 8 Mb

Sound Stereo Stereo Stereo

Expansion Proprietary NuBus VME

Hard disk DMA Non-DMA DMA

Floppy disk Proprietary Proprietary PC compatible

Network No Yes Yes, DMA

Serial 1 x RS232 2 x RS232 4 x RS232

Parallel Yes No Yes

MIDI No No Yes

ROM Cartridge No No Yes

PAGE 4

The Atari TT030 Hardware

The TT030 (Thirty-two/Thirty-two bit) is the first member of a new series of Atari computers designed as enhanced versions of the existing ST and MEGA family. The TT series maintains compatibility with the ST/MEGA architecture, but uses the Motorola 68030 microprocessor and provides enhanced graphics and sound. The TT030 is also designed to run Unix (Unix is a trademark of AT&T).

The TT030 is based on the high performance 32-bit Motorola MC68030 processor running at a 32 Mhz clock frequency. The 68030 includes on-chip data and instruction caches which can be filled from some regions of memory in bursts of double word fetches

The architecture also includes the industry standard VME bus to facilitate expansion. The system supports the latest revision (C.1) of the VME bus specification. The TT030 can accommodate one single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board,

The TT series is expected to function in an environment with other TTs and even machines from different manufacturers. To facilitate connectivity, each system has an on-board port for a moderate speed LAN. If the LAN is not being used, the port can be

programmed to be a standard RS232C port. Through an optional VME bus-based or SCSI-based Ethernet controller, the TT also has the capability of connecting to heterogeneous Ethernet networks. The TT030 has three additional standard RS-232C serial ports for connection to modems, display terminals, or digitizing tablets.

The hardware features of the TT030 include:

- Motorola MC68030 at 32MHz
- Motorola MC68881 Floating Point Coprocessor (the coprocessor is socketed, so uhat it can be optionally upgraded to a MC68882)
- ST RAM: 2 Mbyte of ST-compatible dual-purpose (video/system RAM, expandable by an add-on daughterboard containing a further 2 or 8 Mbyte of dual-purpose memory. This 64-bit wide memory appears 32 bits wide to the processor and SCSI/SCC DMA engines TT video logic has access to this memory on a time critical basis. The remaining system logic, including the processor, can access this memory in the alternate 250 nS TIME SLICES.
- TT BURST MODE RAM: provision for a daughter-board that will accept either 4 x 1 Mbyte or 4 x 4 Mbyte SIMMS, allowing another 4 Mb or 16 Mb expansion. This RAM can only be accessed by the processor, the SCSI DMA Engine, and the SCC Network DMA Engine. The 68030 can take advantage of burst-mode for filling its internal cache from this RAM.
- 4 socketed 1 Mbit ROMS, providing 512 Kbyte of ROM space.

PAGE 5

- Internal video modes that are a superset of those in the Atari ST/STe series using an analog RGB (VGA-like) colour monitor:

pixels rows colors palette

320 200 16 4096 (STe compatible)

640 200 4 4096 (STe compatible)

640 400 2 4096 (STe superset)

0 320 480 256 4096

640 480 16 4096

using a high resolution ECL monochrome monitor

1280 960 black on white

- parallel I/O port, generally used for Parallel printer output

- internal speaker, which can be disabled under software control

- 2 low-speed asynchronous serial I/O ports (one from each of two 68901 MFPS) at programmable baud rates up to 19.2 baud{

- 2 high-speed asynchronous/SDLC Serial I/O ports (from a Zilog 8530 SCC). One part can be programmed to be a Local Talk compatible LAN interface with a proprietary single channel DMA controller. The other port is intended for use as an asynchronous AS-232 port with programmable split baud rates.

- battery backed-up real time clock (RTC) with 50 bytes of non-volatile RAM

- ST/MEGA compatible intelligent keyboard, with mouse and joystick ports including support for a 3 button mouse

- Atari ACSI DMA channel (for Atari Hard Disk, Laser Printer, CD-ROM, etc)

- Floppy disk controller and interface sharing the ACSI DMA channel

- Musical Instrument Digital Interface (MIDI) STe compatible DMA sound engine with programmable volume and tone control which can play back stereo 8-bit samples at rates up to 50 Khz

- Atari ST compatible cartridge port (128 Kbyte Storage)

- SCSI interface using 23-pin connector implemented with the

NCR 5380 SCSI controller chip and a proprietary DMA

controller

- Industry standard VME bus for expansion

When comparing the TT030 with the competition, four important

features stand out:

- high bus bandwidth, independent of video resolution

- excellent connectivity including four RS232 ports, MIDI,

LAN, ASCI & SCSI.

- high speed burst-mode RAM, 32 Mhz CPU clock speed.

End of Press Release

For the sake of accuracy, just thought i'd correct/supplement Atari's

comparison chart a bit:

(Notes)

1. 68881 in 16 Mhz A3000, 68882 in 25 Mhz. 68882 optional in TT

2. Both machines require optional memory to implement burst mode, this

requires static-column RAM chips on the A3000 and a daughter board

on the TT.

3. The A3000 has 960 line modes as well. More importantly, all video

modes on the A3000 are available as non-interlaced modes.

4. Aside from the proprietary expansion (Zorro III, CPU and video), a

passive IBM bus is available.

5. While the native format is proprietary on both the Mac and the Amiga,

there are utilities to read and write IBM formats.

6. The serial port on the both MAC II and Amiga3000 can be configured

to send and receive at MIDI speeds.

William Ivey

==========

D E S I G N L I N E - A service of Vanguard Media

==========

i believe its supposed to cost about $1000.

-Mark Dolengo

1051. Re: New Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-29 21:19:49 UTC
From: wlj1@cunixb.cc.columbia.edu
Message-ID: <1990Jul29.211949.11872@cunixf.cc.columbia.edu>
Source record: 239421
Body handling: HTML body converted to readable text

sorry about reposting this, I hadn't notice that this was posted already
about a month ago
Sorry for the inconvinience

-mark Dolengo

1052. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 00:26:39 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2032@lzsc.ATT.COM>
Source record: 239422

In article <1921@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:
> I've been spending a LOT of time working with the computers here at
> school and at home (1040ST :) , and my eyes are killing me! What could
> be causing this, and how could I correct it?
>
> I don't think I need glasses, because I can see fine (nothing blurry
> when I focus), however I sometimes have difficulty actually moving my
> eyes so I can focus--I have to actively concentrate on focusing! Ugg!

As a 40+ who has experienced this first hand -- get you eyes checked.
The need to concentrate on focusing is a common symptom.

The eye to computer screen screen is quite unlike most everything else
in your life. Its not NEAR, and it not FAR.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

1053. Tempus II/Uniterm Question

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 03:37:31 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Jul30.033731.25837@udcps3.cps.udayton.edu>
Source record: 239423

I have a couple of questions:

1) In HiSoft's Tempus 2 editor, in the Tempus Parameters screen,
what does the K (in the upper left corner) do? I know I saw it
once in the manual, but a customer asked me, and for the life of
me, I can't remember or find it again.

2) Is the latest version of UniTerm, Version 2.0e? If so, are there any
intentions to upgrade it?

Please respond via e-mail...and thanks in advance!

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

1054. Re: my eyes are killing me...

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 04:11:55 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <4077@rodan.acs.syr.edu>
Source record: 239424

In article <1618@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes:
>In article <32129@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>The biggest problem is the relatively close distance between the monitor
>>and your eyes. It strains the muscles in the eye to keep focussed on
>>a plane at the distance of a typical computer monitor for long periods of
>>time.. (it's a lot easier on the eye when it's focussed at "infinity", or
>>far away...)
>
> Uh, I'm not sure that's correct. If I remember correctly from my
>days of dissecting cow eyes, the lens is naturally in a contracted state,
>and the muscles pull it "flat" (ie focussed at infinity).
^^^^^^^^^^^
at a near point

Actually, eyes are in a more convex state, or focused on infinity when they
are at rest. The reason that people lose their close range vision with age
is that the lens loses flexibility with age and can't be pulled flat enough.

> I suspect that this fellow's problem might be that his vision is
>slightly poorer at close distances. I would encourage him to go see an
>optometrist and get a full eye exam. Or it could actually be illumination
>levels, that can cause eyestrain too. Or his monitor could be out of focus,
>or jittering up and down, or otherwise bad in some way.
> Finally, there is one other possibility; it might be that he has a
>flickery monitor (especially if he's using a 50Hz monitor); I often get
>headaches from fluorescent lights that are old enough to "hum" at 60Hz,
>even if I'm not consciously aware that they're flickering (ie it's too fast
>to see unless you're looking for it).
>
>>BobR

It's also a good idea (as everyone has been saying) to get into the habit
of periodically looking at a distant object. I do this now without even
thinking about it. I'm in front of a monitor all day long (8 hours, anyway)
and haven't had headaches or any kind of vision trouble. I also have one
of those anti-glare screens at work that cuts down all of those nasty
particles that computer monitors spew at your face.

---jb

1055. Finding out the TOS version (Was: OSCAN60 - beta TOS 1.4?)

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 05:06:01 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2349@laura.UUCP>
Source record: 239425

In article <11092@chaph.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
> BTW, do you have to rip open your ST to find out whether you need the
>2 or 6 chip TOS1.4 set, or is there a better/non-destructive (for the novice)/
>easier way to find this out before one goes and spends $100 on an
expensive set
>of push-pins? :)

Try out my program TOSVERS. You can find in on the panarthea server in
volume 9. It tells you not only the TOS version (and date) but also the
GEMDOS and AES version.

Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1056. Re: Warhead

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 09:54:39 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <90211.105439ABADDON@LIVERPOOL.AC.UK>
Source record: 239426

In article <245@uninet.vbo.dec.com>, burnm@jockey.enet.dec.com (Nigel the gerbil!) says:
>
> I see from article 7242 that there is someone else out there playing
>WARHEAD. I have completed erm.. 50% of the game and can go no further.
>
You've got further than me then. How did you complete the mission where youu are sent to investigate the black hole. Telling the autopilot to stop me I can remain in orbit around the black hole indefineetely, but I still can't get past this mission. How did you do it?
(to make matters worse, my friend has done it, but doesn't know how he did)

"What makes you think I care?" - Batman, Legends Of The Dark Knight

Kevin O'Donovan ABADDON @ UK.AC.LIVERPOOL.IBM
KEBAB%CIX.UUCP @ UK.AC.UCP

1057. Re: MX2 multi-rtasking shell

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 11:20:07 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Jul30.112007.741@newcastle.ac.uk>
Source record: 239427

In article <209@aldetec.oz> clive@aldetec.oz (Clive Salvidge) writes:
>Has anyone out there heard of a multi-tasking shell for the
>st called 'MX2' i think.. If so, is it pd? and where can
>it be got from??
>
>Thanks
>..Clive
>
>_____
>Clive Salvidge ACSnet : clive@aldetec.oz
> Internet : clive@aldetec.oz.au
>Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
>_____

Yes I have heard of this, I think it is an add-on to Gulam, I saw it advertised
in a pd catalogue here in the UK.

Dave

1058. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 12:56:29 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1960@ncrcam.Cambridge.NCR.COM>
Source record: 239428

In article <701@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>In article <3160@rwthinf.UUCP> windy@beauty.informatik.rwth-aachen.de (Andrew John Stuart Miller) writes:
>>
>>Intel tried to do too much before they new for certain what was usefull and
>>what was not, hence brain dammage such as 64k segments, lack of interrupt requests etc.
>>The 68000 series, amongst other processor series, does not suffer from such handicaps,
>>as Motorola thought before burning a design into silicon.
>>
>
>Oh yeah. And I suppose Motorola thought about virtual memory management
>and UNIX when they burned the original 68000 into silicon? Why is it, then,
>that the 286 can run a real OS with virtual memory and protected address
>spaces for each process (UNIX System V), and the 68000 can't? Am I missing
>something here?

Yes --- you definately are !!!

8086, then 80186, then 80286 --- Three versions to run full Unix.
Personally, I have never seen a 286 run full Unix. I was under the
impression that it took a 386 to do it right. I have seen a 286 run
Xenix though.

68000, then 68010 can run full Unix. Not bad, only the second version of the
architecture. Why not compare apples and oranges. The 68000 was the first
member of the series ... the 8086 was the first member of the Intel series.
Neither could run Unix.

I don't understand why people insist on comparing the 80286, or the 80386
to a 68000.

The 80386 should be compared to the 68030, shouldn't it. Now do you
see why the Intel architecture is so limited. When compared to THE
CORRESPONDING member of the Motorola family, the Intel family falls
far short.

I still believe that if IBM had not developed their PC using the INTEL
processors, that the 80x86 family would not be in existence today. But
that is just my opinion. The Motorola family is strong and has been
independently chosen by a number of different companies to base their
systems on. For the most part, companies that have Intel based systems
have IBM clones.

>
>>
>>Andrew Miller

>>
>
>-- Jerry Shekhel

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

1059. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 14:09:25 UTC
From: onders@picasso.ipl.rpi.edu
Message-ID: <WH5$NS%@rpi.edu>
Source record: 239429

In article <701@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>Oh yeah. And I suppose Motorola thought about virtual memory management
>and UNIX when they burned the original 68000 into silicon? Why is it, then,
>that the 286 can run a real OS with virtual memory and protected address
>spaces for each process (UNIX System V), and the 68000 can't? Am I missing
>something here?

Think about the claims you're making. Note the fact that you are comparing
the 80286, Intel's second generation of the 80x86 line, to the 68000,
Motorola's first generation of the 680x0 line. If you compare it to the
68010, you'll find full vm support, and a lot of nice features, such as
linear address space, normal data format, a stack that grows in the right
direction, &c. If you're going to compare Blueberries to Oranges, you're
not going to be accurate. And, anyway, the 68000 can, but the ST's MMU,
since you seem to be basing your experience on the ST, can't. With a
proper MMU, the 68000 had "protected(supervisor)" mode long before the
80x86 architecture.
Tim Onders
Systems Engineer
Grumman Aerospace Corp.

1060. ZIP chips anywhere?

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 16:12:30 UTC
From: chad@norge.enet.dec.com
Message-ID: <14046@shlump.nac.dec.com>
Source record: 239430

Does anybody know where to get 1megebit DRAm in ZIP format. I have that board from England that was done at cost by some USENET folks and have yet to use it. It takes ZIP chips and everyone I've called doesn't have ZIP, only DIP format

Thanks

Chad

chad@norge.enet.dec.com
Vi elsker dette landet!

DEC has its opinions, I have mine.

1061. TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 16:33:25 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Jul30.163325.16777@cbnewsm.att.com>
Source record: 239431

I recently upgraded to TOS 1.4 and would like to know what
programs I should have in my auto folder (I know this has
been discussed a zillion times but...). The types of programs
I am interested in fall into one of two categories.
A. Programs I need (poolfix etc.)
B. Programs that improve the environment (mouse
accelerators etc.)
I already have UTS III, TURBO ST and others. I am looking
for PD or shareware stuff the fix the 1.4 inadequacies.

Thanks
Bill Oswald
wao@aloft

1062. Re: TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 22:08:11 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1282@unicorn.WWU.EDU>
Source record: 239432

Yeah, I'm curious too-- anyone know the site and name of a mouse
accellerator and improved file selector box on a PD site?

Perry Pederson
n8742883@unicorn.wwu.edu

1063. IBM <--> Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-30 23:02:10 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul30.230210.11548@msuinfo.cl.msu.edu>
Source record: 239433

Now that the Atari <--> Amiga bashing has changed to IBM <--> Atari
bashing, does anyone know of an Intel 80x86 based system that is NOT
in an IBM or ibm clone? (Of course, Compaq was using an 8088 in the
early days, not an 8086).
--
~~~~~~~~~~~~~~~~~~~~ ARMAGGEDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~~~~~ "Relax! It's only the end of the world." ~~~~~~~~~~~~~~~~~~

1064. Re: IBM <--> Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 00:38:52 UTC
From: romero@arisia.Xerox.COM
Message-ID: <11271@arisia.Xerox.COM>
Source record: 239434

In article <1990Jul30.230210.11548@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>Now that the Atari <--> Amiga bashing has changed to IBM <--> Atari
>bashing, does anyone know of an Intel 80x86 based system that is NOT
>in an IBM or ibm clone? (Of course, Compaq was using an 8088 in the
>early days, not an 8086).

Offhand, the (soon, if not already, discontinued) Sun 386i comes to mind. SunOS ran on it, and DOS in a window (or as many windows as you wanted), if I remember rightly.

Early on in the Clone Wars, there were a lot of machines which ran MS-DOS, but which weren't exact IBM clones (most of them were in fact better in one way or another-- more memory, lower price, better graphics...). I doubt that's what you're looking for, though.

-Antonio Romero romero@arisia.xerox.com

1065. tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 01:47:50 UTC
From: cdixon@eagle.wesleyan.edu
Message-ID: <1990Jul30.204750.32015@eagle.wesleyan.edu>
Source record: 239435
Cross-posted to: rec.games.misc,comp.sys.atari.st

Does anyone know of any games (PD or commericial) that are like tetris but expand upon the idea? I'm not talking Weltris, I mean a game similar to the arcade tetris with added features (like added blocks and lines, two-player simultaneous, etc). Being a huge fan of tetris, I've been looking for a better version of it for a while without success.

Also, does anyone know if there was such a game, would it be a copyright infringement? Even if the game was based on the same idea but greatly expanded and changed? Since 9 out of 10 games released are ripoffs of older games (like defender, space invaders) it would hardly be an exception. The only case of copyright infringement I've heard of was between Atari (who owned the home rights to Pac-man) and some other company (I think Oddessy 2 for their KC Munchken), but their are probably a number of others.

Any thoughts on this would be greatly appreciated (its been burning a hole in my mind for days now).

xxx
Chris Dixon
Wesleyan University

1066. Fontz! - importing a mac font for a 9 pin printer

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 03:00:04 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <4089@rodan.acs.syr.edu>
Source record: 239436

When using Fontz!, I can import a Mac font for use on my
hi-rez monitor. But I cannot get that same font to print out
in any usable form without a great deal of editing after I
scale it. Is there something I'm missing here? or do you just
have to do a lot of editing for this kind of operation? You
see, I ported a 12 Mac font, which came out to be a 14 point
GDOS font for the monochrome monitor...but when I tried to
scale it for the printer, it prints out very tiny!
Any help will be GREATLY appreciated.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

1067. Exercise em! (Re: my eyes are killing me...)

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 04:13:10 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul31.041310.19608@sun.soe.clarkson.edu>
Source record: 239437

In article <32129@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The biggest problem is the relatively close distance between the monitor
>and your eyes. It strains the muscles in the eye to keep focussed on
>a plane at the distance of a typical computer monitor for long periods of
>time.. (it's a lot easier on the eye when it's focussed at "infinity", or
>far away...)

It is recommended that from time to time during a long stay in front of a
monitor, or anything else that you are staring at "up-close," that you
excercise_em !!!!

```
excercise_em()
{
while (you think it is necessary)
{
eyes_focus(something relatively far away);
eyes_focus(something quite close);
}
}
```

Ya, it's not related to the Atari St specifically, but at least note that I
am NOT adding/responding to the REALLY ANNOYING CRAP that has been
clogging this group recently !!

AAron nAAs
AAron@sun.soe.clarkson.edu

1068. Atari stores near Stanford?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 04:14:42 UTC
From: huw@extro.ucc.su.oz.au
Message-ID: <1990Jul31.041442.18050@metro.ucc.su.OZ.AU>
Source record: 239438

Can anyone recommend a good one?

Thanks,

--
Huw Price ..... huw@extro.ucc.su.oz.au
..... Traditional and Modern Philosophy
..... University of Sydney
..... Australia 2006

1069. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 04:41:11 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Jul31.044111.417@wam.umd.edu>
Source record: 239439
Cross-posted to: rec.games.misc,comp.sys.atari.st

> Also, does anyone know if there was such a game, would it be a
>copyright infringement? Even if the game was based on the same idea but greatly
>expanded and changed? Since 9 out of 10 games released are ripoffs of older
>games (like defender, space invaders) it would hardly be an exception.

I could be wrong about this, but I believe that game _concepts_ can not
be copyrighted, trademarked, patented, or anything else. I think only
the game characters can be legally protected. E.g., the Pac-Man
character's appearance, name, etc. can be (and is) legally protected,
but the concept of "you're in this maze and you have to eat dots"
isn't. I believe Odyssey lost in the Atari (Pac-Man) vs. Odyssey
(KC Munchkin) case because the "munchkin" looked a lot like Pac-Man and
the ghosts in KC looked a lot like the ghosts in Pac-Man.

When it comes down to it, though, these things are determined by whether
or not the company that owns the rights to the game really wants to
go and sue the company or individual responsible for the "rip-off". In
the case of Atari vs. Odyssey, it was definitely worth it, since the
Odyssey II was competing with the Atari 2600 (aka VCS).

One interesting new twists to this whole issue is the "look-and-feel"
verdict in the recent Lotus case. I suppose if you made a game which
"looked and felt" like someone else's game you'd lose in court.

Considering how many tetris ripoffs (or clones, for that matter) have
shown up in the PD archives, I don't think Spectrum Holobyte would
get too excited about new PD tetris-type games. Commercial software,
however, is another story. If Spectrum felt that the sales of the
competing ripoff were hurting them, I bet they'd sue in order to get it
off the market. (A guess only; I have no affiliation with or special
knowledge of Spectrum Holobyte.)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1070. Re: MX2 multi-rtasking shell

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 04:50:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul31.045017.26587@math.lsa.umich.edu>
Source record: 239440

In article <1990Jul30.112007.741@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (D.M. Johnson) writes:
>In article <209@aldetec.oz> clive@aldetec.oz (Clive Salvidge) writes:
>>Has anyone out there heard of a multi-tasking shell for the
>>st called 'MX2' i think.. If so, is it pd? and where can
>>it be got from??

>Yes I have heard of this, I think it is an add-on to Gulam, I saw it advertised
>in a pd catalogue here in the UK.
>
>Dave

MX2 is a multitasking kernel written by Fred G. Brooks. It's PD, comes complete with source code in Modula-2. You can use it with Gulam or just about any other command shell. It also comes with a desk accessory that it uses to allow multitasking GEM programs.

It works pretty well, but I didn't like it because it didn't duplicate the current environment in spawned processes, and I didn't have a Modula-2 system to fix it with. (Nor do I know any Modula-2, so trying to fix it would have been like searching for a needle in a haystack. I certainly didn't enjoy trying to read the sources...)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1071. Amiga 3000/Atari TT Comparison (was: Atari TT Specs)

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 04:55:00 UTC
From: BARRETT@OWL.ECIL.IASTATE.EDU
Message-ID: <58888A6081FF204FA2@ISUVAX.BITNET>
Source record: 239441

I would like to make a few corrections and additions to the comparison
table which was in a previous message about the Atari TT. All changes
are with respect to the Amiga 3000.

Comparison of standard features

Amiga 3000 Mac IIcx Atari TT030

CPU 68030 68030 68030
FPU Yes Yes Yes
Clock speed 25 Mhz 16Mhz 32 Mhz
RAM (In MB) 2 to 256 1 to 32 2 to 26
MAX RAM on 17 ? 8
Motherboard
Burst Mode Yes No Yes
ROM 512K 256K 512K
Graphics
Max resolution 1008 x 1024 Optional 1280 x 960
Non-Interlaced Non-Interlaced
Max colours 4096 Colours 256 Colours
from 4096 from 4096
Max video RAM 2 Mb 8 Mb
Highest Colour 320x512x4096 320x480x256
Resolution Non-Interlaced Non-Interlaced
Sound Stereo Stereo Stereo
Expansion ZorroIII NuBus VME
Bus Width 32 Bit 32 Bit 16 Bit
# of Slots 4 6 1
68040-Ready? Yes No No
Hard disk DMA Non-DMA DMA
Synchronous SCSI? Yes No No
Floppy disk Proprietary Proprietary Non-Proprietary
PC/XT Comp. PC/AT Comp. PC/AT Compatible
Network No Yes Yes, DMA
Serial 1 x RS232 2 x RS232 4 x RS232
Parallel Yes No Yes
MIDI No No Yes
ROM Cartridge No No Yes

1072. VDI GDOS-driver ?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 05:38:54 UTC
From: dkreiner@faui09.informatik.uni-erlangen.de
Message-ID: <dkreiner.649402734@faui09>
Source record: 239442

Hi netters,

a friend of mine build his own graphics card for the ST and now
we have the problem to let GEM and especially the Desktop use
it as the standard device.

I know I'll have to cope with GDOS somehow, but wasn't able to
find exact information on how GDOS passes parameters, what
GDOS supposes you to do yourself and so on.

So any pointers to literature would be appreciated.

Thanks

Dirk
---
dkreiner@faui09.informatik.uni-erlangen.de

1073. Portfolio memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 07:58:13 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <3640@sactoh0.UUCP>
Source record: 239443

(Gee, back after about two months and I still see people bitch
about Atari... oh well)

Okay, I just bought an Atari HPC004, otherwise known as the
Portfolio, and I have this question...

Can anyone with reliable (please, no speculations or rambling
tirades about vaporware or Atari's alleged business practices, eh?)
information tell me if the memory expansion is forthcoming? I would
like to use the HPC-004 as a communications terminal, and would
like to explore more possibilities of it's capabilities.

By the way, (and this surprised me!) The Good Guys is running a
FULL PAGE Atari Portfolio ad, and we are including the Parallel
Interface and a 32k Memory Card *FOR FREE*. About $130 in
accessories thrown in. Needless to say, I finally bought one.

Although I work at The Good Guys, Portfolios are sold in another
department, and I would not benefit by "advertising" it here, but I
post this blurb as a service.

My guess is that Atari is throwing in some co-op ad money, and
offering the Portfolio/32k Card/Interface at a nice price to our
buyers to help Portfolio sales. Of course, as a long time Atari
enthusiast, I hope it works. I certainly am reserved about some,
shall I be kind, "detractors" that work for the company and
disparage the Portfolio...

--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
the good guys!

1074. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 08:06:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32281@cup.portal.com>
Source record: 239444

Jerry Shekhel asks:
>hyc@math.lsa.umich.edu (Howard Chu) writes:

>>The IBM PC wasn't even personable, let alone personal, at its introduction,
>>and has only slightly improved since.

>>I personally loathe current Intel chips. I don't care what you
>>can do with one, a different architecture can do it better.

>Hmmm. This is exactly what I'm trying to figure out -- what makes
>you hate the Intel processor so much?

This is something that in other circles would be politely called "chauvinism"
or more impolitely, "bigotry"..

It doesn't really matter in the bigger sense of the world, since the company
which uses Intel chips to make computers (IBM) seems to have a good idea of
where they're going, and how to get there, while the company which uses
Motorola chips (Atari,Corp) is run by amateurs, interested only in the
shortest term profit possible.

In the long run, it's not going to matter which CPU chip is more capable,
as it is which company knows what it's doing...

BobR

1075. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 09:53:05 UTC
From: lord_zar@ucrmath.ucr.edu
Message-ID: <lord_zar.649417985@ucrmath>
Source record: 239445
Cross-posted to: rec.games.misc,comp.sys.atari.st

dmb@wam.umd.edu (David M. Baggett) writes:

>Considering how many tetris ripoffs (or clones, for that matter) have
>shown up in the PD archives, I don't think Spectrum Holobyte would
>get too excited about new PD tetris-type games. Commercial software,
>however, is another story. If Spectrum felt that the sales of the
>competing ripoff were hurting them, I bet they'd sue in order to get it
>off the market. (A guess only; I have no affiliation with or special
>knowledge of Spectrum Holobyte.)

>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

Uhhh...hate to tell you this but Spectrum-Holobyte already has started that.

In comp.sys.amiga, it's been really getting a going-over....
S-H even forced (because he doesnt have the resources to fight a lawsuit)
Fred Fish, keeper of the Fish Disks, to remove all the PD Tetris clones
from the archives.

However, since Nintendo apparently holds a better share of the rights
(there are SEVERAL companies each trying to hold the copyright on Tetris
and prevent the others from using it) than S-H, we in comp.sys.amiga wonder
how S-H even has a leg to stand on! Suffice to say S-H generally gets
a negative opinion......it doesn't seem to have shown any good qualities to
us....
I still know of a few BBSes where I can get a PD tetris clone far better
than S-H's!

An idea came up recently: if pirating hurts companies, and can cause them
to go bankrupt, show your support for the good companies by encouraging
pirating of the BAD companies' software!

If they don't make money, they won't be able to make bad software!

Nice idea ey ?

Any scofflaws out there who wanna start this ? :-)

(This does mean you have to stop pirating GOOD software!)

(Yeah so I APPEAR to be encouraging illegal stuff! I'll claim insanity
before they haul me off to jail... :-)

Wayne

1076. Reply to st emulators on amiga.

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 12:43:28 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <6251@topaz.ucq.edu.au>
Source record: 239446

In article <30060.26a66297@vaxb.acs.unt.edu>, ie09@vaxb.acs.unt.edu writes:
> For those of you who dont know this yet, A friend of mine
> who has an Amiga just got some software from Germany, one if them
> is an ST software emulator, It worked, but only in High Resolution
> It ran just about every utility we tried, except Magic Shadow Archiver
> and a few others, the program is called MEDUSA, there is supposed
> to be a hardware version of the st emulator comming soon.
>

Forgive me for sounding stupid but does this mean it allows the Amiga
to play ST programs? If so, does it allow the reverse?

Long John

1077. ACCs with Gcc? How?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 12:49:09 UTC
From: dkhusema@medusa.informatik.uni-erlangen.de
Message-ID: <3046@medusa.informatik.uni-erlangen.de>
Source record: 239447

Is there a way to create accessories with the GNU gcc on the ST? I tried
the naive way --- just compile it and name it BLA.ACC --- but that did no good.
I tried the acskel.c supplied with the gemlib for the GNU gcc.

So how do I do it?

Dirk Husemann

X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --

1078. External floppy problems and a Lurking Horror....

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 12:56:32 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <6252@topaz.ucq.edu.au>
Source record: 239448

Does anyone out there have trouble when booting with an external floppy drive? I'm passing this on from my father who's had the trouble.

When he boots with the external drive on and with a disk in it, numerous things sometimes happen (if it is un-write protected):

a) Files can be corrupt.
b) Disks can lose EVERY file.
c) You can try reading the directory but it gives an error (data on disk may be damaged) and when you say CANCEL you get it. But this only works once in a blue moon. Other times you get a blank window for the directory.

We thought there might have been a virus on but our virus killers didn't find any. Does anyone out there know about any such thing happening????

* * * * * * *

But my little question is, "Does anyone have LURKING HORROR for the ST?"

I played some of it on a friend's ST but he's moved off and sold it without telling me (some friend). Can anyone help with it?

Regards.

1079. Re: External floppy problems and a Lurking Horror....

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 13:37:13 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul31.133713.6964@msuinfo.cl.msu.edu>
Source record: 239449

In article <6252@topaz.ucq.edu.au> johnsonc@topaz.ucq.edu.au (Immortality is not from the long time you live but what you achieve in the time you have....) writes:

When he boots with the external drive on and with a disk in it,
numerous things sometimes happen (if it is un-write protected):

a) Files can be corrupt.
b) Disks can lose EVERY file.
c) You can try reading the directory but it gives an error (data on
disk may be damaged) and when you say CANCEL you get it. But this
only works once in a blue moon. Other times you get a blank window
for the directory.

We thought there might have been a virus on but our virus killers didn't
find any. Does anyone out there know about any such thing happening????

* * * * * * *
I too had this happen when I first got my (used) ST. As near as I
could figure, some important chips had come loose. The computer just
forgot it had a drive in the middle of disk read. THis did bafd
things to the disk. I took the case off and reseated all the chips I
could. The problem cleared up. It has happened twice since then.
However the by using the "kill" option in the PD Vkiller program
(Version ?) I was able to get the data back. (Don't ask me why that
worked. I know it shouldn't.)
--
~~~~~~~~~~~~~~~~~~~ ARMAGEDDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~~~~~ "Relax! It's only the end of the world." ~~~~~~~~~~~~~~~~~~

1080. Re: New Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 14:26:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul31.142641.21412@chinet.chi.il.us>
Source record: 239450

My response to all announcements of new hardware (and most announcements of new software), and not only from Atari by any means, is mild interest. Until my local dealers have them (and I may be better off than some, because there are local dealers for most of the major lines, including Atari), they aren't real, just possibilities. A 32 MHz TT with a price in a usable configuration under $2500 would be nice, but unless it's for sale now, I have no particular feelings about it.
Steve J.

1081. Re: Atari ST Hardware/Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 15:06:03 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760018@hpmcaa.mcm.hp.com>
Source record: 239451

I am selling the following: (prices are negotiable)

- ST Replay Sound Digitizer Cartridge and Software $30.00
- 5.25" Floppy Drive Cable and Software (E. Arthur Brown) $10.00
- Antic Color Object Editor $ 5.00

```
+------+---------------------+----------------------------------------+
| INET | wardlaw@kaos.UUCP | "If that was foreplay, I'm a dead man!" |
| UUCP | ucrmath!kaos!wardlaw | -- Alien Sex Scene, _Cocoon_ |
+------+---------------------+----------------------------------------+
----------
```

I'm interested in the above, but unable to get through.

Please Reply to:
Patrick@hpmcaa.mcm.hp.com
or
Patrick
HOME 503-434-5122
WORK 503-472-5101 x411

Thanks!

1082. GFA Raytrace SPL files

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 15:17:22 UTC
From: tgkreimer@miavx0.ham.muohio.edu
Message-ID: <188.26b568c2@miavx0.ham.muohio.edu>
Source record: 239452

The setup:
I have just started using GFA Raytrace and am off to a slow start.
While I like the package, I find it disappointing that I can't share
the results with others because of their 512 color format.

The take:
Anyone know how I can convert the 512 color SPL files to Spectrum
format or directly to GIF? Either one would be great, as then I can
distribute them easily.

Thanks:

Tom Kreimer | tgkreimer@miavx1.acs.muohio.edu | Opinions are
Miami University | tgkreimer@miavx2.bitnet | mine only,
Oxford, Ohio | "I Usta Dint No Nuttin, Now I Are A Xburt" | if I have one.

1083. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 15:42:05 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <4093@rodan.acs.syr.edu>
Source record: 239453

In article <32281@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Jerry Shekhel asks:
>>Hmmm. This is exactly what I'm trying to figure out -- what makes
>>you hate the Intel processor so much?
>
>This is something that in other circles would be politely called "chauvinism"
>or more impolitely, "bigotry"..

The newer Intel CPUs aren't too bad, the problem is that over 99% of the software available doesn't use the 80x86 to its fullest. Virtually all software still has the limitations of the 8086 so that it will run on those dinosaurs. This is why you hear people saying that Intel chips suck, because all of that segmented register garbage and the 640K "barrier" are still there. Yeah, I know, "but you can run Unix or, or or (whine whine)..." you're talking about less than 1% of the IBMmers out there, everyone still runs DOS. Maybe Windows will change that, we'll see. I won't even talk about Extended memory Expanded memory, CGA, EGA, HGC, MDA, VGA, Super VGA, MCGA, etc. Software houses have to address a lot of these different "standards" if they want their software to sell. It's a pain, it makes the software more expensive, etc. Are you starting to get the picture yet?

>It doesn't really matter in the bigger sense of the world, since the company
>which uses Intel chips to make computers (IBM)

Gee, I thought other companies used these too?! But there is only one prevailing architecture for them all, IBM's. IBM could have released dog shit with an attached keyboard and monitor back in (1981 was it??) and all of the same people would now be screaming about how great the "standard" is. There are people that buy things from them just because they are big, no matter what the product is.

>seems to have a good idea of
>where they're going, and how to get there,

Yeah, SURE they do.

>while the company which uses
>Motorola chips (Atari,Corp) is run by amateurs, interested only in the
>shortest term profit possible.

Commodore, Atari, and Apple all use 680x0 chips. Just what is your point here, though? Are you saying that IBM isn't interested in a short term profit? If there's anyone showing "bigotry" here.......

>In the long run, it's not going to matter which CPU chip is more capable,
>as it is which company knows what it's doing...

Exactly. It's attitudes like that that keep "Big Blue" in the "Big Black".

>
>BobR

---jb

PS - The main reason I posted this is to re-direct follow-ups to comp.misc.

"I was unprepared for his attack.
I instinctively used the Vulcan Death Grip" -- Spock

1084. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 15:48:18 UTC
From: jshekhel@feds19.prime.com
Message-ID: <712@cvbnetPrime.COM>
Source record: 239454

In article <1960@ncrcam.Cambridge.NCR.COM> mreiss@ncrcam.Cambridge.NCR.COM () writes:
>
>In article <701@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>>
>>Oh yeah. And I suppose Motorola thought about virtual memory management
>>and UNIX when they burned the original 68000 into silicon? Why is it, then,
>>that the 286 can run a real OS with virtual memory and protected address
>>spaces for each process (UNIX System V), and the 68000 can't? Am I missing
>>something here?
>
>Yes --- you definately are !!!
>
>8086, then 80186, then 80286 --- Three versions to run full Unix.
>Personally, I have never seen a 286 run full Unix. I was under the
>impression that it took a 386 to do it right. I have seen a 286 run
>Xenix though.
>

First of all, the 80186 was not the "successor" to the 8086 -- it was
just a different version of it, more suited towards microcontroller
applications. The 80286 is the second chip in the 86 series. There are
at least 3 vendors of UNIX System V for 286 machines.

>
>68000, then 68010 can run full Unix. Not bad, only the second version of the
>architecture.
>

The 68010 runs UNIX? Are you referring to the long-gone Sun-2 line? Didn't
Sun use proprietary memory management hardware for all their worksation
lines all the way through Sun-3/68020? The 68010 is the second version of
the architecture? What about the 68008?

WHO THE HELL CARES WHAT VERSION of the architecture can run UNIX? Does it
make sense FOR YOU to choose a 68000-based machine over a cheaper and much
more powerful 386-based machine just because you think it took MOTOROLA fewer
tries to make their chips capable of running UNIX?

>
>The 80386 should be compared to the 68030, shouldn't it. Now do you
>see why the Intel architecture is so limited. When compared to THE
>CORRESPONDING member of the Motorola family, the Intel family falls
>far short.
>

You still haven't told me WHERE it falls "far short" -- at what stage. There are too many ways to compare the processors. One could ask, "At what stage in each chip line could the chip run UNIX without any additional memory management hardware?" The answer there would be "80286 and 68030". The chip lines are too different to be compared feature for feature. What difference does it make anyway, since by the time the 386 and the 68030 became available, the two lines converged in terms of capabilities.

Your argument is like saying that the Lexus is superior to the BMW because the first version of the Lexus is comparable to the umpteenth version of the BMW. I suppose that makes the BMW line "so limited"?

>
>Michael A. Reiss |
> | mike

-- Jerry Shekhel

1085. MSPEED

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 15:51:54 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.649439432.larserio@kvart.uio.no>
Source record: 239455
Body handling: Inline uuencoded payload not displayed: MSPEED.ARC

```
The world smallest mouse-accelrator ?
Speeds up the mouse to double-speed
While RIGHT button is down you get OLD slow mouse
Must be started AFTER the desktop is drawed (uses a mouse-vector)

[Inline uuencoded payload not displayed: MSPEED.ARC]
```

1086. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 16:11:22 UTC
From: jshekhel@feds19.prime.com
Message-ID: <713@cvbnetPrime.COM>
Source record: 239456

In article <WH5$NS%@rpi.edu> onders@picasso.ipl.rpi.edu (Timothy E. Onders) writes:
>
>Think about the claims you're making. Note the fact that you are comparing
>the 80286, Intel's second generation of the 80x86 line, to the 68000,
>Motorola's first generation of the 680x0 line. If you compare it to the
>68010, you'll find full vm support, and a lot of nice features, such as
>linear address space, normal data format, a stack that grows in the right
>direction, &c.
>

Excuse me, but even the 68020 does not have full VM support. That's why
it requires a 68551 MMU to run UNIX. Sun's 68020 machines, I believe,
used a proprietary MMU. "Normal data format"? "Stack that grows in the
RIGHT direction"? Who determines these things? Programmers don't have
to worry about these things even at the machine language level!

>
>If you're going to compare Blueberries to Oranges, you're
>not going to be accurate. And, anyway, the 68000 can, but the ST's MMU,
>since you seem to be basing your experience on the ST, can't. With a
>proper MMU, the 68000 had "protected(supervisor)" mode long before the
>80x86 architecture.
>

I wasn't talking about supervisor mode. I was talking about hardware
support for multitasking with an isolated memory space for each process.
And besides, certainly, we can always throw more hardware at the problem.
We could use a real MMU on the ST, just like we could put a 386 processor
board into an 8086 machine. But I still haven't come closer to under-
standing why people on this newsgroup hate the Intel processor, when the
Intel/Motorola lines are so similar in terms of performance.

>
> Tim Onders
>

-- Jerry Shekhel

1087. Some errors

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 16:44:09 UTC
From: barrett@jhunix.HCF.JHU.EDU
Message-ID: <5969@jhunix.HCF.JHU.EDU>
Source record: 239457

There was an article posted recently about the Atari TT, and it
contained some errors. I wanted to point them out. I'm sorry that I lost
the original poster's name; I believe this info was typed in from an official
Atari flyer in New Zealand.

> Comparison of standard features
> Amiga 3000 Mac IIcx Atari TT030
>Clock speed 16 Mhz - 32 Mhz

Misleading -- the Amiga 3000 comes in 16 and 25 MHz models.

>RAM 2 to 17 1 to 32 2 to 26

Wrong -- the Amiga goes from 2-18 MB internally, but up to 1.7
GIGABYTES of RAM is addressable as standard.

> Max resolution 1280 x 480 Optional 1280 x 960
> Interlaced Non-interlaced

This is a very misleading comparison. The 1280x960 Atari mode is
listed as "Moniterm monochrome." If so, you need a Moniterm
monitor... right?

The Amiga also has such standard graphics modes. They go up to
1008x1024 resolution with a compatible monitor.

> Max colours 32 Colours 256 Colours
> from 4096 from 4096

Wrong -- Max colours is 4096 from a palette of 4096 on an Amiga.

> Max video RAM 1 Mb 8 Mb

Wrong -- Max video RAM (called CHIP RAM on Amiga) is 2 MB on an
Amiga.

>Expansion Proprietary NuBus VME

Only partially correct. Amiga has both proprietary and IBM AT slots.
I might mention that these "proprietary" slots are 32-bit DMA,
running at the full speed of the bus/processor. The name of the
Amiga expansion type is "Zorro III".

Another omission is that the Amiga has a processor slot for
plugging in a 68040. The machine is ready for it; just plug it in.

Dan

////////////////////////////////////\\
| Dan Barrett, Department of Computer Science Johns Hopkins University |
| INTERNET: barrett@cs.jhu.edu | |
| COMPUSERVE: >internet:barrett@cs.jhu.edu | UUCP: barrett@jhunix.UUCP |
\\////////////////////////////////////

1088. Re: IBM <--> Atari

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 17:00:28 UTC
From: davel@vision.UUCP
Message-ID: <1152@vision.UUCP>
Source record: 239458

In article <1990Jul30.230210.11548@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>Now that the Atari <--> Amiga bashing has changed to IBM <--> Atari
>bashing, does anyone know of an Intel 80x86 based system that is NOT
>in an IBM or ibm clone? (Of course, Compaq was using an 8088 in the
>early days, not an 8086).

My previous employers - Systime Computers - had a range of machines: the 300, the 500 and the 2000 which where all based on the 8086. They were all multi-user machines running Systime's own operating system MPS. I still have a 300 in my garage - 1Mb of memory, 10Mb of disk and four serial ports.

About a couple of hundred of this range out there still in service.

Without exception, these systems were completely non-PC architecture and bore no more than the relationship created from the fact that the CPU was an 8086.

--
-------------------- I'm totally incommunicado, except for ---------------------
Dave Lockwood ...!uunet!mcsun!ukc!vision!davel davel@vision.uucp
Technical Consultant ...!uunet!bulus3!bungia!vware!davel davel@vware.MN.ORG
VisionWare Ltd, G4CLI@GB7YHF.194.GBR.EU dave@g4cli.ampr.org
57 Cardigan Lane, D.LOCKWOOD@ICLX davel@vision.co.uk
Leeds, LS4 2LE, +44-532-788858 +44-831-494088
United Kingdom +44-532-304676 "Hey, You!"
---------------------- VISIONWARE DOS/UNIX INTEGRATION ------------------------

1089. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 17:34:24 UTC
From: krieg@jupiter.uucp
Message-ID: <2858@mrsvr.UUCP>
Source record: 239459
Cross-posted to: rec.games.misc,comp.sys.atari.st

Here is an article from ZNET #525:

Author: James R. Glenn File names: VSQUARED.LZH; VALGUS.ARC
File type: Game Program names: VALGUS SQUARED; VALGUS

From the docs to Valgus Squared:

"...In VSQ, the seven familiar Valgus pieces are back, but they are tired of falling straight down the screen! Instead, they will come at you from all four sides of the 27x27 playing area. In the middle of this area is a solid 3x3 block. When a piece hits this block or any other pieces that have fallen before it, it will become locked into that place, and a new piece will drop from a randomly chosen side. The object of the game, instead of completing lines across the screen, is to complete squares around the center block. The first square out is 5x5, the next is 7x7, and so on. To help you keep track of which square each position on the screen belongs to, once a piece has fallen, each of its four constituent blocks will change colors. Thus, at the beginning of each round, blocks in the 5x5 square will be blue, those in the 7x7 will be green, then yellow, orange, red, purple, and back to blue again to restart the cycle. When you complete a square, all the squares on top of it will move in. Once you complete a certain number of squares (5 on the first level, 7 on the second, and so on) the round will end and you will be awarded a bonus. Your bonus is determined by the number of empty squares around the perimiter and how far you are into the game. The playfield is then cleared and a new round begins..."

As you can see, Valgus Squared is Tetris with a good twist, a twist that should keep PD/shareware game players happy until the next variant comes along. The program ran well...until I finished a round and let the game run for awhile on _my_ machine. Then I got a "FATAL ERROR" and was forced to go back to the desktop. Shucks. But as you can also see from the clear docs above, VSQ has a lot of potential.

On to Valgus. Yo, ho-ho! After playing it for about half an hour, I could tell this game has a couple of nice touches. Valgus is much more faithful to its parent than its brother above. The one major difference I noticed between Valgus and Tetris was a vertical wall that had been added to each side of the 'well' on one of the levels.

I got an error on my machine when I ran the game from a floppy, but I got no such error when I ran it from the same floppy with the hard drive online.

```
--
==========================================================================
= Andrew Krieg Marvel Historian =
= krieg@ylum.med.ge.com Keeper of: The LIST, 2to1 list =
==========================================================================
= Sheriff Truman: Do you think they spotted us? =
= Agent Cooper: Gimme a doughnut. - Twin Peaks =
==========================================================================
```

1090. Turtle tip

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 19:09:15 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1990Jul31.190915.7676@cbnewsj.att.com>
Source record: 239460

Those of you using Turtle 3.0, George Woodside's excellent hard drive backup utility, may already know that it is incompatible with CACHEnnn.PRG. Many people have CACHEnnn.PRG in their AUTO folders to take advantage of TOS 1.4's disk caching capabilities.

I recently bought an ICD hard drive, and was surprised to find that Turtle gave me a fatal error message, even though I had turned off CACHEnnn.PRG. After much investigation, I found that the ICD hard disk driver, ICDBOOT.SYS, was the source of this new incompatibility. It turns out that my ICDBOOT.SYS was pre-configured to allocate blocks for read/write caching. I fired up HDUTIL.PRG, and re-configured ICDBOOT.SYS to disable all caching. Doing this made Turtle happy. I could then back up my hard drive. After that, I re-enabled the ICD caching, and CACHEnnn.PRG.

I hope this helps other Turtle users who own ICD drives.

Rana Dutt
rcd@mtqua.att.com

1091. Does Windows 3.0 work on any IBM emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 19:14:24 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1990Jul31.191424.7980@cbnewsj.att.com>
Source record: 239461

The subject line asks it all:

Does Microsoft Windows 3.0 run on PC Ditto II, PC Speed, Supercharger,
or any other IBM emulator available for the ST?

Thanks,

Rana Dutt
rcd@mtqua.att.com

1092. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 20:39:42 UTC
From: minar@reed.bitnet
Message-ID: <15267@reed.UUCP>
Source record: 239462
Cross-posted to: rec.games.misc,comp.sys.atari.st

There are at least 15 different PD/Shareware versions of Tetris for the IBM. Many of them are unremarkable. They are mostly two-dimensional tetris, with some 'extended' block sets - pentominoes (based on 5 blocks), allowing diagonal connections in the block set, and the like. They are pretty boring.

I do recommend the commercial game BlockOut, however. It is a true 3d version of tetris (unlike welltris, which is just bizarre). There are three block sets: a flat set, a basic set (4 unit blocks), and the 'extended' set - 5 unit blocks. One plays down a well, the pieces falling to the bottom.

Game play is good. One eventually builds up the skill that, when given a piece allows one to move it into a new orientation effortlessly (even with 6 rotate keys).

The only problem is the piece sets don't seem to work too well. The flat set is very boring, the simple set only has about 6 pieces and becomes a game of speed in narrow wells (or trivial in wide wells), and the extended set has some pieces that just can NOT be places simply.

Its still a great game, good for 3d visualization..

1093. Perl for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 22:19:17 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Aug1001917@troll.cs.tu-berlin.de>
Source record: 239463
Cross-posted to: comp.lang.perl,comp.sys.atari.st

Hello.

Today, at netmbx, I have seen a local posting stating a PC-version is
available for download. So I ask whether Perl is already ported to the ST.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1094. Re: stevie

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 22:45:39 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Aug1004539@troll.cs.tu-berlin.de>
Source record: 239464

In article <0817898@mist.UUCP> woju@mist.UUCP (Wolfgang Jung) writes:
I encountered a problem with the 'stevie' editor:
when loading a big file eg:stevie.doc the stevie won't react on
curser key hits properly.
Does someone has encountered this bug/problem too, or knows how to
remove that bug..

I didn't have this problem with a file of about 220K (6000 lines).

But I hit a severe bug!
I wanted to indent the whole text by using ">G" and stevie (v3.91) bombed
at me! I checked the command on a small file and it worked!
Conclusion: stevie does indenting via the yank-buffer, but is failing
to see the overflow! In other situations (e.g. deleting a huge block), I
get a question yank-buffer exceeded, confirm? and that's it. When indenting
I didn't get this message but two bombs instead.

Please correct it asap!

Another implementation of vi did a nice trick: It checked a flag whether
the file has been changed since loading. As it wasn't, it re-loaded the
textfile with indenting... It had trouble when saving the result onto
another filename. It told me the disk was full (It wasn't - I had about
1 meg free, and the program stopped after writing 90K). SIGH.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1095. Help, 2 questions

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 23:24:32 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul31.232432.14554@math.lsa.umich.edu>
Source record: 239465

I just received my MagicSync multiscan monitor finally. I made a cable to use in color mode. I'd like to get hold of an OmniSwitch, (from Talon Technology?) - does anyone know of a good source & price?

I'm also stuck in the game Future Wars. I can't get out of the monastery. Any hints/spoilers would be most welcome.

PS - Using Overscan, I get 832 (831) horizontal pixels and 280 vertical in medium resolution. (416 H in lo-rez). This monitor has .28mm dot pitch, rated for 1024x768, 45-90hz vertical refresh, 15.7-36khz horizontal. Has a 9 pin TTL RGB socket as well as a 25 pin analog RGB socket. I rigged up my own cable for the color display, and need a good way to switch into monochrome.

PPS - has anyone come up with a hack to make the ST use interlaced video? It'd be nice to get 560 vertical instead of 280...
(Tho it's pretty nice right now, 104x35 text in med-rez. Only quirk is that GEM desktop now thinks you're using a "big" screen [which you are, I guess!] and displays windows in 2 columns.)

All responses to any/all questions greatly appreciated.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1096. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-07-31 23:49:31 UTC
From: soh@shiva.trl.oz
Message-ID: <1986@trlluna.trl.oz>
Source record: 239466
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,aus.computers.amiga

soh@shiva.trl.oz (kam hung soh) writes:
>Speaking from Melbourne, Commodore dealers have reduced the price of
>a 68020 upgrade for the Amiga 2000 by as much as a third in
>anticipation of the Amiga 3000. ...

Ooops! Made a mistake there. The shop is in New South Wales, not
Melbourne. I've just had an inquiry and realised my mistake when I
reread the advertisement in the Australian Commodore and Amiga Review
(July 1990).

Serves me right for shooting off my article without checking.

Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, Australia

1097. Re: Some errors

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 01:04:52 UTC
From: baffoni@aludra.usc.edu
Message-ID: <11167@chaph.usc.edu>
Source record: 239467

In article <5969@jhunix.HCF.JHU.EDU> barrett@jhunix.HCF.JHU.EDU (Dan Barrett) writes:
>
[stuff deleted]
>>Clock speed 16 Mhz - 32 Mhz
>
> Misleading -- the Amiga 3000 comes in 16 and 25 MHz models.
>
>>RAM 2 to 17 1 to 32 2 to 26
>
> Wrong -- the Amiga goes from 2-18 MB internally, but up to 1.7
> GIGABYTES of RAM is addressable as standard.

Certainly, due to the 200pins of the 68030, this is THEORETICALLY possible,
but due to the hardware constraints (limited card slots, bus width, power?:)
just how much can you ACTUALLY address in the REAL world (no flames, this is
an honest question)?

[stuff deleted]
>> Max colours 32 Colours 256 Colours
>> from 4096 from 4096
>
> Wrong -- Max colours is 4096 from a palette of 4096 on an Amiga.
>
From what I understand, the 4k out of 4k colors obtained is due to
software hacks (HAM methods, scanline interrupts, etc.), but I think that the
question of comparing them is directed at standard system constraints rather
than at what can be done by tweeking the normal draw cycles.
So what would the max colours be WITHOUT scanline tweeking?

>
> Dan
>
> ////////////////////////////////////\\
>| Dan Barrett, Department of Computer Science Johns Hopkins University |
>| INTERNET: barrett@cs.jhu.edu | |
>| COMPUSERVE: >internet:barrett@cs.jhu.edu | UUCP: barrett@jhunix.UUCP |
> \\\

-Mike

just Mike.

1098. gnu gcc for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 01:57:26 UTC
From: clive@aldetec.oz
Message-ID: <214@aldetec.oz>
Source record: 239468
Cross-posted to: gnu.gcc,comp.sys.atari.st

I hear bits about a gcc compiler for the Atari ST, where
can I get it from???...
Is it PD???
Thanks.. in anticipation!
..Clive

Clive Salvidge ACSnet : clive@aldetec.oz
Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST

1099. STe

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 05:01:13 UTC
From: ekrimen@wet.UUCP
Message-ID: <1405@wet.UUCP>
Source record: 239469

Well, I bought my STe yesterday. :^))

For those interested, these are brief thoughts (I'm a very simple thinker :^) on my first hours with my STe. Actually, I have a lot of questions. So, on with the show!

The whole purchase was kinda anti-climatic 'cause I was concerned that it might not work with my ICD hard drive, fitted with ICDBOOT version 4.8.2. But,...

I'm glad it works! So far, at least. To those who know a little more about problems with the STe and hard drives, how long will it take for the bad signs to show, if they do? Or should they show right away? Before I sold my old 1040, I backed everything up, just to be on the safe side when I got the STe. When I attached the hard drive to the STe, I copied a full floppy of stuff to my hard drive to check for the write-error; y' know, the one where the STe may drop two bytes of everything. Everything was okay. Then I formatted the hard drive and copied everything again, and it was okay. I've even tried formatting a disk in drive A: and it worked okay (BTW, what was supposed to happen if it didn't?). I've heard stories about not being able to format a disk in drive A: with the hard drive connected.

My second observation is that the screen isn't as bright as when it was attached to my other 1040. No, it's not because the screen brightness control on my monitor is changed, but the default white is a lot less bright. When the computer is first switched on, the screen is white like the other one for less than a second, but then lowers in intensity and remains that way. Are others like this, or is it just mine?

Next, I get an awkward display when I hold down the reset button on the back. The other 1040 just went white when I would hold the button down. The STe produces a scrolling set of lines that looks like radio interference. I know, you just have to press and release the button to reset it, but I thought this was sort of strange. Again, are others like this, or just mine? Yeah, yeah, I know that all Atari computers of the same model aren't produced identically :^), but I'm still curious if you think mine's acting weirdly.

This scared me: when I tried to install NeoDesk for the first time from the "Install Application" selection from the desktop, I didn't get the |Install| button. I got |Remove| and |Cancel|, but no |Install|. I did something later, and I got it to work. Maybe I had an 'old' DESKTOP.INF file in my root directory, and that had something to do with it.

On a related note, during the first couple of hours of getting my STe home, I double-clicked on a program named CONV.TTP, and received a Show, Print, Cancel dialog box. Maybe I had an old DESKTOP.INF file and this was bothering it. I remember Darek Mihocka mentioning this in his reviews of the STe. I haven't seen the problem since that first occurrence.

Next, aren't TOSs later than 1.4 (or is it 1.2?), supposed to turn off the floppy light automatically after the hard drive boots? Mine doesn't.

Yeah, I know this is a lot of questions, but I thought it might add some much-needed discussion in the ST arena. "Who made me moderator?", you say? It's a good thing I don't write reviews for magazines. :^) BTW, this is being posted to comp.sys.atari.st and Fidonet's Atari ST echo. Users on both nets have the pleasure of enjoying this twice! OH BOY! ;^) And, for those who have had the STe's for quite a while, I'm sorry you have to wade through this. I've been trying to keep up with the info, but still have some more questions. I appreciate your help.

On a positive note, this STe is great. It's quick! File writes, screen draws, everything. It's one nice machine. Wouldn't trade it for anything! If you can upgrade, do it.

(The following is just my opinion. Any similarity to the truth is coincidental. I hope flames get lost in the mail.)

Macs are not worth the money.
MS-DOS should be featured on the HA! Channel.
And, Amigas, well, multitasking IS nice -- but that's about it. My multitasking will be limited to Mystic and STalker until GEM and TOS multitasking comes out for the ST.

1100. Read/Write Spectre Format?

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 06:31:59 UTC
From: quang@csuf3b.CSUFresno.EDU
Message-ID: <1990Aug1.063159.24866@csuf3b.CSUFresno.EDU>
Source record: 239470

Is there any PD program that allows the Atari drive to read/write data in Spectre format? BTW, I'm a new Atari owner. Any help would be appreciated.

thanks,

-Quang (quang@csufresno.edu)

1101. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 07:22:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32327@cup.portal.com>
Source record: 239471

Replying to John Bruno's points...

Commodore has been doing OK using 680XX chips...

Apple has released some pretty impressive, if pricey, 680XX machines...

Atari has just about vaporized us all with their 680XX pipedreams...

The point is that it really doesn't MATTER what CPU a product runs, if
it's a success commercially...

IBM and all of its clones have sold MANY times more units than ALLLLLLLL
the 680XX machines combined...

That doesn't mean the 80X86 chip is any better than a 680XX chip.. it just
means that the company that sells the computers seems to have a better
handle on how to sell computers...

"Big Blue" is in the "Big Black" while Atari Corp is in the "Big Toilet",.
not because of any choice of microprocessor CPU...

BobR

1102. Re: Exercise em! (Re: my eyes are killing me...)

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 07:38:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32329@cup.portal.com>
Source record: 239472

AAron aAAs writes:
>Ya, it's not related to the Atari St specifically, but at least note that I
>am NOT adding/responding to the REALLY ANNOYING CRAP that has been
>clogging this group recently !!

Well, AAron... as long as Atari, Corp. keeps giving us ST owners nothing but REALLY ANNOYING CRAP, I'd imagine that we're going to be seeing a lot more of it..

If you read any of the Commodore and Amiga newsgroups, or IBM newsgroups, or Apple Macintosh newsgroups, you really won't see much REALLY ANNOYING CRAP... for some reason, it's only as a result of the things Atari Corp has been doing (or not doing) that you see a lot of REALLY ANNOYING CRAP in the Atari newsgroups...

Wouldn't it be great if Atari Corp would produce lots of Atari ST computers, and flood the market with really great computers, and promote those really great computers, and induce lots of dealers to sell those really great computers, and advertise all those really great computers.. instead of giving us a lot of REALLY ANNOYING CRAP...?

Oh well.. I guess if we just ignore all that REALLY ANNOYING Atari CRAP, it'll all go away...?

BobR

1103. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 07:47:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32331@cup.portal.com>
Source record: 239473
Cross-posted to: rec.games.misc,comp.sys.atari.st

Chris Dixon asks about Tetris sequels..

I've seen one game that takes the "Tetris" play mechanic to another order of magnitude.. it's called "Valgus ^2", or "Valgus Squared"...

Valgus was an Atari ST clone of Tetris, and Valgus Squared is a complete takeoff on the idea..

The blocks come in from all four directions, and the object is no longer to simply make lines from the falling shapes, but to make complete squares in the middle...

I guess I'm going to have to figure out how to send UUEncoded files from Portal, eh...?
:)
BobR

1104. Reply to people who wrote about external drive...

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 09:50:35 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <6284@topaz.ucq.edu.au>
Source record: 239474

Thanks to Greg and Brian who replied to my problem with the external floppy drive. I'd have replied especially but either I don't have the privilege to write back to overseas or I am so incredibly stupid I can't figure out how to use it.

Anyhow, thanks to Greg from Virginia and Brian from BENTLEY BH - ECONOMICS.

Chris.

1105. Thanks for help on external drive problems...

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 12:35:20 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <6299@topaz.ucq.edu.au>
Source record: 239475

Thanks, Dave. That might be what I'm looking for.
I'll try it when I get home - which is soon.
(It's really funny handling this time zone business. You wrote
at half past one in the afternoon on 31st July which is around
about half past eleven in the morning of 1st August. Want me to
foretell the future for you? You must have posted while I was
in a lecture.)

Thanks.

Chris.

Rockhampton, Queensland.
Australia.

1106. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 12:51:10 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3175@syma.sussex.ac.uk>
Source record: 239476

From article <704@cvbnetPrime.COM>, by jshekhel@feds19.prime.com (Jerry Shekhel):
> Hmmm. This is exactly what I'm trying to figure out -- what makes
> you hate the Intel processor so much?

The question wasn't asked of me personally, and I don't think I actually HATE Intel processors, but I can think of two things that might prejudice some people against them.

1. The 'low byte - high byte' ordering of numbers, which is the opposite of Motorola chips (other chips, like those from DEC & IBM, divide along similar lines). Very much a matter of taste.

2. The 'segment+offset' way of addressing memory locations. This is probably the most crucial difference for people who care about these things. I remember that Neil Harris, when he worked for Atari, used to sign messages with the declaration: "Segments are for worms."

There again, I don't do any low-level programming, so I'm not the most knowledgeable person to comment. There may be all sorts of other amazingly important differences!

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1107. Re: IBM <--> Atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 12:59:35 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3176@syma.sussex.ac.uk>
Source record: 239477

From article <11271@arisia.Xerox.COM>, by romero@arisia.Xerox.COM (Antonio Romero):
> In article <1990Jul30.230210.11548@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>>Now that the Atari <--> Amiga bashing has changed to IBM <--> Atari
>>bashing, does anyone know of an Intel 80x86 based system that is NOT
>>in an IBM or ibm clone? (Of course, Compaq was using an 8088 in the
>>early days, not an 8086).
>
I'm writing this followup on a Sequent Symmetry that's using, I think, six 80386's. It distributes its *nix processes across these processors and you can even compile programs to incorporate some degree of parallelism.

This is just for information. I'm not saying the same thing couldn't be done, or couldn't be done better, on other processors.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1108. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 13:21:46 UTC
From: chad@norge.enet.dec.com
Message-ID: <14128@shlump.nac.dec.com>
Source record: 239478

In response to BobR.

Just to clarify.

There are a lot more machines than just Apple, Commodore, and Atari using 68XXX. Sun and Apollo have/had workstations using 68XXX. The Next machine uses it. DEC had a machine using it (though not popular -- VAXstation 100), even IBM had a machine (some PC looking thing). And I've probably missed a lot of them. There are also MIDI keyboards that have 68000 in them. It is a widespread machine. And it isn't PCs that keep IBM in the "Big Black", it is "Big Mainframes".

Chad

chad@norge.enet.dec.com
Vi elsker dette landet!

DEC has its opinions, I have mine.

1109. 680x0 <==> 80x86 Flame Wars

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 14:44:30 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12610335995028@osu-20.ircc.ohio-state.edu>
Source record: 239479

Let me summarize the past few days in this group:

The 680x0 blah, blah, flame, and all computers designed around the 680x0 are clearly superior...blah, flame, [list of reasons], drone, etc...

Followed by:

The 80x86 line of processors is so great that a puddle of slime would see the blah, blah, drone, flame, flame, drone, [knee-jerk reaction to earlier post], blah, etc....

and on, and on, and on.....

THIS IS GETTING RIDICULOUS!

This board is for Atari ST related posts. If I
want to ennumerate the differences between the micro-processors
from different companies, I'll buy a book or get their sales literature.

Please take further 'discussion' to e-mail or alt.flame (whichever is more appropriate!).

Tyler

PS: Standard disclaimers apply.....

1110. Re: Does Windows 3.0 work on any IBM emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 16:13:50 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760019@hpmcaa.mcm.hp.com>
Source record: 239480

YES!,

I've successfully installed Windows 3.0 with PC-Ditto II. It runs at an acceptable speed. It does _a_lot_ of disc access due to running in REAL Mode without any expanded or extended memory. I have had a problem with the system locking up / and reporting a memory overflow error. This was encountered when I was installing applications. I have also had the system lockup when moving the mouse excessively. This also happens when in standard applications.

It requires ~4 Meg of disk space.

I used the CGA Mode and the Serial Mouse selections in the Installation.

Hope this helps
-Patrick
patrick@hpmcaa.mcm.hp.com

1111. Re: Turtle tip

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 16:14:10 UTC
From: gilliam@lowlif.dec.com
Message-ID: <14140@shlump.nac.dec.com>
Source record: 239481

In article <1990Jul31.190915.7676@cbnewsj.att.com>, rcd@cbnewsj.att.com (rana.c.dutt) writes...
>It turns out that my ICDBOOT.SYS was pre-configured to allocate blocks for
>read/write caching. I fired up HDUTIL.PRG, and re-configured ICDBOOT.SYS

Or, you can press the ESC key during boot up to disable caching.

1112. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-01 16:53:07 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3687@umbc3.UMBC.EDU>
Source record: 239482

In article <14128@shlump.nac.dec.com> chad@norge.enet.dec.com (Chad Leigh) writes:
>There are a lot more machines than just Apple, Commodore, and Atari
>using 68XXX. Sun and Apollo have/had workstations using 68XXX. The
>Next machine uses it. DEC had a machine using it (though not popular --
>VAXstation 100), even IBM had a machine (some PC looking thing). And
>I've probably missed a lot of them. There are also MIDI keyboards that
>have 68000 in them. It is a widespread machine. And it isn't PCs that
>keep IBM in the "Big Black", it is "Big Mainframes".

Just for laugh, the TRS-80 Model 16 was also 68000 based.

Chuck Rickard
(chuck@umbc5.umbc.edu)

1113. Re: Does Windows 3.0 work on any IBM emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 00:57:02 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3811@calvin.cs.mcgill.ca>
Source record: 239483

In article <1990Jul31.191424.7980@cbnewsj.att.com> rcd@cbnewsj.att.com (rana.c.dutt) writes:
>The subject line asks it all:
>
>Does Microsoft Windows 3.0 run on PC Ditto II, PC Speed, Supercharger,
>or any other IBM emulator available for the ST?
>
According to the documentation, WINDOWS 286 is supposed to run without
any problems on Supercharger. I have no idea what WINDOWS 3.0 is, or if
it is for the 286 or 386, but I hope this is helpful.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

1114. Re: Time for a New Computer: Should it be an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 01:06:50 UTC
From: vilkas@ultima.cs.uts.oz
Message-ID: <18139@ultima.cs.uts.oz>
Source record: 239484
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,aus.computers.amiga

soh@shiva.trl.oz (kam hung soh) writes:

>soh@shiva.trl.oz (kam hung soh) writes:
>>Speaking from Melbourne, Commodore dealers have reduced the price of
>>a 68020 upgrade for the Amiga 2000 by as much as a third in
>>anticipation of the Amiga 3000. ...

>Ooops! Made a mistake there. The shop is in New South Wales, not
>Melbourne. I've just had an inquiry and realised my mistake when I
>reread the advertisement in the Australian Commodore and Amiga Review
>(July 1990).

WHERE? Please inform where this was & what price! I would dearly love to
turbo charge my 2000.

Jhary a Conel

aka vilkas

1115. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 05:08:59 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1638@oucsace.cs.OHIOU.EDU>
Source record: 239485

In article <32327@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Replying to John Bruno's points...
>
>Commodore has been doing OK using 680XX chips...
>
>Apple has released some pretty impressive, if pricey, 680XX machines...
>
>Atari has just about vaporized us all with their 680XX pipedreams...
>
>The point is that it really doesn't MATTER what CPU a product runs, if
>it's a success commercially...

Incidentally, I think I heard somewhere that some SUN computers
use 680XX chips. Is this correct? If so, I think this would be a definite
example of a 680XX being used "correctly".
Keep in mind there's a big difference between the 680XX series
and the 80X86 series; one of them is that the 680XX chips design went
towards generalized operations, microcode, etc., while the 80X86 (at least
the early ones) used primarily non-microcode, more specific operations.
I've done limited assembly for the 68020 and the 80286, and more extensive
work on 68000 and 8086 (so I can't really say about the 386 or 486). But
I do know I found the 680XX environment much more coherent and easier to
work in.
Furthermore, it struck me how improvements in the 680XX series were
primarily enhancements of existing microcode, plus addition of protected
mode operations and that sort of thing, while it seems like the 80X86 series
has undergone more radical changes. Which is a problem when you lock
yourself into a hardware-specific series of operations, rather than using
a more generalized microcode system. Sure, the latter takes more design
in order to gain the same speed, but frankly I'd bet that development on a
68040 (is that the newest one?) would be a lot more familiar and a lot
easier to me than development on a 80486.
Mind you, I'm not saying anything about the machines. I bought
an Atari ST because it fit my needs (still does). If I'd needed an IBM,
I would have bought one. One of my requirements for buying was a Motorola
microprocessor. At the time, I was very disappointed with the Intel series,
but I had consistently seen quality from Motorola (even though it often
went unimplemented; take the 6809 for example, which was several registers
and years ahead of the current standard 6502).
Take all this with a grain of salt. I just program on them, I
don't make them, so I'm probably wrong on a few points here.

>"Big Blue" is in the "Big Black" while Atari Corp is in the "Big Toilet",.
>not because of any choice of microprocessor CPU...

Have to agree there; but then again, Atari has done quite well in
the European market.
>
>BobR

1116. Re: 680x0 <==> 80x86 Flame Wars

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 06:58:59 UTC
From: mboen@nixpbe.UUCP
Message-ID: <mboen.649580339@peun33>
Source record: 239486

This article reflects my feelings exactly. If you want to rant about your
favourite processor and flame people happy with another one the go to
alt.flame. If you want to conduct terribly technical discussions about
processors, their architecture and the relative merits thereof, go to comp.arch.

In the comp.sys groups, discuss the machines and their programming, etc.

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1117. proportional mouse accelerator

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 07:32:55 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1098@ssp18.idca.tds.philips.nl>
Source record: 239487
Body handling: Inline uuencoded payload not displayed: promouse.acc

Somebody asked for a mouseaccelerator. I saw one yet, doubling the mouse
speed. Yukh! Not all pixels are accessable anymore. (Pressing the right
button would set the speed to normal, but some programs use the right mouse
button!).
Here's another accelerator. It comes from STart, a Dutch ST magazine.
It will speed the mouse following the formula: n * (n + 1) / 2, resulting
in the following mousemovetable:

```
mouse cursor
----- ------
0 0
1 1
2 3
3 6
4 10
... ...
```

The program is an acc. butdoesn't appear in the menu.

```
-------------------------------- cut here -----------------------------
```

```
table
!"#$%&'()*+
,-./0123456
789:;<=>?@A
BCDEFGHIJKL
MNOPQRSTUVW
XYZ[\]^_
```

[Inline uuencoded payload not displayed: promouse.acc]


```
##############################################################################
# DISCLAIMER:Unless otherwise stated, the above comments are entirely my own #
# #
# Jan van Loenen Internet jvl@idca.tds.philips.nl #
# Philips Information Systems UUCP ....!mcvax!philapd!jvl #
##############################################################################
```

1118. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 11:48:21 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1967@ncrcam.Cambridge.NCR.COM>
Source record: 239488

Newsgroups: comp.sys.atari.st
Subject: Accessory program
Summary:
Expires:
Sender:
Reply-To: mreiss@ncrcam.Cambridge.NCR.COM ()
Followup-To:
Distribution:
Organization: NCR, E&M Cambridge, Ohio
Keywords:

Newsgroups: comp.sys.atari.st
Subject: Re: "DOS machines" (Was: TT (Who has one?))
Summary:
Expires:
References: <1990Jul19.135115.2032@cunixf.cc.columbia.edu>
<1990Jul19.160526.2215@arcsun.arc.ab.ca> <6764@vax1.acs.udel.EDU> <692@cvbnetPrime.COM>
<3160@rwthinf.UUCP> <701@cvbnetPrime.COM>
Sender:
Reply-To: mreiss@ncrcam.Cambridge.NCR.COM ()
Followup-To:
Distribution:
Organization: NCR, E&M Cambridge, Ohio
Keywords: long

In article <701@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>In article <3160@rwthinf.UUCP> windy@beauty.informatik.rwth-aachen.de (Andrew John Stuart
Miller) writes:
>>
>>Intel tried to do too much before they new for certain what was usefull and
>>what was not, hence brain dammage such as 64k segments, lack of interrupt requests etc.
>>The 68000 series, amongst other processor series, does not suffer from such handicaps,
>>as Motorola thought before burning a design into silicon.
>>
>
>Oh yeah. And I suppose Motorola thought about virtual memory management
>and UNIX when they burned the original 68000 into silicon? Why is it, then,
>that the 286 can run a real OS with virtual memory and protected address
>spaces for each process (UNIX System V), and the 68000 can't? Am I missing
>something here?

8086, then 80186, then 80286 --- Three versions to run full Unix.
Personally, I have never seen a 286 run full Unix. I was under the
impression that it took a 386 to do it right. I have seen a 286 run
Xenix though.

68000, then 68010 can run full Unix. Not bad, only the second version of the
architecture. Why not compare apples and oranges. The 68000 was the first
member of the series ... the 8086 was the first member of the Intel series.
Neither could run Unix.

>
>>
>>Andrew Miller
>>
>
>-- Jerry Shekhel

mike
Newsgroups: comp.sys.atari.st
Subject: Re: "DOS machines" (Was: TT (Who has one?))
Summary:
Expires:
References: <1990Jul19.135115.2032@cunixf.cc.columbia.edu>
<1990Jul19.160526.2215@arcsun.arc.ab.ca> <6764@vax1.acs.udel.EDU> <692@cvbnetPrime.COM>
<3160@rwthinf.UUCP> <701@cvbnetPrime.COM>
Sender:
Reply-To: mreiss@ncrcam.Cambridge.NCR.COM ()
Followup-To:
Distribution:
Organization: NCR, E&M Cambridge, Ohio
Keywords: long

Newsgroups: comp.sys.atari.st
Subject: Re: "DOS machines" (Was: TT (Who has one?))
Summary:
Expires:
References: <1990Jul19.135115.2032@cunixf.cc.columbia.edu>
<1990Jul19.160526.2215@arcsun.arc.ab.ca> <6764@vax1.acs.udel.EDU> <692@cvbnetPrime.COM>
<3160@rwthinf.UUCP> <701@cvbnetPrime.COM> <1960@ncrcam.Cambridge.NCR.COM>
<712@cvbnetPrime.COM>
Sender:
Reply-To: mreiss@ncrcam.Cambridge.NCR.COM ()
Followup-To:
Distribution:
Organization: NCR, E&M Cambridge, Ohio
Keywords: long

In article <712@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>In article <1960@ncrcam.Cambridge.NCR.COM> mreiss@ncrcam.Cambridge.NCR.COM () writes:
>>
>>In article <701@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:
>
>First of all, the 80186 was not the "successor" to the 8086 -- it was

The 68010 was a hastily made version put together to fix a bug that made
it impossible to do multitasking correctly. It is the successor only in
that it was the next in the series. To use your logic, it should have been
the first in the series.

>just a different version of it, more suited towards microcontroller
>applications. The 80286 is the second chip in the 86 series. There are
>at least 3 vendors of UNIX System V for 286 machines.
>
>>
>>68000, then 68010 can run full Unix. Not bad, only the second version of the
>>architecture.
>>
>
>The 68010 runs UNIX? Are you referring to the long-gone Sun-2 line? Didn't
>Sun use proprietary memory management hardware for all their worksation
>lines all the way through Sun-3/68020? The 68010 is the second version of
>the architecture? What about the 68008?

68008 is a version of the 68000 family that has an 8 bit external bus. It is used for inexpensive systems that want the power of the 68000 instruction set, linear addressing space, multiple general purpose registers, numerous addressinig modes ... You know the kind of stuff the 80x86 processors dream of. The 68008 is not the "next in line" processor.

>
>WHO THE HELL CARES WHAT VERSION of the architecture can run UNIX? Does it

THAT WAS YOUR ARGUMENT IN THE FIRST PLACE ... rememeber !!!

>make sense FOR YOU to choose a 68000-based machine over a cheaper and much
>more powerful 386-based machine just because you think it took MOTOROLA fewer
>tries to make their chips capable of running UNIX?
>

Sorry, that was not my argument at all. I was just trying to tell you that this argument that you were making was using incorrect facts. I was only correcting you facts. Not arguing.

>>
>>The 80386 should be compared to the 68030, shouldn't it. Now do you
>>see why the Intel architecture is so limited. When compared to THE
>>CORRESPONDING member of the Motorola family, the Intel family falls
>>far short.
>>
>
>You still haven't told me WHERE it falls "far short" -- at what stage.

Granted, that was rather childish of me. ("My daddy is stronger that your daddy") The rest of what I said stands.

>There are too many ways to compare the processors. One could ask, "At
>what stage in each chip line could the chip run UNIX without any additional
>memory management hardware?" The answer there would be "80286 and 68030".

I don't know enough to refudiate this with facts, but I have been under the impression that this was not the case. Can someone else give use facts to support/refute this claim.

>The chip lines are too different to be compared feature for feature. What

Agreed.

>difference does it make anyway, since by the time the 386 and the 68030
>became available, the two lines converged in terms of capabilities.
>
>Your argument is like saying that the Lexus is superior to the BMW because
>the first version of the Lexus is comparable to the umpteenth version of the
>BMW. I suppose that makes the BMW line "so limited"?

Again, this was YOUR ARGUMENT. I just corrected your facts.

>
>-- Jerry Shekhel

--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

1119. Re: Does Windows 3.0 work on any IBM emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 13:00:32 UTC
From: shipley@tron.UUCP
Message-ID: <622@tron.UUCP>
Source record: 239489

Windows 3.0 will run under PCSpeed.

Bill Shipley

1120. umoria

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 13:20:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug02.132009.11839@chinet.chi.il.us>
Source record: 239490

I just US mailed the most recent version of Mark Williams C-compiled umoria to Jim Wilson. He is likely to put it on kukulcan.berkeley.edu for public access (it's strictly up to him). I'd just like to remind people that this is emphatically beta software, and not a final version (that's why I'm not posting it in the ST newsgroups). I think there are few ST-specific bugs, so reports probably belong in rec.games.moria. One thing I'd like comments on (email only please): I had to modify the curses package a little; partly because of a bug, and partly because I didn't want ^C to terminate the program. This is the same curses package as is available from panarthea. It requires a little familiarity with MWC to get it to compile at all; do any significant number of people want the directly compilable source posted in comp.sources.atari.st?
Steve J.

1121. G-Dos printer fonts

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 15:00:20 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6677.26b807c5@umiami.miami.edu>
Source record: 239491

Is there a program that will create G-Dos printer fonts out of screen fonts? I have about 180 screen fonts, with no corresponding printer fonts, so basically they are useless..

Any help appreciated... Please send e-mail..

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1122. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 18:23:10 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90214.132311SPLITE@MTUS5.BITNET>
Source record: 239492

In article <1960@ncrcam.Cambridge.NCR.COM>, mreiss@ncrcam.Cambridge.NCR.COM (mreiss) says:
>
>I don't understand why people insist on comparing the 80286, or the 80386
>to a 68000.
>
>The 80386 should be compared to the 68030, shouldn't it. Now do you
>see why the Intel architecture is so limited. When compared to THE
>CORRESPONDING member of the Motorola family, the Intel family falls
>far short.
>
I think a lot of people are misled by the Intel vs. Motorola numbering schemes. Just because the 80386 and 68030 have '3s' in their names, people automatically think them comparable. In terms of actual capabilities, the 68000 and 80286 _are_ comparable. The 8086 is only a little above the 6800 and 6502 in the evolutionary sense. The 68020 and 80386 are also about on par. With the 80486, the Intel family reached parity with the 68030 in terms of CPU power; but, the onboard FPU and cache (and MMU? I don't remember) give it more oomph than the Motorola chip.
Of course, talking in terms of "capabilities" automatically makes this subjective. However, I've seen the '386 vs. '030 argument crop up a few times before.
>
>I still believe that if IBM had not developed their PC using the INTEL
>processors, that the 80x86 family would not be in existence today. But
>that is just my opinion. The Motorola family is strong and has been
>independently chosen by a number of different companies to base their
>systems on. For the most part, companies that have Intel based systems
>have IBM clones.
>
Amen, brother. :-)
>--
>Michael A. Reiss |
> | mike
>USENET = Mike.Reiss@Cambridge.NCR.COM |

Steven Plite <SPLITE@MTUS5.BITNET>

1123. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 19:42:08 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90214.144208SPLITE@MTUS5.BITNET>
Source record: 239493

In article <90214.132311SPLITE@MTUS5.BITNET>, <SPLITE@MTUS5.BITNET> says:
... a lot of things that didn't need to be said here. I should have
caught up with the rest of the followup on this topic before posting.
Sigh. This definitely belongs in comp.misc. Getting hard to see any-
thing resembling an ST through all the MS-DOS and Amiga, ahem, talk.
(And _please_ don't repost the spec sheet on the A3000 again...)

Steven Plite <SPLITE@MTUS5.BITNET>

1124. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 20:35:24 UTC
From: besst@unix.cis.pitt.edu
Message-ID: <26461@unix.cis.pitt.edu>
Source record: 239494

The Data General 10 (and its successor, the 20) both use 8086s (I think:
it might be 8088s). They are closer to minis then micros, since the standard
setup is a CPU unit containing hard + floppy + tape drives hooked up to various
devices, including terminals. I use them as instrument controllers, where 1
DG 10 can run 2 terminals, acquire data from 2 instruments (a GC and a Mass
Spec) and quanitate the GC run at the same time -- pretty impressive for an
obsolete CPU, eh? There is also a 80186 in the Mass Spec.
The low-level OS is something called IDOS, but I doubt that this is the
standard OS for the DG 10 -- does anyone else know more about it?
Brian

1125. 2 ?'s: Print spooler/redirector + Install Apps

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 21:10:48 UTC
From: jimh@ultra.com
Message-ID: <1990Aug2.211048.16391@ultra.com>
Source record: 239495

Does anyone know of a program that can function as a print spooler
and allow redirection of the listing to a file? Shareware, PD or
commercial program references are welcome.

Also, I've never figured out how to get some programs to install
properly. In particular, arc and zoo. I want to click on a file
in the desktop and extract the archive, but no TTP dialog
box ever pops up. Can anyone help?

Thanks in advance.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1126. Supra 30 Meg Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 22:07:03 UTC
From: dalessio@motcid.UUCP
Message-ID: <4337@feldspar23.UUCP>
Source record: 239496

When I originally bought my drive, the computer would always
boot from the floppy with the hard drive off. Then, due to a
disk problem, I sent my hard disk back to Supra and they
replaced the drive. Now I can no longer boot from the floppy
with the hard drive off. I must always unplug the hard drive
and then boot the ST. Otherwise the ST does not seem to recognize
the built in floppy. This happens even without any AUTO folder
programs or accessories. A friend has the same problem. Does
anyone know why this is happening and, more importantly, how
to fix it?

Computer: 1040STf (no upgrades)
Drive : Supra 30MB Hard Disk

Thanks in advance!

****
* ** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * uunet!motcid!marble!dalessio Cellular Infrastructure Division * *
* * * * *
* ** *
****

1127. TT

Newsgroup: comp.sys.atari.st
Date: 1990-08-02 23:07:21 UTC
From: marauder@nadia.stgt.sub.org
Message-ID: <1293@nadia.stgt.sub.org>
Source record: 239497

Today I saw the TT in its (current?) final version at a local dealer:

16 Mhz, 8 !! Mb ram, color Multisync monitor and 40 Mb hard disk.

The price is 6,500 german marks, which is roughly $ 3,800 at the current
exchange rate. My dealer said Atari is going to ship here in Germany after
the Atari fair, which means beginning of September as soonest release date.

By the way, the version I saw here was had an US keyboard.

Stefan.
--
_ _
/\V/\ MAR-3H Marauder Don't leave your dropship without one !
8/"\8
^ ^ marauder@nadia.stgt.sub.org / ++49-711-612800

1128. Re: MicrO hard drives-- anyone know anything about them?

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 01:16:59 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Aug3.011659.15745@udcps3.cps.udayton.edu>
Source record: 239498

In article <1261@unicorn.WWU.EDU> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>As I continue my quest for the *perfect* hard drive, I did some
>calling around and was surprised to find that a mail order company
>by the name of MicrOtyme is selling fully functional out-of-the-box
>(i.e. no assembly required) hard drives for very low prices.
>
>The brand of the hard drive is called "MicrO", which would make me
>assume that the hard drives are actually built by the mail ordering
>company itself.
>
>I was wondering if anyone has purchased "MircO" hard drives, and if
>so, I'd like to know how well they work. I called up a sales clerk,
>and made her swear on the bible that the Micro drives do not require
>assembly or any additional parts or labor.

Perry,

I own one of them and it's great! She didn't lie, no assembly required.
They format and partition it for you and it comes in a shoebox style case.
I've taken it apart once and all they do is take an ICD Host Adapter
and attach it to a Seagate mechinism. After about a year, I've had no
problems at all (I have one of the first ones).

I just found out that they have a 44MB Syquest removable drive for $799,
yes, $799 complete. Additional cartridges are $99 at the time of purchase
or $109 later.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

1129. Re: gnu gcc for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 08:35:43 UTC
From: seebauer@eos.de
Message-ID: <SEEBAUER.90Aug3093543@eos.de>
Source record: 239358
Cross-posted to: gnu.gcc,comp.sys.atari.st

Could anyone supply my with a method for reaching that host (aldetec.oz)
from germany?
I've tried the original address and some other tricks, but I didn't put it to
work. The uni-dortmund mailer always rejected with some suspicious
error messages.

thanx a lot.
Heini

1130. Re: Atari bashing etc.

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 11:02:36 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug3.110236.17953@newcastle.ac.uk>
Source record: 239499

Would all the Atari bashers out there please be kind enough to refrain from your line of discussion. If you do insist please limit the distribution to the US where the topics may be relevent here in the UK there are no shortages of dealers or software infact there is probably more Atari stuff around than for any home mico (yes including Amiga, Mac, Apple 2, C64 etc.) The 32Mhz TT is a reality and will be for sale in a few weeks. (OK maybe 4 or 5 or ... weeks).

One other thing do you all out there think it is realy fair to compare a 386 IBM clone to an ST? The ST costs 280 pounds and the 386 will cost about 2800 pounds this price is an order of magnatude different.

In any case I am happy with my ST even if there where no dealers, there is plenty of good PD stuff around from all sources including the FSF (they officaly support the ST but not the MAC!).

So again please keep US relevent articles to the US.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1131. Re: umoria

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 13:37:48 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <967@richsun.cpg.trs.reuter.com>
Source record: 239500

In article <1990Aug02.132009.11839@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I just US mailed the most recent version of Mark Williams C-compiled umoria
>to Jim Wilson. He is likely to put it on kukulcan.berkeley.edu for public
>access (it's strictly up to him).
>curses package as is available from panarthea. It requires a little familiarity
>with MWC to get it to compile at all; do any significant number of people want
>the directly compilable source posted in comp.sources.atari.st?
> Steve J.

Yes, definitely! Thanks much.
Chuck M.

1132. Re: proportional mouse accelerator

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 15:42:03 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750074@hpsad.HP.COM>
Source record: 239351

The best mouse accellerator?

MACCEL //

I got it from the tos1.4 fix arc. (you don't need tos1.4 to run it).
The cursor moves slow when the mouse moves slow but fly's across the
screen with a flip of the wrist. It also comes with a built in screen
saver and only uses about 1/2 a kbyte more memory than the little
accelerator that was just posted.

btw - I'm getting tired of reading all these amigite generated responses.

Randy

1133. inverting the screen in gulam

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 17:34:26 UTC
From: eugene@cs.athabascau.ca
Message-ID: <716@vax.cs.athabascau.ca>
Source record: 239352

I normally use an inverted (white print on black background)
screen on my desktop. However, when I enter my shell (Gulam v4.05)
I would like to have a normal (black print on white background) so
that it is easier on my eyes. Can someone tell me how my gulam.g file
can be used to reverse my default screen upon invoking gulam, as well
as returning to my inverted screen upon exiting gulam? If this can't
be done. is there an existing program which I can call which will do
this for me?

Gene Rubin
Athabasca University

"eugene@cs.athabascau.ca"

1134. Re: 2 ?'s: Print spooler/redirector + Install Apps

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 18:44:53 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750075@hpsad.HP.COM>
Source record: 239353

/ hpsad:comp.sys.atari.st / jimh@ultra.com (Jim Hurley) / 2:10 pm Aug 2, 1990 /
>Does anyone know of a program that can function as a print spooler
>and allow redirection of the listing to a file? Shareware, PD or
>commercial program references are welcome.

try barrel.arc

Randy

1135. Re: Z80 cross assembler

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 18:51:19 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug3.185119.848@newcastle.ac.uk>
Source record: 239354

Ocean software did all there development on the ST cross compiling to the 8 bit machines including the ZX spectrum (Z80 based) so one must exist. Where you could get a copy is anybodys guess.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

1136. Re: tetris sequels

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 19:26:56 UTC
From: jnorman@gmuvax2.gmu.edu
Message-ID: <1965@gmuvax2.gmu.edu>
Source record: 239355
Cross-posted to: rec.games.misc,comp.sys.atari.st

In article <1990Jul30.204750.32015@eagle.wesleyan.edu> cdixon@eagle.wesleyan.edu writes:
>Does anyone know of any games (PD or commericial) that are like tetris

About the best one I/ve seen is Blockout by Calif. Games... a 3-D
Tetris type game....

--
_ , _ , jnorman@gmuvax _jnorman@gmuvax2.gmu.edu/
') / / ') / (Bitnet) // _/_ (Usenet) _/_ /
/--/ _ __/ /-< ______ _ . . // / __. ____ / /
/ (_</_(_/_ /) (_) / <_/_)_(_/_</__<__(_/|_/ / <_<__ o

1137. Re: gnu gcc for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-03 19:38:48 UTC
From: ericg@ucschu.ucsc.edu
Message-ID: <5718@darkstar.ucsc.edu>
Source record: 239356
Cross-posted to: gnu.gcc,comp.sys.atari.st

If people are replying to this re: email, could you post the location of gcc on the net, or email me also?

Thanks,

Eric Goodman
UC Santa Cruz
ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
Eric_Goodman.staff@macmail.ucsc.edu ...!ucbvax!ucscc!ucschu!ericg

1138. Re: TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 03:56:23 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Aug4.035623.27770@udcps3.cps.udayton.edu>
Source record: 239357

In article <1990Jul30.163325.16777@cbnewsm.att.com> wao@cbnewsm.att.com (william.a.oswald) writes:
>I recently upgraded to TOS 1.4 and would like to know what
>programs I should have in my auto folder (I know this has
>been discussed a zillion times but...). The types of programs
>I am interested in fall into one of two categories.
> A. Programs I need (poolfix etc.)
> B. Programs that improve the environment (mouse
> accelerators etc.)
>I already have UTS III, TURBO ST and others. I am looking
>for PD or shareware stuff the fix the 1.4 inadequacies.

Bill,

Probably the best set of utilities/enhancements/bug fixes can be found in the panarthea archives (archive-server@panarthea.ebay.sun.com). The filename is: binaries/volume8/rainbow. The file includes Poolfix, an accelerator, and a few others. I'm going to send a nice little program that allows for moving (as opposed to copying) files with the right button to comp.binaries.atari.st tonight. It'll show up in a while.

Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
turning..." --Billy Joel /______/ GEnie: JVAN

1139. Re: keyboards,gulam,revolver

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 08:51:06 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Aug4.085106.14122@hayes.fai.alaska.edu>
Source record: 239359

In article <412@trwrb.dsd.trw.com>, root@trwrb.dsd.trw.com (root) writes...
>
>Can I use Revolver to save a game to my harddrive and continue the game
>later? Is Switchback the only product for the ST that will do this?
>
>Thank You,
>Gregory Gibson

Yes! only if the game knows your hard drive is there, and you can boot up
the game with the revolver software installed, AND the game doesn't disable
the Shift-Alt keys, or use them for something else.
Omni-res uses a Shift-Alt-Help combination to change screen resolutions
and thus you can not change resolutions because Revolver steals teh interrupt
before the Help key is pressed. But it works.
the only thing I have found that doesn't work with Revolver OUTRIGHT is
WordUp 3.0!! It must be something with how WordUp uses high end memory
to store fonts. It must go over revolvers head and use the memory even
though it is in another memory partition, thus crashing before it even
lets you load a document. Very depressing consitering how long it takes to
load WordUp, it would be nice to have it _right_There_ via Revolver..
But alas, no. I know nothing of how switchback works.
Hope this is helpfull.

David M. Braun FSDMB3@ALASKA.BITNET
Samurai and Lizards, Reptiles and Samurai. fsdmb3@acad3.fai.alaska.edu
---

1140. Time for a New Computer: SUMMARIES

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 11:01:18 UTC
From: colas@avahi.inria.fr
Message-ID: <1990Aug3.133718@avahi.inria.fr>
Source record: 239360

To try to compensate for my start of a flame war on the subject:
Subject: Re: Time for a New Computer: Should it be an Atari ST?
I offered to collect & post positive messages on the use of STs.
So far I have receive two of them... Here they are:

------- Forwarded Messages

Date: Tue, 24 Jul 90 09:47:04 -0400
From: "Anubis" <cr1@beach.cis.ufl.edu>
Subject: Re: Time for a New Computer: Should it be an Atari ST?
Organization: UF CIS Department

This is in reply to your request for experiences with the ST.

I find my 1040 ST to be one one of the best general-purpose computers
around. It suits all my needs. I use if it for Desktop publishing,
being a Journalism major, and I use it for Telecommunications. I own
several different compilers, and find the Atari's OS easy to use. I
don't like MS-DOS, and I don't like IBM. Atari was the only other
alternative, as far as I was concerned. To be honest, if I was to buy
anohter computer today, it would be an Amiga--but this is only because
of the declining support the 1040 is getting.

- --
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

------- Message 2

Date: Tue, 24 Jul 90 12:36:32 -0400
From: John Pietrzak <pietrzak@SCL.CWRU.Edu>
Subject: Re: Time for a New Computer: Should it be an Atari ST?
Organization: Smith Undergrad Lab, CWRU, Cleve. OH

In article <8501@mirsa.inria.fr> you write:
>
>Sorry if I sounded this way. I exposed also the reasons that made our
>organization still buy STs, and the reasons why I use mine.
>
>My point was: I think the ST could have been a general purpose computer,
>"the apple II of the late 80s", but now it is well adapted for some uses, but
>not for all.
>
>I offer to "repair" my posting by summarizing and posting a list of relevant
>uses for a ST. Mail me your experiences, I will post them.

I'm sorry that you feel so badly about the Atari ST; and although you
don't feel that the machine is a general purpose machine, it has suited
my purposes just fine over the last few years.

First, I use my computer for programming; I'm in college working towards
a degree in computer science, and the programming environment of the ST is
very comfortable to me. We use GNU C on the Suns and Vaxen for our courses,
and the ability to run that very same compiler on my own machine is extremely
useful. I also use Mark William's C quite often.

Second, I use the ST for word processing; WordPerfect is quite adequate
at handling college-level project reports. I also have UltraScript
and an HP Deskjet, which allows me to print professional looking reports
with minimal effort from my own room.

Last, I use my ST for limited desktop publishing. I create flyers for
several undergraduate clubs with my own resources. The ability for me
to afford all of these things and still go to college was why I chose the
I chose the ST in the first place, and why I still have it today.

John Pietrzak

------- End of Forwarded Messages

--
Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

1141. Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 13:04:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Aug4.130418.16370@wam.umd.edu>
Source record: 239361

In the most recent Computer Shopper there are several places where
a Syquest 44Meg 20ms cartdridge drive is advertised for < $600.
It's a SCSI device and I've got a BMS card, so I should be able
to hook it up to my ST, right?

The only concern I have is that I'm not sure how the ST will
react to changing the cartridge in the Syquest. Is "media changed"
a SCSI command/message? If so, will the BMS (or PD ICD) driver
recognize the change? Or will I have to reboot to load a new
cartridge? The same goes for formatting -- will the BMS software
know how to format a cartridge?

Does Toad Computers supply special software to run their Toadfile 44?

Thanks all,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

PS> I'm not affiliated with Syquest or Toad. Haven't even bought anything
from either yet...

1142. float <----> double??!@##@*@! GCC137

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 16:30:54 UTC
From: bud@ms.uky.edu
Message-ID: <15763@s.ms.uky.edu>
Source record: 239362

Hi guys,
I'm installing Gnu C on my ST, and I've run into something a little
odd. Consider the following :

```
#include <stdio.h>
main(){
int i ;
double f,s ;
s = 0 ;
for ( i = 1 ; i <=10000 ; ++i )
{
f = i ;
s = s + 1/(f*f) ;
}
printf("%f\n",s) ;
}
```

When I compile this with 'gcc junk.c -o junk.ttp',
I get what I expect, about 1.644933. But if I change the
'double' to 'float', I get 0.00000. Now I'm an utter novice
when it comes to C, so it's quite possible I've just done
something goofy. Any ideas?
Thanks!

Bud

--
William K Glunt | Are you ABNORMAL?
U of Kentucky Math Dept.| Then you are probably better than most people!
606 258 8864 | Are alien space monsters bringing a STARTLING NEW
| WORLD? from _The book of the SubGenius_

1143. AHDI.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 21:56:38 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6698.26bb0c56@umiami.miami.edu>
Source record: 239363

I have an Atari sh204 20 meg hard drive, and just recently got TOS 1.4.
The AHDI.PRG i have does not support partitions over 16 meg, so where can I
get a newer version of AHDI that does?

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1144. Retail?

Newsgroup: comp.sys.atari.st
Date: 1990-08-04 23:49:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug04.234905.7640@chinet.chi.il.us>
Source record: 239365

I seem to post these questions a lot. But I'm hearing conflicting rumors. So if anyone has seen a TT offered for retail sale ANYWHERE, please either mail me or post. I personally don't care nearly as much about the exact configuration as about simple existence.

And I can't help remarking that the Amiga staff seems to have given us some of the calmest and most thoughtful contributors to this group (especially DH)

Steve J.

1145. Gorilla/Banana printer

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 02:54:40 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6701.26bb5230@umiami.miami.edu>
Source record: 239364

I just "inherited" a GORILLA/BANANA printer, and was wondering if it is epson compatible or what? If so, what printer driver shall I use with it (for Word Up)?

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1146. Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 07:22:31 UTC
From: david@bdt.UUCP
Message-ID: <4236@bdt.UUCP>
Source record: 239366

In the August 1990 issue of Start magazine there is an article called "Multitasking On The ST". In this article Frank Foster from Atari Corp. is quoted as saying that Micro RTX and MT C-Shell "[work] but not very well" and that all current multitasking systems for the ST are "kludges".

Micro RTX and MT C-Shell are products developed and marketed by Beckemeyer Development. These are multitasking software products for the Atari ST. They were first released in 1986 and have been steadily updated and improved upon since that time. Beckemeyer Development recently released a sharware version of Micro RTX so that all Atari ST users could have access to true multitasking. As anyone who uses these programs knows, the statement that they don't work very well is simply untrue.

Aside from that issue, is this any way to run a business Atari?

Beckemeyer Development released their first Atari ST software product in 1985. Beckemeyer Development is one of the few vendors that has been able to survive the turbulent Atari years. Most Atari ST software developers that existed at the beginning of 1986 are no longer in the Atari ST business. Many simply couldn't handle Atari Corp. policies and politics. In fact, it seems like only a handful of Atari employees were able to stick with Atari all these years. Frank Foster wasn't at Atari Corp. in 1986. (I think he was with another company at that time, one that produced Atari ST software, and I believe, does so no more.)

Do you think this is an appropriate way for Atari to treat their long-term loyal software developers? Atari expects vendors to produce software for their system and support it, while at the same time, they slander those same vendors in offical Atari Corp. statements to the press.

Personally I am outraged by these comments. I'm asking you to help support me and write Start Magazine and Atari Corp. expressing your reaction to these statements. There are only a few Atari ST developers left, and with practices like these, Atari is going to lose even more.

Thank you for your support.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
P.O. Box 21575, Oakland, CA 94620 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

1147. WARHEAD

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 09:20:45 UTC
From: burnm@jockey.enet.dec.com
Message-ID: <259@uninet.vbo.dec.com>
Source record: 239369

In reply to Kevin's request for help on the CH-010 mission -

Well, I tried to mail you but kept getting 'user unknown' mails
back.

So, if you would like to send me a mail I can reply to that -
which hopefully will work.

Thanks to the others who sent me mail about mission 20 (Earth),
I stiil havn't got past that one, but a least I know how to now!
BTW has anyone in the U.K. got Life and Death yet? If so, is it
worth buying?

Cheers

Martin

JOCKEY::BURNM (Easynet)
burnm@jockey.enet.dec.com (ARPA)
...!decwrl!jockey.enet.dec.com!burnm (UUCP)
burnm%jockey.enet.dec.com@decwrl.dec.com

1148. TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 13:34:13 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <26BC2055.28872@maccs.dcss.mcmaster.ca>
Source record: 239367

I had in mind to buy Lattice C v5 but I was a little leary after reading the box. How closely does it comply to the ANSI standard? I thik the wording on the box says that it conforms 'closely.' How close is close?

I talked to a dealer here in Canada yesterday about the TT. He is going to see it on Wednesday. We talked about the TT a little and he was very adamant that there is no such thing as a 32Mhz TT or a 32Mhz 68030 for that matter. He said Motorola might have licensed a 33 Mhz chip, but at that speed it is very unreliable and so we'll probably never see one. Personally, I take what this guy says with a grain of salt. A grain the size cows used to lick on, back on the farm where I come from. :-)

Anyway, what's the deal? Does this guy know what he is talking about or should I just ignore him? Thanks for the input.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.CA

1149. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 17:14:41 UTC
From: rosenkra@convex1.convex.com
Message-ID: <104640@convex.convex.com>
Source record: 239374

In article <4236@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>[regarding Frank Foster's ill-conceived quote in STart]
>
>Aside from that issue, is this any way to run a business Atari?

business as usual, dave!

>Do you think this is an appropriate way for Atari to treat their
>long-term loyal software developers? Atari expects vendors to
>produce software for their system and support it, while at the
>same time, they slander those same vendors in offical Atari Corp.
>statements to the press.

atari is simply kidding themselves in the long run. but then, it seems they may not be in it for the long run anyway. software is EVERYTHING in their market. the box is just a commodity. look at how people compare platforms: $$$, MHz, MB, # ports, etc. they don't say anything about s/w, which is what all non-programmer users are (or should be) interested in. these buyers far outnumber programmer users, i'd say. if atari could put together a really good 3rd party s/w story (like the "big boys" do) then they could very possibly gain market share. they sell "bang for the buck", however, which has been a good strategy up until now. getting into the unix w/s biz, however, they'll need to point to 1000+ appliacations (like Sun and DEC and ...) to make any impact because joe home user is not going to shell out $4-5k for a computer just to get a VME slot, especially if he has nothing to run on it. and you'll never see the fortune 1000's buying significant volume of atari, either, especially without very good s/w. they'll go to IBM or Sun or DEC first, even if the box costs more because they know there is a s/w base to grow on.

actually, i really don't think atari cares much about anything but foreign markets, which is not a bad idea in itself, though it leaves the rest of us in the states somewhat out on a limb. still, i really can't knock atari for this since at least they are helping the balance of trade.

i suspect if this was an orchestrated remark, it was meant to draw attention away from the ST and toward the TT possibly. if not, FF was just not thinking...

>Personally I am outraged by these comments.

you should be. maybe it's time to give up the ghost, dave...

-bill
rosenkra%c1yankee@convex.com

Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1150. binaries

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 17:27:01 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.649877208.larserio@kvart.uio.no>
Source record: 239368

What has happened to comp.binaries.atari.st ?
Haven't seen a posting there for many weeks...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1151. Can you help an Atari novice ???

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 22:13:06 UTC
From: panisset@mcgill-vision.uucp
Message-ID: <1990Aug5.221306.19096@larry.mcrcim.mcgill.edu>
Source record: 239370

OK, here is a query for all you ST gurus... I know nothing about the ST (OK, I know it runs a 68000 :-), and recently someone asked me about getting rid of an Atari 520ST with color monitor (it was never used...). So my question is, is the 520ST still usable? Does current ST software run on it? Is there a way to increase RAM from the current 512K? What about hard drives? I saw in the docs that it has a HD port: is this SCSI? Can a SCSI drive be somehow convinced to work with the ST?
If the answer is that the 520 still has some life in it, then how much money should I give this person for the ST + color monitor? (It would be nice to have both a 386SX and a 68000 box on my desk :-).

Thanks in advance for anyone who takes time to answer these very basic questions. Got to start learning somewhere...

JF

--
Jean-Francois Panisset "Bon, ben, les enfants, on est
INET: panisset@larry.mcrcim.mcgill.edu arrives a Rigaud. On peut
UUCP: ...!mcgill-vision!panisset s'en r'tourner!"

1152. Word Up! 3.0 printing problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-05 22:51:45 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6703.26bc6ac1@umiami.miami.edu>
Source record: 239371

Yesterday, I purchased Word Up v3.0. From my impressions so far, it is an excellent Word Processor. I am used to Macintosh WP's, and it acts just like one, save the speed. Anyhow, when I tried printing, it would not work. I have a panasonic kx-p1090 printer, and installed the program using the epfx_hi.sys printer driver, which is what it says to use for my printer. Anyhow, is there a bug in the program or something? I could SWEAR that I saw a couple of files on a local board, with the lines 'word up files to fix the printing errors' or something like that, but they arent there anymore. I will call Neocept tomorrow, but am just wondering if anyone knows here.

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1153. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 02:25:23 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Aug6.022523.26967@murdoch.acc.Virginia.EDU>
Source record: 239372

In article <104640@convex.convex.com> rosenkra@convex1.convex.com (William Rosencranz) writes:

>atari is simply kidding themselves in the long run. but then, it
>seems they may not be in it for the long run anyway. software is
>EVERYTHING in their market. the box is just a commodity. look at
>how people compare platforms: $$$, MHz, MB, # ports, etc. they
>don't say anything about s/w, which is what all non-programmer
>users are (or should be) interested in.

Actually, someone from Atari talked a little about their marketing thoughts and the TT. It has 2 major markets:

1) upgrade for the existing ST "power user". You can run most all ST software on it, so there's your software base.

2) low-end Unix workstation. For many government bids, source-level compatibility is all that's required. For other bids, you don't need to bid lots of software, depending on the niche you're trying to attack. For example, my department only bought 2 pieces of software for our Suns: FORTRAN and IDL.

For the rest of the market, they do have a developer's program which requires you to cough up $$ up front but allows you to buy hardware for cheap. I don't have any idea how many software people are taking advantage of this. We'll have to wait until the TT actually hits the shelves.

As usual, we aren't going to find out what's really going on until the TT hits the shelves. We can sit around all day guessing about things we don't know, and we won't get anywhere.

--
"In fact you should not be involved in IRC." -- Phil Howard

1154. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 03:04:10 UTC
From: chu@acsu.buffalo.edu
Message-ID: <32156@eerie.acsu.Buffalo.EDU>
Source record: 239373

In article <1990Aug6.022523.26967@murdoch.acc.Virginia.EDU>
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
[market for TT:]
>1) upgrade for the existing ST "power user". You can run most all ST
> software on it, so there's your software base.

Hopefully, my name's not recognised as being an "Atari Cheerleader" or
"Atari Nay-sayer" (both misnomers IMHO) but...

I would love to believe that Atari has the current user base in mind
with regard to the TT. An excellent confirmation of this would be to
announce an upgrade path for the ST so that ST owners could migrate up
to the TT. However, if track record is any indication...

(I know, if Atari is changing (or is about to change) to become a
better company, then track record can't be any indication because it
no longer reflects the attitudes of the company. Also, my view of the
track record involves the situation in the US which, as we all know,
is not universal.)

Still, I can hope.

>
>As usual, we aren't going to find out what's really going on until the
>TT hits the shelves. We can sit around all day guessing about things we
>don't know, and we won't get anywhere.

Agreed.

john
chu@autarch.acsu.buffalo.edu

1155. Re: inverting the screen in gulam

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 05:48:11 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2360@laura.UUCP>
Source record: 239375

In article <716@vax.cs.athabascau.ca>, eugene@cs.athabascau.ca (Eugene Rubin) writes:
>However, when I enter my shell (Gulam v4.05) ...
^
---------------------------------------+

Hey, is this really true? Gulam version 4.05 is out? I would *love* to see this one posted in comp.binaries.atari.st!

Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1156. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 05:54:48 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2361@laura.UUCP>
Source record: 239376

In article <1990Aug4.130418.16370@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>The only concern I have is that I'm not sure how the ST will
>react to changing the cartridge in the Syquest. Is "media changed"
>a SCSI command/message? If so, will the BMS (or PD ICD) driver
>recognize the change? Or will I have to reboot to load a new
>cartridge? The same goes for formatting -- will the BMS software
>know how to format a cartridge?

I have a Megafile 44 which I can comment on: If I change the cartridge a media change is recognized. However, I can continue working with the new cartridge only if it is partitioned the same way as the boot cartridge. If the partitions have different sizes a reboot must be done.

Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1157. Arcgsh V3.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 06:03:01 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2362@laura.UUCP>
Source record: 239377

It just came to my attention that Arcgsh V3.0 has not yet been posted to
comp.binaries.atari.st because Steven Grimm did not receive it when I
sent it to him on June 1st. I on my side did not get any error message.
The reason might be that I "posted" it to comp.binaries.atari.st which
should be transformed into ordinary mail to the moderator by the news system.

I have just sent Arcgsh V3.0 off to Steven again. Hopefully he will
receive it this time.

Thank you for your patience.

Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
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1158. Re: gnu gcc for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 09:56:29 UTC
From: seebauer@eos.all
Message-ID: <SEEBAUER.90Aug6105629@eos.all>
Source record: 239381
Cross-posted to: gnu.gcc,comp.sys.atari.st

Here comes a list of ATARI ftp servers I recently sent to Clive.
Because of Erics request I suggest, that this list could be of
general interest. It possibly is incomplete, and it contains, useful or
not, some german ftp sites that may be of lower interest for most
netlanders, but, however, I included them.

I received most of the GNU stuff from dsrgsun.ces.cwru.edu
at internet address 129.22.16.2.

Here comes the list ----------

faui45.informatik.uni-erlangen.de 131.188.1.45 NeWS X11 amiga atari faces games
faui45.informatik.uni-erlangen.de 131.188.34.45 gnu hp28 irc iso lisp
faui45.informatik.uni-erlangen.de 06/01/90 anonymous/guest

rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga, msdos,
rusmv1.rus.uni-stuttgart.de unix, mathematics (Fortran)
rusmv1.rus.uni-stuttgart.de 05/15/90 anonymous/guest

unido.informatik.uni-dortmund.de 129.217.64.60 atari
unido.informatik.uni-dortmund.de 05/15/90 anonymous/guest

irisa.irisa.fr 131.254.2.3 NFF, TeX, iPSC2, tcsh,
irisa.irisa.fr alt.sources,
irisa.irisa.fr comp.binaries.atari.st,
irisa.irisa.fr comp.binaries.ibm.pc,
irisa.irisa.fr comp.binaries.mac,
irisa.irisa.fr 05/15/90 anonymous/guest

sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
sol.cs.ruu.nl UMFT, etc.
sol.cs.ruu.nl 05/15/90 anonymous/guest

jyu.fi 128.214.7.5 unix, atari, amiga, mac, etherprint,
jyu.fi abermud, ularn, conquer, knight,
jyu.fi larn, moria, nethack 3.0

nic.funet.fi 128.214.6.100 GNU, X11, networking, msdos,
nic.funet.fi mac, amiga, atari
nic.funet.fi 06/01/90 anonymous/odin@pilot.njin.net

tolsun.oulu.fi 128.214.5.6 amiga, atari, c64, msdos, mac,
tolsun.oulu.fi irc
tolsun.oulu.fi 05/15/90 anonymous/guest

acad3.fai.alaska.edu 137.229.10.33 amiga, apple, atari,
acad3.fai.alaska.edu commodore, cpm, ibm, kermit,

acad3.fai.alaska.edu macintosh
acad3.fai.alaska.edu 05/30/90 anonymous/odin@pilot.njin.net

atari.archive.umich.edu 35.1.33.8 xscheme, msdos, atari,
terminator.cc.umich.edu sysadmin archive
terminator.cc.umich.edu 05/15/90 anonymous/odin@pilot.njin.net

dsrgsun.ces.cwru.edu 129.22.16.2 Minix, TOS Atari ST, gcc from
dsrgsun.ces.cwru.edu bammi
dsrgsun.ces.cwru.edu 05/15/90 anonymous/odin@pilot.njin.net

him1.cc.umich.edu 35.1.1.43 atari st (cd PC7:)
ummts.cc.umich.edu 35.1.1.43 atari st (cd PC7:)
ummts.cc.umich.edu 05/15/90 anonymous/odin@pilot.njin.net

score.stanford.edu 36.8.0.46 TexHax, Atari, APL metafont (tenex)

ssyx.ucsc.edu 128.114.133.1 atari, amiga, gifs

vm.uoguelph.ca 131.104.96.1 Columbia TCP utils, atari
vm.uoguelph.ca 06/16/90 anonymous/odin@pilot.njin.net

wuarchive.wustl.edu 128.252.135.4 GNU, X.11R3, GIF, IEN, RFCs,
wuarchive.wustl.edu TeX, UUPC, info-mac,
wuarchive.wustl.edu 4.3BSD-Tahoe,
wuarchive.wustl.edu comp.binaries.amiga,
wuarchive.wustl.edu comp.binaries.apple2,
wuarchive.wustl.edu comp.binaries.atari.st,
wuarchive.wustl.edu comp.binaries.ibm.pc,
wuarchive.wustl.edu comp.sources.amiga,
wuarchive.wustl.edu comp.sources.atari.st,
wuarchive.wustl.edu comp.sources.games,
wuarchive.wustl.edu comp.sources.misc,
wuarchive.wustl.edu comp.sources.sun,
wuarchive.wustl.edu comp.sources.unix,
wuarchive.wustl.edu comp.sources.x, msdos,
wuarchive.wustl.edu simtel20 (24 hours/day)
wuarchive.wustl.edu 05/15/90 anonymous/odin@pilot.njin.net

------------------------- end of list

Heini

1159. Picture formats (are they not posted anymore ??)

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 10:26:58 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1896@maestro.htsa.aha.nl>
Source record: 239378

What happened to the 'monthly picture formats' postings ???
As I remeber rightly they were posted regulary, but now that I need them
I cannot find them ....

Greetings,
--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

1160. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 12:05:53 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug6.120553.23314@newcastle.ac.uk>
Source record: 239386

In article <1293@nadia.stgt.sub.org> marauder@nadia.stgt.sub.org (Stefan Hess) writes:
>Today I saw the TT in its (current?) final version at a local dealer:
>
>16 Mhz, 8 !! Mb ram, color Multisync monitor and 40 Mb hard disk.
>

I have faith that there will be a 32Mhz TT. and soon :-)

>The price is 6,500 german marks, which is roughly $ 3,800 at the current
>exchange rate. My dealer said Atari is going to ship here in Germany after
>the Atari fair, which means beginning of September as soonest release date.
>
>By the way, the version I saw here was had an US keyboard.
>

Dave H.

1161. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 12:39:27 UTC
From: onders@taac.ipl.rpi.edu
Message-ID: <KH9A#@rpi.edu>
Source record: 239379

In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>very adamant that there is no such thing as a 32Mhz TT or a 32Mhz 68030 for
>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>speed it is very unreliable and so we'll probably never see one.

Don't believe him. The Macintosh II-FX has been shipping with a -40- Mhz
68030 for some time now, and I can tell you it's perfectly reliable (we
had one running for 18 days straight on a major problem with no trouble.)
Motorola has always done good design work allowing their chips to be
excessivly over-clocked.
-Tim

1162. Micro RTX - questions was Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 13:21:27 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <2070.26bd2888@miavx1.acs.muohio.edu>
Source record: 239380

In article <4236@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> Micro RTX and MT C-Shell are products developed and marketed by
> Beckemeyer Development. These are multitasking software products
> for the Atari ST. They were first released in 1986 and have been
> steadily updated and improved upon since that time. Beckemeyer
> Development recently released a sharware version of Micro RTX
> so that all Atari ST users could have access to true multitasking.
> As anyone who uses these programs knows, the statement that
> they don't work very well is simply untrue.
>
Could you give us more information on Micro RTX. I was under the
impression that programs had to be specifically written to run
under Micro RTX. Is this true? From your post, it would seem
that I'm mistaken.

In either case, what software is known to run under Micro RTX?
Where can I get Micro RTX? How much memory should I have to run
Micro RTX properly? Is it known whether Micro RTX will run on
a STacy? How about the STe? Or even the TT? If it runs on the
TT, does it use the built in memory protection?

Any help in this would be appreciated.

Kent Covert
Miami University
Oxford, Ohio

Miami's in Ohio, Dammit!

1163. Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 14:26:19 UTC
From: paone@aramis.rutgers.edu
Message-ID: <Aug.6.10.26.18.1990.22939@aramis.rutgers.edu>
Source record: 239382

Hi,

I havn't been keeping up with the ST worl lately. Has anyone ported
the client side of X to the atari ST? In particular the 1040?

Thanks,
Phil
--
Phil Paone
attmail!ppaone
!rutgers.edu!aramis.edu!ppaone
paone@aramis.rutgers.edu
"Dinna ya know a jailbreak when ya see it?"

1164. Re: Signal-to-noise ratio of comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 15:53:08 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Aug6165308@host.fctunl.rccn.pt>
Source record: 239383

Agreed.

-jp
--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

1165. Semi-annual Picture Formats Posting

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 16:10:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Aug6.161017.6401@wam.umd.edu>
Source record: 239384

In article <1896@maestro.htsa.aha.nl> andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:
>What happened to the 'monthly picture formats' postings ???
>As I remeber rightly they were posted regulary, but now that I need them
>I cannot find them ....

People were complaing about bandwidth wastage so I stopped posting the
list regulalry. A copy is archived on terminator (oops, I mean
atari.archive) and various other places. For the benefit of those without
FTP access, I've included the latest edition below.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

ST Picture Formats

Edited by:

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(Please report errors or additions)

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Contents

NEOchrome *.NEO
NEOchrome Animation *.ANI
DEGAS *.PI? ? = 1, 2, 3
DEGAS Elite *.PI? ? = 1, 2, 3
DEGAS Elite (Compressed) *.PC? ? = 1, 2, 3
Tiny *.TN? ? = 1, 2, 3, Y
Spectrum 512 *.SPU
Spectrum 512 (Compressed) *.SPC
Art Director *.ART
C.O.L.R. Object Editor Mural *.MUR
Doodle *.DOO
Animatic Film *.FLM
GEM Bit Image *.IMG
STAD *.PAC
Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special

information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom

(i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)

}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)> *.SPC

1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

<= 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

```
16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)
-----------
32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
```

actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

```
<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;
```

```
Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
```

and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
----
512 bytes total for header

< 51200 bytes compressed bitmap data

< 51712 bytes total

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed May 16 18:02:25 EDT 1990

1166. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 18:14:55 UTC
From: rosenkra@convex1.convex.com
Message-ID: <104658@convex.convex.com>
Source record: 239390

In article <1990Aug6.022523.26967@murdoch.acc.Virginia.EDU>
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <104640@convex.convex.com> rosenkra@convex1.convex.com (William Rosencranz)
writes:
>
>>[i mentioned that alot of comparisons of micros are based on numbers, not
>> software]
>
>Actually, someone from Atari talked a little about their marketing
>thoughts and the TT. It has 2 major markets:
>
>1) upgrade for the existing ST "power user". You can run most all ST
> software on it, so there's your software base.

absolutely true, though based on the prices and performace i have seen
here, which are RUMORS until the machine comes out, as greg correctly
points out below, i don't think i'll plunk down $3-5k for 2-3x
performance boost unless i really needed VME or some other attribute on
the TT that the ST otherwise lacks.

>2) low-end Unix workstation. For many government bids, source-level
> compatibility is all that's required. For other bids, you don't
> need to bid lots of software, depending on the niche you're
> trying to attack. For example, my department only bought 2
> pieces of software for our Suns: FORTRAN and IDL.

true again. often these contracts go to the lowest bidder and atari
could have a shot here, depending on perceived quality of the company
doing the bid. often this includes training, maintenance, etc, and
to my knowledge, atari does not have the chops here that say an ibm
or a sun or a dec would have, though for that very reason they could
offer a low bid.

> For the rest of the market, they do have a developer's program
> which requires you to cough up $$ up front but allows you to buy
> hardware for cheap. I don't have any idea how many software
> people are taking advantage of this.

i have, and in general have been satisfied with the support and certainly
the price of equipment. i can't complain. i have gotten upgrades,
access to private areas on GEnie and CIS, some documentation upgrades,
etc. the squeaky wheel gets the grease :-)

>As usual, we aren't going to find out what's really going on until the
>TT hits the shelves. We can sit around all day guessing about things we
>don't know, and we won't get anywhere.

bingo...

-bill
rosenkra%c1yankee@convex.com

Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1167. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 18:26:15 UTC
From: chen@digital.sps.mot.com
Message-ID: <4c0aa395.12c9a@digital.sps.mot.com>
Source record: 239385

In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>speed it is very unreliable and so we'll probably never see one.

Just for the record 33Mhz '030 has been in production for months if not years :-). HP/Apollo has several workstations built around the 33Mhz chip as well as the 50Mhz chip (that I don't know if in production or not).

> Personally,
>I take what this guy says with a grain of salt. A grain the size cows used
>to lick on, back on the farm where I come from. :-)

Totally agree. :-)

--
Jinfu Chen (602)898-5338 |
Motorola, Inc. SPS Mesa, AZ |
...uunet!motsps!digital!chen |
chen@digital.sps.mot.com |
CMS: RXFR30 at MESAVM |

1168. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 19:11:14 UTC
From: david@bdt.UUCP
Message-ID: <4243@bdt.UUCP>
Source record: 239399

I spoke with Frank Foster at the San Jose World of Atari show this
past weekend, and he admitted to me that he has never actually seen
Micro RTX nor MT C-Shell and that he doesn't really know anything
about them. He also said the he is "just a marketing guy".

Well we all know it's really good marketing strategy to tell the
world your own possibly someday to be released product that doesn't
actually exist for sale yet is better than sliced toast and anything
that already exists which might be mentioned as possible competition
to your own product is a "kludge" and doesn't work very well, even
if you don't know anything about it!

Well of course, this clears the whole thing up! I don't remember
seeing a disclaimer that "Frank Foster doesn't really know what he's
talking about" in the Start article. I guess they're assuming that
this will be perfectly clear to anyone who reads the article.

I don't think so. Some people might just read that article and assume
that Frank Foster, the Atari Corp. representative, is the expert and
that he would know what works and what doesn't work.

It must be nice to have the power to blast any product you want, and
get it published in the largest ST magazine in the USA and get away
with it.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
P.O. Box 21575, Oakland, CA 94620 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

1169. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-06 19:40:21 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1391@ruunsa.fys.ruu.nl>
Source record: 239387

david@bdt.UUCP (David Beckemeyer) writes:

>Personally I am outraged by these comments. I'm asking you to
>help support me and write Start Magazine and Atari Corp. expressing
>your reaction to these statements. There are only a few Atari ST
>developers left, and with practices like these, Atari is going to
>lose even more.

I've seen some stupid remarks in START magazine quite regularely. For
example lately it was stated that Turbo C's new object format was no
improvement because 'noone needs external references of 32 characters'
as opposed to the 8 characters digital research's object format has.
I guess these people have no idea what they talk about, and
have never tried to port a source that consists of more than one file
to the ST.

About RTX: I don't have the C-shell, but the RTX kernel is very nice
and about the best multi tasking possible on a machine like the ST.
Minix with it's shadowing is too heavy for the ST.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

1170. Branch Always Software

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 01:03:54 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <23523@dartvax.Dartmouth.EDU>
Source record: 239395

Darek Mihocka, please send reply to this address.

dav@dartmouth.edu

1171. Re: Word Up! 3.0 printing problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 02:56:37 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6710.26bdf5a5@umiami.miami.edu>
Source record: 239396

In article <6703.26bc6ac1@umiami.miami.edu>, dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
> Yesterday, I purchased Word Up v3.0. From my impressions so far, it is
> an excellent Word Processor. I am used to Macintosh WP's, and it
> acts just like one, save the speed. Anyhow, when I tried printing,
> it would not work. I have a panasonic kx-p1090 printer, and installed
> the program using the epfx_hi.sys printer driver, which is what it
> says to use for my printer. Anyhow, is there a bug in the program or
> something? I could SWEAR that I saw a couple of files on a local
> board, with the lines 'word up files to fix the printing errors' or
> something like that, but they arent there anymore. I will call Neocept
> tomorrow, but am just wondering if anyone knows here.
>
> --
> --
> Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
> --
--
I called Neocept and talked to them, and we figured out that the printer
drivers that they supply with Word Up will NOT work with the
panasonic kx-p1090, becase it doesn't do quad density printing.
so they are going to send me a new printer drive that does double density
bit image printing, I think its an MX_80 driver.

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1172. terminator mail-server availability

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 06:10:25 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1990Aug7.061025.17418@eua.ericsson.se>
Source record: 239388

Has anybody tried the mail server at atari@terminator.cc.umich.edu??
I have sent a number of mails to it with the message help, but I
haven't received any reply. I have also tried the other name for the
same server: atari@atari.archive.umich.edu, but with the same result.

1173. Re: TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 06:34:22 UTC
From: baffoni@aludra.usc.edu
Message-ID: <11293@chaph.usc.edu>
Source record: 239389

In article <1990Aug4.035623.27770@udcps3.cps.udayton.edu> vanleeuw@udcps3.cps.udayton.edu (James Van Leeuwen) writes:
>accelerator, and a few others. I'm going to send a nice little program
>that allows for moving (as opposed to copying) files with the right button
>to comp.binaries.atari.st tonight. It'll show up in a while.
As I understand it, when you move a file, you are actually copying the file and then deleting the original (if this is wrong, PLEASE correct this). Would it be possible to make a patch that just changes the directory path of the file when moving it, rather then having to copy the entire file - this is especially helpful when the file is large, not to mention if you are pushing the limit of your drive size (500k left and you want to move a 600k file) or if your drive is already getting highly fragmented files.
So is it possible, or would the change have to come with TOS1.8 (TOS18?)?
>
>Jim
>--
>"We didn't start the fire, / ___/_ Jim Van Leeuwen
>it was always burning / / / \ The University of Dayton
>since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
>turning..." --Billy Joel /______/ GEnie: JVAN

-Mike

1174. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 06:37:55 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <808@idcapd.idca.tds.philips.nl>
Source record: 239391

In article <4c0aa395.12c9a@digital.sps.mot.com> chen@digital.sps.mot.com (Jinfu Chen) writes:
>In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>>speed it is very unreliable and so we'll probably never see one.
>
>Just for the record 33Mhz '030 has been in production for months if not
>years :-). HP/Apollo has several workstations built around the 33Mhz chip as
>well as the 50Mhz chip (that I don't know if in production or not).

By walking into a room nextdoor, I can see a very real 68030/50Mc. They are
in (limited??) production by Motorola allright!
>
>--
>Jinfu Chen (602)898-5338 |
>Motorola, Inc. SPS Mesa, AZ |
> ...uunet!motsps!digital!chen |

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
>> There is no problem a good miracle can't solve <<
____

1175. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 06:55:46 UTC
From: baffoni@aludra.usc.edu
Message-ID: <11294@chaph.usc.edu>
Source record: 239392

In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> I talked to a dealer here in Canada yesterday about the TT. He is
>going to see it on Wednesday. We talked about the TT a little and he was
>very adamant that there is no such thing as a 32Mhz TT or a 32Mhz 68030 for
>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>speed it is very unreliable and so we'll probably never see one. Personally,
Hmmm... doesn't the MacIIfx use a 40MHz 68030? If so, I don't think they
have had much of a problem with reliability. Price on the other hand....
Whether or not Atari has gotten a 32MHz '30 to work AT 32Mhz on the TT
(yah, I know, some of you are saying "What TT?") is something yet to be seen,
officially anyway.
>I take what this guy says with a grain of salt. A grain the size cows used
>to lick on, back on the farm where I come from. :-)
>
> Anyway, what's the deal? Does this guy know what he is talking
>about or should I just ignore him? Thanks for the input.

Ignore him, it works for me! :)

>--
>John Schmitt
>johns@maccs.dcss.mcmaster.ca
>...!unet!utai!utgpu!maccs!johns
>SCHMITTJ@SCIvax.McMaster.CA

-Mike

baffoni@aludra.usc.edu
or
mbaffoni@skat.usc.edu

1176. Searching for:

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 07:17:48 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1101@ssp18.idca.tds.philips.nl>
Source record: 239393

Hi,

I'm looking for some PD programs and files:

1. A program to print GEM meta-files on a nec-p2200 (p6 comp.)
360x360 dpi. + font(s).

2. Signum! fonts

Are these available and if so, where can I get them?

thanks,
Jan

Please respond by email: jvl@idca.tds.philips.nl

1177. Format of neochrome files

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 07:28:55 UTC
From: nick@lion.inmos.co.uk
Message-ID: <9313@ganymede.inmos.co.uk>
Source record: 239394

Does anyone out there know the format of a neochrome file
in particular the first 128 bytes or so, I know that the
rest is just a direct screen dump.

Please mail replies, I will post the results if enough people ask.

Nick

How many pin heads can sit on one angel? Thats what i'd like to know.

1178. MegaMax

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 08:09:00 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4266@bdt.UUCP>
Source record: 239311

No Andre,
I'm not connected with Megamax just a user of their products and they do
not unfornately have a UUCP or internet address ... sorry.

1179. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 08:43:32 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Aug7.084332.20071@agate.berkeley.edu>
Source record: 239397

In article <1990Aug6.022523.26967@murdoch.acc.Virginia.EDU>
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>Actually, someone from Atari talked a little about their marketing
>thoughts and the TT. It has 2 major markets:
>...
>2) low-end Unix workstation. ...

Atari should market from its only position of strength -- bang for the buck.
Atari should not develop software -- they not have the will.

My thought for the day is that they should market a low-end sparc machine.
Let Sun write the OS and make the market. Atari should wrap the sparc
in plastic, throw in a keyboard, offer a black & white monitor or an 8 bit
color monitor (adding the Atari label to 3rd party suppliers). Offer the
system with an ethernet card OR a 100MB hard disk.

This would merge the pc and workstation markets. I'm sure Atari can enter
and surpass the Xterm market.

I suppose this position is too aggresive for Atari.

BTW, would some create the c.s.a.s.tech newsgroup again. I still don't
get it. The S/N here has dropped dramatically.

Eric

Eric
ericco@ssl.berkeley.edu

1180. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 10:31:27 UTC
From: AlexK@tharr.UUCP
Message-ID: <866@tharr.UUCP>
Source record: 239398

In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>
> I had in mind to buy Lattice C v5 but I was a little leary after
>reading the box. How closely does it comply to the ANSI standard? I thik
>the wording on the box says that it conforms 'closely.' How close is close?

Very close, the compiler misses on trigraphs and wide characters. Also
the representation of float/double is not spot on. The libraries are,
as far as I am aware, fully conformant. The current release is
5.04.01, which these comments relate to. I should mention the product
is my responsibility.

Alex Kiernan, HiSoft.

1181. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 14:20:28 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <24045@uflorida.cis.ufl.EDU>
Source record: 239302

In article <1391@ruunsa.fys.ruu.nl> muts@fysaj.fys.ruu.nl (Peter Mutsaers /100000) writes:
>david@bdt.UUCP (David Beckemeyer) writes:
>
>>Personally I am outraged by these comments. I'm asking you to
>>help support me and write Start Magazine and Atari Corp. expressing
>>your reaction to these statements. There are only a few Atari ST
>>developers left, and with practices like these, Atari is going to
>>lose even more.
>

I don't blame you for being sore, Dave. Not only was it a bad move on
Foster's part to say ANYTHING about RTX when he has never used it, but
it is just plain bad journalism for START to allow that sort of thing
in their publication. I think both parties should offer a published
appology.

>I've seen some stupid remarks in START magazine quite regularely. For
>example lately it was stated that Turbo C's new object format was no
>improvement because 'noone needs external references of 32 characters'
>as opposed to the 8 characters digital research's object format has.
>I guess these people have no idea what they talk about, and
>have never tried to port a source that consists of more than one file
>to the ST.

Didn't see that one. Was it an opinion piece, a review? I've found
Start to be a pretty good magazine overall.

>
>About RTX: I don't have the C-shell, but the RTX kernel is very nice
>and about the best multi tasking possible on a machine like the ST.
>Minix with it's shadowing is too heavy for the ST.

I don't have RTX at at all. Can someone give me some information on it?
Is there a demo anywhere to look at? An address to buy it/contribute
towards it should I see it to be the most awesome thing since sliced
toast?

Also, where do we send our gripe mail to Atari?

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=

1182. Re: TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 14:58:59 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <4138@rodan.acs.syr.edu>
Source record: 239306

In article <11293@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1990Aug4.035623.27770@udcps3.cps.udayton.edu> vanleeuw@udcps3.cps.udayton.edu (James Van Leeuwen) writes:
>>accelerator, and a few others. I'm going to send a nice little program
>>that allows for moving (as opposed to copying) files with the right button
>>to comp.binaries.atari.st tonight. It'll show up in a while.
> As I understand it, when you move a file, you are actually copying the file
>and then deleting the original (if this is wrong, PLEASE correct this).

When you are moving a file to someplace else ON THE SAME PARTITION, you just
have to change directory information, you don't have to read the file at all.

>it be possible to make a patch that just changes the directory path of the file
>when moving it,
> [reasons for having a "smart" move deleted]
> So is it possible, or would the change have to come with TOS1.8 (TOS18?)?

Yes it's possible. It's also a standard feature of TOS 1.4, just hold the
CONTROL key down when you drag the file someplace. The mentioned "nice little
program" is only of use to those that have TOS < 1.4.

---jb

>>
>>Jim
>>--
>>"We didn't start the fire, / ___/_ Jim Van Leeuwen
>>it was always burning / / / \ The University of Dayton
>>since the world's been /___/__/ / UUCP: vanleeuw@udcps3.cps.udayton.edu
>>turning..." --Billy Joel /______/ GEnie: JVAN
>
>-Mike

1183. (new) anonymous ftp site for TOS software

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 16:06:20 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <5862@sbsvax.cs.uni-sb.de>
Source record: 239303

In the last few days, i have filled the atari-directory of our anonymous ftp-server at cs.uni-sb.de [134.96.7.254] with some interesting pieces of software for TOS:

- Of course we have the latest version of Emacs for TOS (as source, compiled and not dumped or the ready-to-use dumped xemacs) together with the gcc-library that was used to compile it.

- A preliminary port of Bash (without jobs, background processes and ulimit-setting).

- A TOS-version of Larry wall's perl (including gdbm-routines).

- Less for the ST.

I have included the file ~ftp/README below.

- Edgar

---------- cs.uni-sb.de:~ftp/README ----------

Universitaet des Saarlandes cs.uni-sb.de [134.96.7.254]
Fachbereich 14 - Informatik e-mail: ftp@cs.uni-sb.de
(Dept. of Computer Science)
Bau 36, Im Stadtwald 15
D-6600 Saarbruecken 11
Fed. Republic of Germany

Welcome to our anonymous ftp server.

Please note:

0. To retrieve files, you need the following programs
(and know how to use them):

a) ftp (hmm... you ARE reading this already, so I suppose you've got ftp)
b) 16-bit compress/uncompress in order to be able to uncompress files ending with .Z (available from the file compress.shar)
c) tar for files containing the string .tar in their name
d) sh (or compatible shell) for .shar files
e) cat (and output re-direction) for .split.?? files
f) for some strangely packed files you may need atob/btoa (available from the file atob.shar)

BTW our ftp server does understand the reget command, so in case your file transfer is interrupted you may wish to try that.

1. DO's

a) when asked for the ftp password, give your login@domainname
b) make sure your system hasn't got the stuff you want to get
c) make use of the /tmp directory for sending stuff
d) avoid ftping during prime time - that is Mon-Fri from
09:00 to 18:00 local time for machine load.

2. DON'T's

a) forget to set binary mode where appropriate
(especially with .Z and .tar files)
b) put anything in any directory other than /incoming
c) don't send a lot of stuff unless it's requested

Please note: * ATARI stuff (~ftp/pub/atari) is maintained
by Edgar Roeder (roeder@cs.uni-sb.de).
* NO MS-DOS stuff on this machine.

Feel free to contact ftp@cs.uni-sb.de in case of problems.
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1184. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 16:46:34 UTC
From: bill@mwca.UUCP
Message-ID: <1682@mwca.UUCP>
Source record: 239314

In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>
> I had in mind to buy Lattice C v5 but I was a little leary after
>reading the box. How closely does it comply to the ANSI standard? I thik
>the wording on the box says that it conforms 'closely.' How close is close?

Frankly, in my fairly extensive experience with compilers, there aren't too many _truly_ ANSI C compilers yet. ANSI took several years to finally ratify a standard, so many compilers are what is known as ANSI Draft, which is an earlier version of the standard. In my opinion "close" is probably going to serve you pretty well unless you have a source file you need to port to the ST which utilizes some ANSI features not present in Lattice or other compilers.

> I talked to a dealer here in Canada yesterday about the TT. He is
>going to see it on Wednesday. We talked about the TT a little and he was
>very adamant that there is no such thing as a 32Mhz TT or a 32Mhz 68030 for
>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>speed it is very unreliable and so we'll probably never see one...

Many companies have purchased 33 MHz 68030's from Motorola - I work with many VME boards, and virtually every VME maker has 33 MHz 68030 boards available. 50 MHz 68030's are available from a few vendors, also. I see no possible way the chip can be considered "very unreliable" - most of the major defense firms are using this chip in a wide range of projects. (Please, no flames about the potential lack of reliability or acuity among defense firms!)

>John Schmitt
>johns@maccs.dcss.mcmaster.ca

--

Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
#######Opinions expressed are my own, though you'd be wise to adopt them!#######

1185. Populous help

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 17:31:08 UTC
From: bill@mwca.UUCP
Message-ID: <1684@mwca.UUCP>
Source record: 239312

Can anyone tell me what the world name is for level 8? It looks like Eordnord, but I'm using a Video Key and the text isn't real clear; I tried to enter Eordnord but it wasn't accepted - anyone know the right name?

On a related note, any general pointers as far as overall strategies would be helpful. For example, is it worth expending the extra manna to build up my land so floods don't wipe out my people? When are castles preferable to lots of huts?

--
##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

1186. No postings to comp.sys.binaries.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 17:59:43 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <32534@cup.portal.com>
Source record: 239315

I too have been wondering.. where are the postings????

1187. File Servers such as "terminator"

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 18:04:02 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <32535@cup.portal.com>
Source record: 239313

I am sorry to ask this question again, but I seem to have lost my captured messages on the topic and need the information once more.

Could someone please give me the addresses to mail servers? I need Panarthea and the others. So far I have "terminator," but I need the others. I'd also like ftp.

thanks
mail please

Bryan_Jones_Woodworth@cup.portal.com

1188. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 19:55:32 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440127@hplsla.HP.COM>
Source record: 239400

vovut@prism.cs.orst.edu writes:

```
|
| I have ICDUTILS which I downloaded from Terminator to format my hard drive.
| The problem is that I can't set my drive to auto-boot because the HDUTIL.PRG
| asks for the master disk. Is there a way to get it to auto-boot? Can someone
| e-mail me another (newer?) ICD utility to allow my HD to auto-boot?
| ^^^^^^^^^^^^^^^^^^^^^^^^^^^^ (if legal)
|
| Thanks for any help
|
| vovut@prism.cs.orst.edu
| ----------
```

You know, there's probably a real good reason that HDUTIL.PRG asks for the master disk! ICDUTILS are NOT in the public-domain, they are NOT shareware, they ARE copyrighted software that you are supposed to pay for.

I've said it here many times before, ICD has strict wording in their documentation that their software may not be placed on BBS nor may it be transferred from person to person, even if both parties are registered users. The only legal way to get the software is from ICD (by mail, or their BBS) or on GEnie. Period. Any other way is illegal. Period. So, no, there is no legal way anyone can mail you a newer version that works.

It sounds to me like ICD finally wised up and realized that just saying this wasn't enough, and now they've added some measures to protect against pirating. Three cheers for them if that's the case.

Now, what the heck are ICDUTILS doing on Terminator?

ps. Please direct junior-lawyer legal opinions to /dev/null. They won't do any good if ICD sics a real lawyer on the Terminator folks.

%%%

1189. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 20:11:29 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1990Aug7.151129.1405@uoft02.utoledo.edu>
Source record: 239301

In article <26BC2055.28872@maccs.dcss.mcmaster.ca>,
johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>
> I talked to a dealer here in Canada yesterday about the TT. He is
> going to see it on Wednesday. We talked about the TT a little and he was
> very adamant that there is no such thing as a 32Mhz TT or a 32Mhz 68030 for
> that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
> speed it is very unreliable and so we'll probably never see one. Personally,
> I take what this guy says with a grain of salt. A grain the size cows used
> to lick on, back on the farm where I come from. :-)

I've seen 50MHz 68030's in different literature so they can definatley
go that fast, and I believe 32MHz is correct, it was intel that went for the
odd 33Mhz

1190. Re: Some errors

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 21:43:00 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13685@cbmvax.commodore.com>
Source record: 239304

In article <11167@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <5969@jhunix.HCF.JHU.EDU> barrett@jhunix.HCF.JHU.EDU (Dan Barrett) writes:

>[stuff deleted]
>>>Clock speed 16 Mhz - 32 Mhz

>> Misleading -- the Amiga 3000 comes in 16 and 25 MHz models.

>>>RAM 2 to 17 1 to 32 2 to 26

>> Wrong -- the Amiga goes from 2-18 MB internally, but up to 1.7
>> GIGABYTES of RAM is addressable as standard.

> Certainly, due to the 200pins of the 68030

Not that it's revelent to this argument, but the PGA version of the 68030
has 128 pins, the surface mount version around 132 pins.

>this is THEORETICALLY possible,

Theoretically speaking, any 68030 system could have 4 GB of memory, just as
any 68000 system could have 16 MB of memory. Practical considerations, such
as memory chunks reserved for I/O, OS, etc. will generally lower this number.
Physical realities may lower it some more.

>but due to the hardware constraints (limited card slots, bus width, power?:)
>just how much can you ACTUALLY address in the REAL world (no flames, this is
>an honest question)?

Today, as we speak, without building any additional hardware, I could plug
148 Megabytes of memory into my A3000. Since no one else has access to the
32 Megabyte expansion card (though all Developers who made it to the Amiga
DevCon last June have the schematics), the practical limit this moment is
18 MB total.

Based on 4MB CMOS DRAM technology, it's certainly possible to build 64 MB
of memory onto a single Zorro III card. It's also possible to fit at least
16MB on an A3000 Coprocessor Card. So based on today's available technology,
the practical limit is 290MB. This limit will of course grow as 16 or 64
megabit parts become available. The A3000 reserves 128MB for memory
devices that sit in the Coprocessor Slot, and 1.75GB for Zorro III devices.
This is, incidently, the first time Commodore has released a system that
will have to wait two memory generations before address space could again
be a limiting factor.

Fortunately, humans aren't changing nearly as fast as computers. Just about
everyone needs more than 64K of memory. A great deal of folks have been
satisfied with 1MB of memory (eg, the majority of PClone users). Most everyone

will be satisfied with 16-18MB of memory. The few who aren't should be happy with 2-4 times that 16MB chunk for the moment. Gradually, more folks will find a use for more than 16MB, but hardly in the volumes who found a use for more than 64K or 1MB. And this has all taken place in a single human generation; I can recall when I, personally, found a need for more than 16K of memory. Back in '79, 32K seemed practically unbounded.

> From what I understand, the 4k out of 4k colors obtained is due to
>software hacks (HAM methods, scanline interrupts, etc.), but I think that the
>question of comparing them is directed at standard system constraints rather
>than at what can be done by tweeking the normal draw cycles.

HAM, the 4K out of 4K they're undoubtedly referring to, is a standard hardware display mode on the Amiga. HAM does allow each pixel on the screen to display a different color, however, not an arbitrary color. The color of each successive pixel is based on either 1 of 16 random colors from the CLUT, or a R, B, or G modification of the color from the previous pixel.

There are apparently "dynamic modes", or hacks, used on the Amiga for more colors in other standard display modes. Some simple ones may use the display coprocessor to change colors, though I suspect the more advanced ones use a display interrupt and have the CPU bang the color registers. In any case, I suspect the same kind of things can be done on other systems with reasonable display hardware (even the C64 had a primitive scan line interrupt), so these must certainly NOT be considered standard display modes. A good comparison between systems might indicate that the display hardware has additional features, such as scan-line interrupts, a display coprocessor, or a bimmer/blitter.

>> Dan

>-Mike

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1191. (Long) Populus answers

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 22:18:57 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1324@unicorn.WWU.EDU>
Source record: 239320

(Note-- I tried to forward this text to mwca!bill, but I'm having server problems in sending it to him, so I'll post it for everyone to read anyway... if you aren't interested in Populous, hit that 'n' key now!)

>Can anyone tell me what the world name is for level 8? It looks like >Eordnord, but I'm using a Video Key and the text isn't real clear; I tried >to enter Eordnord but it wasn't accepted - anyone know the right name?

Yow! Another populus player exists out there!! I'm at work right now, but when I get home I will take out a list of the levels I've been to, and send you the info on level 8. That will be in about six hours. (I've been past level 50 and still goin' strong!)

>
>On a related note, any general pointers as far as overall strategies would >be helpful. For example, is it worth expending the extra manna to build up >my land so floods don't wipe out my people? When are castles preferable to >lots of huts?
>

I have rarely been to a point in the game that the computer is so strong that he is capable of flooding me, although this has happened to me a few times. In order to prevent flooding I tend to try to start out my initial people on high ground, and raise the land around them to make a high plateau. Of course, some of the people go for lower land as I'm expanding around, and I don't worry about these things too much.

Castles vs. lots of huts: Castles give you FAR more manna than any combination of huts, and when a tribe emerges from a castle, it is mega strong compared to tribes created from any other type of building. The tradeoff (and it IS serious) is that people emerge from castles by FAR more slowly than other huts, preventing you from expanding rapidly into new areas, which in turn restricts your influnce (i.e. raising / lowering land) in those areas. I have found a good strategy is to keep the land 'bumpy' enough around your inital area so as to keep the buildings more primitive and quickly produce tribes to colonize the surrounding areas. Once the 'first wave' of settlers have built buildings, I turn just *one* of them into a castle-- one castle is sufficient enough to provide enough manna for unlimited raising / lowering of lands. As my tribes expand over the wilderness, I keep my perimeter buildings on the primitive side in order to insure a quick supply of colonists, and begin flattening land in the nucleus of my "empire" to create high-manna producing castles. I keep repeating this process for my expansion policy.....

A warning about knights (for both you and the computer):
Knights may sem like a great way to conquer the enemy; you create one, and it does all the destruction unaided! The bad side effect of this is that when a knight burns down a building, it is treated as a "rock" and makes for bad growth if you desire to colonize an area near it. To make matters worse, the land which was providing the enemie's building with food is *ravaged* and turns just a *slight* difference in it's pattern-- if you are having problems reading the name on the screen (which I sometimes have with my *normal* monitor) you probably won't see the difference in pattern. The 'ravaged' lands will never be used for agriculture until it is raised/lowered and then flattened again. A castle consumes about 20 squares of farmland; if it is destroyed by a knight, all 20 squares become useless (until altered) and the castle is turned into about 10 sqaures of rock. which can only be removed by reducing the land down to sea level, which can be a lot of work. The morale of knights is to be wary of the consequences of using them on lands you may want to take over-- if you want to capture enemy strongholds, put your holy symbol on it and have your tribes do the rest as they will capture the building, not just destroy it.

When you get to levels where the computer starts chugging out knights, (around level 44+, I believe) don't panic! Computer knigts are very stupid in that you can lower land around them and drown them our easily, removing all problems associated with them. :-)

And last but not least, there is an undocumented wandering monster creeping the plains of the game! It totally freaked me out when I saw it!!! I've seen it mainly in the deserts, and once in a ice scenario; the moster travels straight up-and-down, which means that relative to the angled "gameboard" it is travelling at a diagonal. In the desert scenarios it appears as a giant slime creature (!!!) and leaves a trail of swamps after its path. I guess it's undestructable-- I've never been in a position to attack it. The thing sure laid waste to one of my civilizations in the game....

Hope that helps ya! I'll send the codeword to level 8 in about six to ten hours from now if you still need it. Populus is a fine game, and I have been entertained by it quite a bit. I also purchased 'the promised lands', which is not as stunning as I had thought it would be; all it does is load a different graphic set over existing maps. I had thought it contained *new* maps to conquer, but it just puts a different face over the maps containd on the old populus maps. Some of them are somewhat attractive though-- I like 'computerland' which has different brands of Atari computers (the old 800 is the most primitive one, all the way through the Atari 800XL, 1040, Mega-4, TT, and some workstations) with atari flags on them vs. similar Commodore computers with little commodore flags! Kinda cute.

Anyway, I've blathered on enough now about the game......

Will reply later,

***** ******* Perry Pederson: email: n8742883
* * GEnie: PPEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

P.S. The "Well Done, Mortal" quote changes at level 50; I'm dying to
get to level 100 to see what the dude says!

1192. Re: "DOS machines" (Was: TT (Who has one?))

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 22:20:53 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13687@cbmvax.commodore.com>
Source record: 239305

In article <713@cvbnetPrime.COM> jshekhel@feds19.UUCP (Jerry Shekhel) writes:

>Excuse me, but even the 68020 does not have full VM support. That's why
>it requires a 68551 MMU to run UNIX.

A Microprocessor's VM support has nothing to do with whether or not it's
MMU is internal or external. A Microprocessor supports VM simply if it
can fully recover from a page fault during an instruction. Some micros,
such as the 68010-30, handle this by taking an exception when a page fault
is detected, with the internal state of the CPU stored. The page is brought
into memory, and the instruction continued right where it left off. Others,
such as the 68040, take an exception with less context information available
and actually restart the complete instruction after the page is brought into
memory.

An internal MMU does three things for you:

1) Usually improves translation times, since on-chip delays are always
considerably less than delays between chips.
2) Simplifies system design.
3) Standardizes the MMU along with the CPU.

Point #2 is perhaps the most important for Personal Computers in general, and
point #3 is important if you're trying to be a clone of something, such as
"IBM Compatible", but it makes little difference to Sun, Commodore, or anyone
else making their own OS releases. Point #1 can be minimized in other ways,
such as by employing external logical cache. Note that both 68020-based Sun
3's and SPARC based Sun 4s (eg, SparcStations) use external MMUs. Motorola
88100s and some other RISC chips also use external MMUs. They are not a big
deal, and certainly have nothing to do with the ability to run UNIX. In fact
the first Apollos, which did support virtual memory, used a second 68000 as
an exception processor to handle the problem of no virtual exception context
inherent in the 68000.

>Programmers don't have to worry about these things even at the machine
>language level!

Unless you're writing the OS, you as programmer don't worry about how the MMU
is implemented, either.

>I wasn't talking about supervisor mode. I was talking about hardware
>support for multitasking with an isolated memory space for each process.

Multitasking, separate process spaces, and virtual memory are all separate
issues. UNIX-like things such as OS/9 have been used for years without
translating MMUs. And a very simple MMU hooked up to a 68000 could run a
UNIX-like OS with separate process contexts as long as virtual memory isn't

an issue.

>But I still haven't come closer to understanding why people on this newsgroup
>hate the Intel processor, when the Intel/Motorola lines are so similar in terms
>of performance.

Perhaps it's the same reason one might choose a Porsche 944 over a Ford Mustang even though they can go at the same speeds. The Motorola architecture has been very clean all along. The Intel architecture has had ugliness grafted on top of ugliness. Although the modern Intel chips, the '386 and '486, are much closer to their Motorola counterparts in terms of native mode features, there are penalties based on the architectural baggage they're required to carry around. The '386 has 1/2 the machine registers of the '030, and they're less general purpose, and they didn't have room on-chip for any cache memory or split I/D buses. The '486, in order to support the way MS-DOS programs actually run, wasn't free to change any supervisor mode constructs, and it had to settle for a unified cache instead of separate I and D caches to support the self-modifying code used heavily under MS-DOS (the obvious advantage of separate I and D caches is that I and D fetches can occur in parallel, as they do for cache hits on the '030 and '040. Etc.). The Motorola MMU, not having to carry around all the segmentation stuff from previous generations, is a much better match to UNIX than the '386/'486 MMU, even though the Intel MMUs do have a minimal paging mechanism.

Most of this doesn't amount to much in reality, right now. C programmers on Motorola machines get more register variables, and UNIX runs a tad more efficiently on an '030 than a '386. On the other hand, in the PC world at least, most of the Intel machines sport external cache, whereas the 680x0 machine at best offer it as an option (out of NeXT, Amiga, Atari, and Apple, only the Apple IIfx comes with external cache). As a follower of this for quite some time, I think the 68040/80486 generation is where the clean architecture of the Motorola line is going to make a very obvious difference in performance, rather than the rather insignificant differences in the '030/'386 generation.

>> Tim Onders

>-- Jerry Shekhel

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1193. Re: Micro RTX - questions was Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 23:44:45 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830079@hpldola.HP.COM>
Source record: 239307

To answer your questions about Microrтx:

(This is from my head as I don't have the docs here)

1) Microrтx takes only a small amount of memory to run (about 40k)
so it will run on any atari ST.

2) Programs do NOT need to be recompiled to run under Microrтx as
it is installed at the interrupt level. I have found that most
of the tools I use and the software I've written run fine with
Microrтx installed.

In fact I use the MWC msh enviroment to write microrтx programs
with microrтx installed, this makes developing programs for
microrтx easy (well I hung the system initially, until I got the
obvious defects out, but then again I still hang the system
once in a while while programming under GEM). I believe Microrтx
is programmable from virtually any compiler/linker.

3) Microrтx doesn't implement any process protection scheme, but does
offer signals, message passing, file locking, and other OS extensions.
It also allows the programmer very low-level access to the machine while
still being TOS compatible.

4) There is a shareware version of Microrтx available at many archives.

-Joe Gilray

1194. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-07 23:56:39 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3724@umbc3.UMBC.EDU>
Source record: 239321

I just heard from an American Atari dealer today that the TT will have a 32 mhz processor in it, but the system board will still run at 16 mhz. They will be doing this by implementing a cache along the same lines as the Fast T-16 board. I actually wonder how much of an increase in speed this will give us. Anyone care to guess?

Chuck Rickard
(chuck@umbc5.umbc.edu)

1195. Portfolio additional info wanted..

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 02:23:17 UTC
From: stuartb@microsoft.UUCP
Message-ID: <56397@microsoft.UUCP>
Source record: 239308

Hi All. I'm seriously considering buying a Portfolio.. it's a pretty neat piece of work!.

I'd like some input on a few issues though.

It seems that all the dealers I've spoken with have the same deal going; $399 with a parallel interface (and I believe an additional card..?).. are there any dealers who's prices are almost always lowest (mail order houses?).

The dealers I spoke with mentioned very vaguely about public domain software that was available for the Portfolio, then quickly changed the subject when I asked them what kind and in what quantity (is this propaganda or is there really a reasonable amount of PD stuff for it?).

One thing that interests me is a terminal emulator for the little beast.. again the dealer says there is one in the PD, but was a no show when I asked for a demo.. does such a program exist (is it any good.. plain vanilla?)?

Does anyone know if Atari plan to produce a modem adaptor (rather than plugging in the serial card and then a modem, just a modem that interfaces directly to the Portfolio's interface bus)?

One more question (you can see that I got a huge quantity of information from the dealer :-) :-)).. is the display matrix reconfigurable to display 80 cols of text rather than 40?.. if not does anyone know if Atari is planning to release a version that does 80 cols?

Thanks muchly in advance for any info. If all this has been discussed before on the net, my appologies, and I would appreciate any e-mail replies or summaries, in that case, if not I look forward to reading any posted replies.

Stu.

-- Not yet an Atari owner :-)

1196. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 02:35:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug8.023513.6249@math.lsa.umich.edu>
Source record: 239323

In article <5440127@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>You know, there's probably a real good reason that HDUTIL.PRG asks for the
>master disk! ICDUTILS are NOT in the public-domain, they are NOT shareware,
>they ARE copyrighted software that you are supposed to pay for.
>
>I've said it here many times before, ICD has strict wording in their
>documentation that their software may not be placed on BBS nor may it
>be transferred from person to person, even if both parties are registered
>users. The only legal way to get the software is from ICD (by mail, or
>their BBS) or on GEnie. Period. Any other way is illegal. Period. So, no,
>there is no legal way anyone can mail you a newer version that works.
>
>It sounds to me like ICD finally wised up and realized that just saying this
>wasn't enough, and now they've added some measures to protect against
>pirating. Three cheers for them if that's the case.
>
>Now, what the heck are ICDUTILS doing on Terminator?
>
>ps. Please direct junior-lawyer legal opinions to /dev/null. They won't do
>any good if ICD sics a real lawyer on the Terminator folks.

I understand your concern, and was pretty concerned myself upon reading this
article. I just checked the copy of ICDUTILS we have on terminator. This is
the beginning of the READ.ME file included in the archive:
-=-=-=-=-=-=-=-=-=-

READ.ME 8/12/87

This file documents the ICD ST Hard Drive Utilities. These utilities are
packaged with all ST Hard Drive Systems and ST Host Adapters sold by ICD. They
are all Copyright (C) 1987 ICD, Inc., however, you are free to use and
distribute these utilities as long as:

1) They are not sold or included with any other product unless an
ICD Host Adapter is part of that product.
2) They are not modified in any way.
3) ICD is given credit for authorship of these files.
4) This documentation is included.

* Any company wishing to include these utilities with their products
must first obtain a license from ICD, Inc. or they will be in violation of
Federal and/or International Copyright Laws. Licensed will display the
license registration number.

If you have any questions:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101

Voice: 815-968-2228
Modem: 815-968-2229
FAX: 815-968-6888
-=-=-=-=-=-=-=-=-=-=-
[remainder omitted -- hyc]

This is obviously very old software here. It also seems to me to be quite explicit in stating that it is freely distributable. ICD's policy may have changed since then, but no one has notified us. No one has posted any messages on any nets I read to the effect of "please remove your old copies of our software from your archive" either, so I think this is still OK.

I wouldn't trust it worth a damn, but I don't think there's any problem with distributing it.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1197. Re: TOS 1.4 and the auto folder

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 04:08:37 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <26736@unix.cis.pitt.edu>
Source record: 239324

In article <11293@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> As I understand it, when you move a file, you are actually copying the file
>and then deleting the original (if this is wrong, PLEASE correct this).

This is wrong. In TOS 1.4 if when you drag files from a source to a
destination that are different disks, you do copy and then delete.
However, if it is to the same disk, it does not copy! you do not need
extra disk space to do this operation.

later,
Jim Tauberg

1198. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 04:25:31 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <26737@unix.cis.pitt.edu>
Source record: 239325

In article <5440127@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>
>You know, there's probably a real good reason that HDUTIL.PRG asks for the
>master disk! ICDUTILS are NOT in the public-domain, they are NOT shareware,
>they ARE copyrighted software that you are supposed to pay for.
>
>I've said it here many times before, ICD has strict wording in their
>documentation that their software may not be placed on BBS nor may it
>be transferred from person to person, even if both parties are registered
>users. The only legal way to get the software is from ICD (by mail, or
>their BBS) or on GEnie. Period. Any other way is illegal. Period. So, no,
>there is no legal way anyone can mail you a newer version that works.

First of all ICD software < IS > copyprotected in the sense that
it will only work if an ICD host adapter is installed in the hard drive.

Second, as you mentioned, ICD has a user supprot BBS which has
for download ALL standard ICD utilities.

ICD's board will allow anyone to download this software. It is
unusable unless you have their host adapter anyway!

Why are you getting so hot under the collar about this software
that is clearly available to ICD owners? A lot to say about nothing.

ICD's BBS number is (815) 968-2229

later,
Jim Tauberg

PS. I personally love my ICD Advantage Plus host adapter... I recommend
it highly.

1199. Re: Turtle tip

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 04:53:40 UTC
From: ekrimen@wet.UUCP
Message-ID: <1427@wet.UUCP>
Source record: 239309

```
- I recently bought an ICD hard drive, and was surprised to find that
- Turtle gave me a fatal error message, even though I had turned off
- CACHEnnn.PRG. After much investigation, I found that the ICD hard
- disk driver, ICDBOOT.SYS, was the source of this new
- incompatibility. It turns out that my ICDBOOT.SYS was
- pre-configured to allocate blocks for read/write caching. I fired up
- HDUTIL.PRG, and re-configured ICDBOOT.SYS to disable all caching.
- Doing this made Turtle happy. I could then back up my hard drive.
- After that, I re-enabled the ICD caching, and CACHEnnn.PRG.

No need to load HD Util to enable and disable the cache. Just turn
it on, and when you want it disabled, hit ESC after ICDBOOT displays
its version number on boot-up (and before it lists the cache stats).
(What an ugly sentence, but I hope it got the idea across.) This
will temporarily disable the cache.
```

1200. Publishing Partner Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 05:43:58 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <4526@uqcspe.cs.uq.oz.au>
Source record: 239310

Does anyone know of any printer and/or screen fonts for
"Publishing Partner", other than System, System Bold, Helvetica,
and Times? GDOS and Postscript would be appreciated, especially
Postscript. Pub.Domain or Shareware preferred, but commercial
would be considered. Also, where would I find them? Thanks.

****
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@batserver.cs.uq.oz.au || fax:+61 7 371 0783
****
* "If you want to make god laugh, show him your plans" *
* Woody Allen *
****

1201. Re: Retail?

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 07:21:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <32567@cup.portal.com>
Source record: 239330

Stephen Jacobs asks:

>I seem to post these questions a lot. But I'm hearing conflicting rumors.
>if anyone has seen a TT offered for retail sale ANYWHERE, please either mail
>me or post. I personally don't care nearly as much about the exact configur
>ation as about simple existence.

David Ramsden, programmer of some of the "Cyber" series of graphics programs for ANTIC, and one of the principal members of LEXICOR, the company that's doing some high-powered new graphics software and hardware for the ST, was at Atari Corp recently, and was told that the TT is NOT on sale anywhere in the world. This was as of about two weeks ago...

(Sightings of a TT in Canada, specifically in Edmonton, were of a prototype TT that's making the rounds of dealers in Canada... not for sale...)

BobR

1202. 33 and higher MHz's (Was: Re: TT and Lattice C v5.0)

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 07:21:47 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Aug8102147@tukki.jyu.fi>
Source record: 239326

In article <1990Aug7.151129.1405@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:

I've seen 50MHz 68030's in different literature so they can
definatley go that fast, and I believe 32MHz is correct, it was intel that
went for the odd 33Mhz.

It's not only Intel that uses "odd" 33MHz. HP 9000/370 has a 33MHz 030 in
it and about those faster 030's: HP 9000/345 has a 50MHz (or was it 40MHz,
can't remember, but I believe it is 50 MHz) 030 in it. They are all real,
I'm using them in other X-windows....

Timo
--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

1203. Re: Portfolio additional info wanted..

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 08:45:05 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <971@nikhefh.nikhef.nl>
Source record: 239327

There was an review in the Dutch STart of a attachable modem with terminal emulator, VT52 and viditel/prestel/whatever.

1204. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 09:40:45 UTC
From: ge@phoibos.cs.kun.nl
Message-ID: <2080@wn1.sci.kun.nl>
Source record: 239328

david@bdt.UUCP (David Beckemeyer) writes:

>In the August 1990 issue of Start magazine there is an article
>called "Multitasking On The ST". In this article Frank Foster
>from Atari Corp. is quoted as saying that Micro RTX and MT C-Shell
>"[work] but not very well" and that all current multitasking
>systems for the ST are "kludges".

Cheer up. The same can be (and is) said about TOS. TOS is the biggest kludge
I've seen to date. If TOS had not been in ROM somebody would have written a
better replacement long ago. A little more staff for an essential part of the
product would not hurt.

Adding multitasking as an afterthough is necessarily a "kludge". That does not
mean it does not work well. (I've written some multitasking code for the
beast myself, and it's tricky. But it runs on every version of TOS I've seen,
so it must be a fairly clean kludge.)

Ge' Weijers
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1 tel. +3180612483 (UTC+1,
6525 ED Nijmegen, the Netherlands UTC+2 march/september

1205. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 10:24:48 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Aug8.102448.21813@diku.dk>
Source record: 239329

johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

[..]

>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>speed it is very unreliable and so we'll probably never see one. Personally,

Arrghh, will this mean that our new HP machine with
a 50 MHz 68030 is no good ?????????????
;-)

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1206. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 12:14:03 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Aug8.121403.23114@pmsmam.uucp>
Source record: 239331

In article <1990Aug7.151129.1405@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>In article <26BC2055.28872@maccs.dcss.mcmaster.ca>,
>
> I've seen 50MHz 68030's in different literature so they can definatley
>go that fast, and I believe 32MHz is correct, it was intel that went for the
>odd 33Mhz

The HP 9000/370 sitting next to me as I write this uses a 32 MHz 68030. The
9000/375 (Now shipping) uses a 50 MHz 68030 and has provisions for a 25 MHz
68040 to be swapped in. HP is very conservative so if THEY are shipping
50 MHz 68030's, they must not only be real, but RELIABLE!
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I don't speak for Ford - the PR department does that!

Any attempt at wit is liable to offend _somebody_!

1207. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 13:03:57 UTC
From: shipley@tron.UUCP
Message-ID: <629@tron.UUCP>
Source record: 239333

I don't think it really matters what kind of performance increase the 32MHZ 68030 will yield. Atari will now be able to claim a 32 MHZ processor and that should be enough to satisfy all the people ranting and raving about the TT having "only" a 16 MHZ processor.

Bill Shipley

1208. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 13:46:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4c13b89d.20b6d@apollo.HP.COM>
Source record: 239334

In article <4c0aa395.12c9a@digital.sps.mot.com> chen@digital.sps.mot.com (Jinfu Chen) writes:
>In article <26BC2055.28872@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>>that matter. He said Motorola might have licensed a 33 Mhz chip, but at that
>>speed it is very unreliable and so we'll probably never see one.
>
>Just for the record 33Mhz '030 has been in production for months if not
>years :-). HP/Apollo has several workstations built around the 33Mhz chip as
>well as the 50Mhz chip (that I don't know if in production or not).

I believe these are shipping this month, badged as HP 400DL's or something like that. JFYI.

--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

1209. Populous levels

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 14:10:29 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1329@unicorn.WWU.EDU>
Source record: 239332

```
The password to level 5 on Populous is SCOQUET.

The password to level 10 is MORINGILL.

Hope this helps!!!

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: PPEDERSON
**** * Voice: (206) 676-7177
* *
***** *
-------------------------------------------------------------------------------
+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++
```

1210. uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 15:57:52 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug8.155752.12968@msuinfo.cl.msu.edu>
Source record: 239336

I know that lots of people have gotten uw to work on their systems,
but I haven't. What do I need as far as systems to do it?

1.) Will it work with a color monitor?
2.) Will it work on a 512K Machine?
3.) Will it work without a hard drive? (x2 DS/DD Drives)
4.) What EXACTLY is it useful for...?

Later...

--
Association for Computing Machinery, Chairperson | schultzd@cpsin.cps.msu.edu
Case Center for Computer Aided Design, Consultant | schultzd@egr.msu.edu
--ARMAGEDDON SOFTWARE DEVELOPMENT--
"My opinions are not always mine, let alone the ACM's or the Case Center's"

1211. Re: Micro RTX - questions was Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 18:39:54 UTC
From: david@bdt.UUCP
Message-ID: <4288@bdt.UUCP>
Source record: 239316

In article <2070.26bd2888@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>Could you give us more information on Micro RTX. I was under the
>impression that programs had to be specifically written to run
>under Micro RTX. Is this true? From your post, it would seem
>that I'm mistaken.
>
>In either case, what software is known to run under Micro RTX?

Most software just runs as is, and you don't have to do anything to it
to get it to run. The list of programs that runs is so long I can't
list everything here, but here are some of the more commonly known titles
(off the top of my head):

GEM apps:
Pagestream
Calamus
Touchup
1st Word
EZ Draw
Opus
Stalker
Flash
Just about any GEM app.

Utilities:
arc
zoo
kermit
Many well-behaved TOS apps.

Compilers etc:
Mark Williams C
Alcyon C
Lazer C
Sozobon C
GNU GCC

Most what doesn't work are games and other programs that "take over"
the hardware and bypass the OS system calls.

Programs that want to use the extra system facilities (e.g. interprocess
communications, installable device drivers, or perhaps real-time
events), would need to be written specifially to use those RTX services
that they need. These programs can be set up to even detect the
presense of RTX and work even with the system, in a "sub-set" fashion.

>Where can I get Micro RTX? How much memory should I have to run
>Micro RTX properly? Is it known whether Micro RTX will run on
>a STacy? How about the STe? Or even the TT? If it runs on the
>TT, does it use the built in memory protection?

Micro RTX is available from ST binaries archive servers, Compuserv, GEnie and the BDT BBS (415) 530-9682. To run the basic RTX kernel you don't need very much memory; it really depends on the size of your RTX apps. The Micro RTX shareware distribution contains information that you should find helpful.

I do have customers running Micro RTX on an STe. There are minor problems, mostly related to disk access that may or may not be related to Micro RTX. I don't know for sure yet, since I only have one reported problem with one STe customer. There are roughly 50 STe systems that I am personally aware of running Micro RTX. I have no idea how many STe users may be using the Micro RTX kernel and I don't know about it.

The TT doesn't exist yet, and therefore Micro RTX doesn't run on it. If the machine is ever released there are plans to develop a TT compatible Micro RTX. I don't have a TT and I do not know when (if) I will get one.
--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
P.O. Box 21575, Oakland, CA 94620 | - Unnamed Cowboy, upon seeing
UUCP: {uunet,ucbvax}!unisoft!bdt!david | heap many Indians approaching

1212. New version of showdvi

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 18:43:15 UTC
From: bammi@charlie.ces.cwru.edu
Message-ID: <BAMMI.90Aug8144315@charlie.ces.cwru.edu>
Source record: 239337

Thanks to Robert Stabl, a new version of showdvi, a TeX dvi previewer,
is now available for FTP from [picasso|dsrgsun].ces.cwru.edu in
~ftp/pub/atari/StTeX/showdvi-1.0.zoo. The archive also contains
dviprint (print driver for Hp lj/Dj, Nec P6, Epson and atariSLM),
flib (font librarian) and imginfo. IMHO, showdvi is the best dvi previewer
available for the ST. I understand it should appear in c.b.a.s soon.

cheers,
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1213. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 20:36:25 UTC
From: roarment@faui09.informatik.uni-erlangen.de
Message-ID: <roarment.650147785@faui09>
Source record: 239317

paone@aramis.rutgers.edu (Phil Paone) writes:

>Hi,

>I havn't been keeping up with the ST worl lately. Has anyone ported
>the client side of X to the atari ST? In particular the 1040?

>Phil

Hi Phil !
I once heard about such a thing named X/ST/Window or something
like this, but I never could get some info on that.

Perhaps someone out here can help us, as I'm looking for an X
client for the ST, too.

Help would be appreciated

MfG
Roberto

--
please contact (no commercials please)
* Roberto Armenti * Voice * For E-Mail * On IRC
* Wielandstrasse 6 * 0841/ * roarment@faui09.informatik. * madguitar
* 8070 Ingolstadt * 52126 * uni-erlangen.de * or just mad

1214. Sounds at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 20:36:32 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Aug8.203632.8554@terminator.cc.umich.edu>
Source record: 239318

Howdy everybody,
If you are looking for any digitized soiunds, atari.archive.umich.edu is
now the place to look. Thanks to Dave Baggett, we know have one
of the largest sample collections anywhere. Just look in the
~atari/sound/sounds directory.

As always, any submissions, suggestions, questions, advice, or mail in general
is always welcome....

See you all at WAACE Atarifest....

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1215. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 21:23:04 UTC
From: mrose@ic.sunysb.edu
Message-ID: <1990Aug8.212304.10178@sbcs.sunysb.edu>
Source record: 239342

In article <2080@wn1.sci.kun.nl> ge@phoibos.cs.kun.nl (Ge Weijers) writes:
>david@bdt.UUCP (David Beckemeyer) writes:
>
>>In the August 1990 issue of Start magazine there is an article
>>called "Multitasking On The ST". In this article Frank Foster
>>from Atari Corp. is quoted as saying that Micro RTX and MT C-Shell
>>"[work] but not very well" and that all current multitasking
>>systems for the ST are "kludges".
>
>Cheer up. The same can be (and is) said about TOS. TOS is the biggest kludge
>I've seen to date. If TOS had not been in ROM somebody would have written a
>better replacement long ago. A little more staff for an essential part of the
^^^^^^^^^^^^^^^^^^

Why doesn't a third party company make a replacement TOS?
I wouldn't mind loading up a new ROM from disk, it would be a lot better than
loading a whole bunch of patchs and little improvement programs. Micro RTX
should be built in standard. Neodesk should be the standard desktop.
Why doesn't Atari just hire some of the third party developers to work on
the ROMs. We could have the Code Heads optimizing it and put in a new
version of G+Plus that supports ultrascript fonts. If people want the
OS to be on ROM, burn it into a Cartridge. It holds 128k, and I am
pretty sure that if the ROMs were optimized a bit they could fit it all
in there, if not it could bank select the extra memory.

Atari should get off there butt and give us some decent ROMs! The TT better
come with a really improved TOS, but it will most likely be the same old
ROMs just modified to run on a 030. Oh, well. :(

[stuff deleted]
>
>Ge' Weijers
>Ge' Weijers Internet/UUCP: ge@cs.kun.nl
>Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
>University of Nijmegen, Toernooiveld 1 tel. +3180612483 (UTC+1,
>6525 ED Nijmegen, the Netherlands UTC+2 march/september

take care!

Michael Rose

1216. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-08 21:25:03 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440128@hplsla.HP.COM>
Source record: 239319

Re: ICDUTILS on Terminator

Given the preamble to the documentation for the programs available on Terminator (posted by Howard Chu), I agree that the programs are legally available on Terminator. My apologies to the original poster and to the Terminator folks; I was not aware that ICD's earlier policies were more lenient than their present policies.

To address the question posed by Mr. Tauberg:

> Why are you getting so hot under the collar about this software
> that is clearly available to ICD owners? A lot to say about nothing.

The current versions of the ICD programs come with documentation that clearly states how they may be distributed, and ICD has made it clear on GEnie that they are serious about it. As a case in point, there was a fellow that asked permission to give a copy of the latest utilities to a pal who had an ICD host adapter. ICD flatly refused, saying his friend had to download them from GEnie or ICD's BBS, or else mail-order and upgrade.

One can certainly question what is admittedly a strange distribution/upgrade policy, but one can't question ICD's right to set that policy. And I don't think a BBS or file server could afford to engage in practices contrary to ICD's policy, in light of some of the serious piracy incidents that have recently come to light involving software written for the ST.

So, "hot under the collar" perhaps, but please direct your "alot to say about nothing" comment elsewhere.

%%%

1217. Re: JRI Genlock system

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 00:56:39 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750076@hpsad.HP.COM>
Source record: 239322

Don't know much about the JRI system, but I saw it in action at The World of Atari in San Jose last weekend, and it looked real nice. Live video with computer generated color graphics laid on top.
In case someone doesn't know, genlock allows a computer to sync to an external vido input, so that the two can be mixed together.
As I said, the JRI unit looked real crisp. they had a three-dee animation of the word 'genlock' spinning over the output from a camcorder.

...that's all I wrote!

1218. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 03:32:44 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Aug9.033244.20978@cbnewsh.att.com>
Source record: 239341

In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
>paone@aramis.rutgers.edu (Phil Paone) writes:
>
>
>>Hi,
>
>>I havn't been keeping up with the ST worl lately. Has anyone ported
>>the client side of X to the atari ST? In particular the 1040?
>
>>Phil
>
>Hi Phil !
> I once heard about such a thing named X/ST/Window or something
> like this, but I never could get some info on that.
>
> Perhaps someone out here can help us, as I'm looking for an X
> client for the ST, too.

There are dozens of "clients" which come with the MIT X distribution. Perhaps you meant to ask whether anyone ported the X server to the ST?
I, too, asked this question some time ago, but got no answer (well, I seem to recall someone in Germany mentioning that he/she was working on a server port -- but don't know what came of it.)

It would be interesting to see an X port on an unmodified ST. You almost _need_ multi-tasking to run the X Server and a reasonable number of X clients - although, I suppose with creativity, you could run the server as an "accessory" and a single X client from the desktop.

If you intend on using the ST as an "X Terminal" (ie. just run the X server), your server would have to know either SLIP (serial line Internet Protocol) if you connect another machine running X clients via the ST's serial port _or_ TCP/IP if you can find an ethernet board for the ST.
In either case, you need at least one other machine to do anything useful.

Sorry I can't be of more help,
Tom

--
+-------------------------------------+ "Stupid" questions are better than
| Tom Wolf | (201) 949-2079 | no questions at all. No answer is
| Bell Labs, NJ | wolf@spanky.att.com | better than a stupid one.
+-------------------------------------+

1219. Hooking up VCR to SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 03:55:27 UTC
From: kelly@jupiter.nmt.edu
Message-ID: <1990Aug9.035527.14853@nmt.edu>
Source record: 239338

Are there any devices out there that can take composite or S-connector video output from my VCR and show the results on my Atari monitor? These compiles get _really_ long sometimes, and I'd like to watch some movies in-between productive work. Seriously!

Please tell me prices and where I can get one. If you have such a device that you're willing to give up, let me know about it!

--k

1220. *** Lars-Erik 0sterud *** msg for you

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 05:01:13 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <32596@cup.portal.com>
Source record: 239340

Having problems with MINITERM 9.31.

Please send me mail with your address so I can send you electronic mail.

thanks

Bryan_Jones_Woodworth@cup.portal.com

1221. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 06:24:27 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Aug9092427@tukki.jyu.fi>
Source record: 239347

In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:

I once heard about such a thing named X/ST/Window or something
like this, but I never could get some info on that.

Perhaps someone out here can help us, as I'm looking for an X
client for the ST, too.

About two month ago I talked with a guy from X-Computer (a local Atari
dealer). He told me he had seen a X-Windows emulator for ST in C-Bit.
It was run in 2Meg and was written in Germany.

Timo
--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

1222. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 06:41:10 UTC
From: pen@ugum01.uucp
Message-ID: <786@ugun13.UUCP>
Source record: 239335

```
> I don't have RTX at at all. Can someone give me some information on it?
> Is there a demo anywhere to look at? An address to buy it/contribute
> towards it should I see it to be the most awesome thing since sliced
> toast?

Ask uunet!panarthea.ebay.sun.com!archive-server.usenet for micrortx.

----
MfG/Regards

Heinrich Penner _____________________________________
Heinz-Nixdorf-Ring, D-4790 Paderborn / Europe: unido!nixpbe!penner.pad
Tel: [49]-(05251)-104659 / USA: linus!nixbur!penner.pad
_____________________________________/
```

1223. Keyboard Scanning

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 09:31:51 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <2737@onion.reading.ac.uk>
Source record: 239346
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
I wonder if anybody out there could help me with a small problem. I want to scan the ST keyboard directly, ie obtain from it the codes for keys up and down, and (possibly) bypass the usual keyboard scanning routines. I need to do this to find out when keys are pressed simultaneously.
I noticed a bios (xbios ?) call that returned an address of a pointer table to various input routines (such as mouse, MIDI, input etc).
Is it just possible to save the keyboard vector (the last one?), plug in my own for a while, and then reset the original vector on exit? What, if any, special properties does one of these vector routines require? Will it be possible to still use a debugger (MONST2) to trace the program even when the keyboard input routine has been moved, and if not what could be done?
Any help will be appreciated, source code or explanations, either emailed directly to me, or on the net.

Thanks,
Andrew

==
Andrew Pollard	adp@uk.ac.reading.cs.csug
Dept of Computer Science	adp%uk.ac.reading.cs.csug@uk.ac.nsfnet-relay
Reading University	
England	
==

1224. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 11:14:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug9.111433.5851@math.lsa.umich.edu>
Source record: 239345

In article <1990Aug8.155752.12968@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>I know that lots of people have gotten uw to work on their systems,
>but I haven't. What do I need as far as systems to do it?

>1.) Will it work with a color monitor?
No.

>2.) Will it work on a 512K Machine?
Probably, should be no trouble at all.

>3.) Will it work without a hard drive? (x2 DS/DD Drives)
Sure, no problem.

>4.) What EXACTLY is it useful for...?
It's like a poor man's version of X. It multiplexes several tty sessions over a single serial line. It's good for editing many files in many windows, using vi on a host that doesn't have emacs. It's useful any time you want full terminal access to multiple applications simultaneously.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1225. Re: Re: Sozobon programming questions

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 13:27:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1130894601@thelake.mn.org>
Source record: 239349

[In article <19755@orstcs.CS.ORST.EDU>,
hackw@comphy.PHYSICS.ORST.EDU (Warren Hack) writes ...]

> I have been working with Sozobon under gulam and ran into a couple of
> questions that I need some help on. Since the NET is one of the best
> sources of info around, I was hoping some programmers a little more expert
> in using Sozobon and gulam could answer a couple of questions for me.
>
> First, I have a program originally written in ANSI standard C on Turbo C
> that has 13 .c files with it.

Watch out: Sozobon is not an ANSI compiler.

> I have set up a rudimentary .g file to
> compile them but would rather use the make facility for later work. Could
> someone provide me a simple example of a makefile for me to pattern my
> own after.

This is a common problem, which is why I followed up with a posting instead
of e-mail. The make program is picky about tabs. Do not replace them with
spaces.

The format is:

final_form:<tab>list of its constitutent parts
<tab>command to make the final form from the parts
<tab>more optional lines of commands

String variables that work like environment variables can be defined
at the top of the makefile, then plugged into the lines that describe
how files are related.

Here is an example makefile. The bottom two lines are generic. The
entries for post060.zoo and post060.uue demonstrate how make can
manage programs other than a compiler. (I'm also using make to manage
a documentation project in which the chapters are stored in
individual files.)

```
-------
# change OBJECTS and PROGRAM as needed
# LIBS defines extra libraries that should be linked -- AESFAST, for instance
# CC is predefined.

OBJECTS=postnews.o enterlin.o
PROGRAM=postnews.ttp
CFLAGS=-v -O
LIBS=c:\sozobon\lib\dlibuu
```

```
post060.uue: post060.zoo
uue post060.zoo

post060.zoo: postnews.ttp
zoo a post060.zoo postnews.ttp

$(PROGRAM): $(OBJECTS)
$(CC) $(CFLAGS) -o $(PROGRAM) $(OBJECTS) $(LIBS)
--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org
```

1226. Re: Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 13:34:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1146754313@thelake.mn.org>
Source record: 239350

[In article <1990Aug9.111433.5851@math.lsa.umich.edu>,
hyc@math.lsa.umich.edu (Howard Chu) writes ...]

> In article <1990Aug8.155752.12968@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>>I know that lots of people have gotten uw to work on their systems,
>>but I haven't. What do I need as far as systems to do it?
>
>>1.) Will it work with a color monitor?
> No.

I have used a version that was modified to run on a color machine.
But it's not very useful. I had difficulty reading most of the UW
fonts in color.

[...]

>>4.) What EXACTLY is it useful for...?
> It's like a poor man's version of X. It multiplexes several tty sessions over
> a single serial line. It's good for editing many files in many windows, using
> vi on a host that doesn't have emacs. It's useful any time you want full
> terminal access to multiple applications simultaneously.

There is an alternative: an application called "screens" that runs on
the Unix machine can let you "flip" among several virtual terminals
by using a hot key. With that alternative, you get a full screen
rather than windows, which can be an advantage in some applications.
However, you can't watch the output of multiple programs under
screens.

--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org

1227. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 14:26:57 UTC
From: scott@tab29.larc.nasa.gov
Message-ID: <SCOTT.90Aug9092657@tab29.larc.nasa.gov>
Source record: 239348

In article <1990Aug8.155752.12968@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>I know that lots of people have gotten uw to work on their systems,
>but I haven't. What do I need as far as systems to do it?

any atari st system.... as far as I know!
>1.) Will it work with a color monitor?
No.
Yes. I have done it. Try a ``mono'' emulator and then only use either of the two largest fonts.

>2.) Will it work on a 512K Machine?
Probably, should be no trouble at all.
Yes.

>3.) Will it work without a hard drive? (x2 DS/DD Drives)
Sure, no problem.
Yes.

>4.) What EXACTLY is it useful for...?
It's like a poor man's version of X. It multiplexes several tty sessions over a single serial line. It's good for editing many files in many windows, using vi on a host that doesn't have emacs. It's useful any time you want full terminal access to multiple applications simultaneously.

It's great to play empire with your map in a window with a 4x7 or so font... and have this other window... a 12x4 (or 80x4) with a HUGH font...

I mostly use it with either 4 80x24 4x7font windows...
or overlapping 4 80x24 ?x13 font windows...

The only problem is that is there is a LOT of stuff going to one window... well, the others are lock. In other words, don't monitor ACTIVE files... like watchlogs.... or worse, get someone upset at you in IRC and have them shove a file down your poor multiplexed session... You will be locked up.

Scott

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

1228. Sprectre format disks AND disk utilities for the Mac

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 17:31:37 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <4160@rodan.acs.syr.edu>
Source record: 239251

I think the Summary line pretty much says it all, but to rephrase: I was wondering if disk utilities made specifically for Mac formatted disks will work on Spectre disks? For example, a data recovery utility [like the one, say, in Mac Tools Deluxe]...will that recover files from a damaged Spectre-formatted disk? (running under spectre, of course). And would this type of tool (not necessarily a data recoverer, but let's say maybe a disk "defragger") work on a hard disk but not a floppy, on a floppy but not a hard disk? Or doesn't that matter?
Post to the net, or email me directly. Thanks very much in advance.

--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

1229. uw (Unix side on Sun4 architecture)

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 18:19:14 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug9.181914.14592@msuinfo.cl.msu.edu>
Source record: 239252

Don't know how to change distribution of news from emacs, so I apologize to you folks in Germany, Great Britain, Australia, New Zealand, etc. for sending this to you.

Does anybody have the Unix side of uw for a Sun4 architecture? Can you uuencode it and mail it my way?

--
Case Center for Computer Aided Design, Consultant | schultzd@egr.msu.edu
Association for Computing Machinery, Chairperson | schultzd@cpsin.cps.msu.edu
schenkerm@msg.uhamburg.edu ;^)
"My opinions are not always mine, let alone the ACM's or the Case Center's"

1230. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 18:34:42 UTC
From: spa@fctunl.rccn.pt
Message-ID: <SPA.90Aug9193442@hal.fctunl.rccn.pt>
Source record: 239339

on 8 Aug 90 20:36:25 GMT,
roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) said:

Roberto> paone@aramis.rutgers.edu (Phil Paone) writes:
[...]
>I havn't been keeping up with the ST worl lately. Has anyone ported
>the client side of X to the atari ST? In particular the 1040?
[...]

You mean, an X *SERVER*? To run X clients on an ST would only make
sense with a multitasking kernel with some form of IPC, and would have
as a prerequisite a running X server on the ST.

Roberto> Hi Phil !
Roberto> I once heard about such a thing named X/ST/Window or something
Roberto> like this, but I never could get some info on that.

If you do hear something more, please let me know.

Roberto> Perhaps someone out here can help us, as I'm looking for an X
Roberto> client for the ST, too.

Roberto> Help would be appreciated

What I'd really like to see is an X Server that could run over a
serial line to a Unix host.

Roberto> MfG
Roberto> Roberto

/.salvador
--

Salvador Pinto Abreu BITNET/Internet: spa@fctunl.rccn.pt
+---------------------------------+ UUCP: spa@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

1231. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 18:49:30 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug9.184930.30441@cunixf.cc.columbia.edu>
Source record: 239258

In article <4236@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>In the August 1990 issue of Start magazine there is an article
>called "Multitasking On The ST". In this article Frank Foster
>from Atari Corp. is quoted as saying that Micro RTX and MT C-Shell
>"[work] but not very well" and that all current multitasking
>systems for the ST are "kludges".
>they don't work very well is simply untrue.
>
>Aside from that issue, is this any way to run a business Atari?
>
>Do you think this is an appropriate way for Atari to treat their
>long-term loyal software developers? Atari expects vendors to
>produce software for their system and support it, while at the
>same time, they slander those same vendors in offical Atari Corp.
>statements to the press.
>
>Personally I am outraged by these comments. I'm asking you to
>help support me and write Start Magazine and Atari Corp. expressing
>your reaction to these statements. There are only a few Atari ST
>developers left, and with practices like these, Atari is going to
>lose even more.

If you would be kind enough to provide me with the appropriate
addresses, I'd be more than happy to send a letter of support.
It is patently obvious that this company has no idea how to
run a business. A simply look at their profit record for the
last 5 years confirms this.

>
>Thank you for your support.

No problem. You deserve it.

>--
>David Beckemeyer | "To understand ranch lingo all yuh
>Beckemeyer Development Tools | have to do is to know in advance what
>P.O. Box 21575, Oakland, CA 94620 | the other feller means an' then pay
>UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |

```
Send flames to /dev/null |
-------------------------------+---------------------------
```

1232. Re: TT and Lattice C v5.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 19:31:06 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <13728@cbmvax.commodore.com>
Source record: 239255

In article <1990Aug7.151129.1405@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>In article <26BC2055.28872@maccs.dcss.mcmaster.ca>,

> I've seen 50MHz 68030's in different literature so they can definatley
>go that fast, and I believe 32MHz is correct, it was intel that went for the
>odd 33Mhz

No, actually, the 68030s are rated at 33MHz, and that's not an odd number.
The deal is, microprocessors aren't technically rated based on clock frequency,
since that's rather meaningless to designers, but on clock period. The
frequency numbers sound better, because folks like to equate "big" rather
than "small" with "better". In the case of the 16MHz part (16.667MHz
actually), the clock period is 60ns. Motorola also makes 68030s that clock
with clock periods of 50ns (20MHz), 40ns (25MHz), 30ns (33.333MHz),
25ns (40MHz), and 20ns (50MHz).

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1233. Re: (Long) Populus answers

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 19:57:07 UTC
From: ckb@athena.mit.edu
Message-ID: <1990Aug9.195707.8094@athena.mit.edu>
Source record: 239253

I'm up past level 300 in Populous. No end in sight. I wont give any spoilers, but one comment on some info in your message. Destroyed homes are'nt treated as "rocks". If you raise and lower the land around them, they can be either rebuilt or moved out of the way.

If you want to know anything, just ask...

Chris.

1234. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 20:19:56 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1348@van-bc.wimsey.bc.ca>
Source record: 239254

Re: Inserting Master Disk.
The reason the program asks for a master disk is that it is looking for the Icdboot.prg in the auto folder. I'll leave the solution as an exercize to the reader.;-) Also,for use on older Atari hard drives theres a progam around called ICDFIX which fixes the Ghost drive problem.
I think the reason ICD changed their policy on distribution was that as their software became so obviosly superior to all the competition,it was being used on every hard drive. I wish they allowed free distribution though,as they have it protected anyways and I hate paying to download it from GEnie. Besides, I hear it's available on pirate boards with the protection removed anyways.

1235. Re: (Long) Populus answers

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 21:12:35 UTC
From: ericg@ucschu.ucsc.edu
Message-ID: <5890@darkstar.ucsc.edu>
Source record: 239343

Don't read if you don't want to know!!!

.
.
.

(its been suggested that I go back to the previous game and win by a different score so I can miss world 114, as it may be "flukily" hard.

> And last but not least, there is an undocumented wandering monster
> creeping the plains of the game!

He's *one* of the undocumented nasties. Yeah, he ate up a good number of my guys one game (not by leaving a trail -- he just slurped them up whole). There's at least one other. A magician on a flying carpet from Earth First has been seen several times planting long rows of trees. If one of your settlements happens to be in his way, Oh Well.

Other notes. The computer cheats. It never digs out rocks (at least not in the higher levels). If it moves the land level the rock is gone. As to my being stuck at world 114: The computer there is TOUGH. I can't rebuild the land fast enough to keep away from earthquakes. Swamps appear under my leader before I can dig them out. After I hold my own against the computer for about 20 minutes, he goes knight crazy. You can't drown 'em, and even if you manage to, that #$@! holy noise happens every 2 minutes or so. I honestly don't see how I'm going to defeat it.

Well, just my thoughts.

Eric Goodman, UC Santa Cruz

ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
Eric_Goodman.staff@macmail.ucsc.edu ...!ucbvax!ucscc!ucschu!ericg

1236. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 22:57:04 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug9.225704.21576@math.lsa.umich.edu>
Source record: 239256

In article <1348@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
> I think the reason ICD changed their policy on distribution was that as their
>software became so obviosly superior to all the competition,it was being used
>on every hard drive. I wish they allowed free distribution though,as they have
>it protected anyways and I hate paying to download it from GEnie. Besides, I
>hear it's available on pirate boards with the protection removed anyways.

Well, I guess that's the way this economy works - when a company notices an
increased demand for their product, they're free to take advantage and raise the
cost of the supply accordingly.

Just because a program appears on a pirate board is sufficient reason for a
company to stop charging money for their product? Neat idea...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1237. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-09 23:25:22 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2904@male.EBay.Sun.COM>
Source record: 239344

In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
>paone@aramis.rutgers.edu (Phil Paone) writes:
>>Has anyone ported the client side of X to the atari ST?
> I'm looking for an X client for the ST, too.

I can't help, but I think you both mean "server," not "client." An X server is the program which accepts drawing commands and puts a display up on your screen. X clients are the programs which send the drawing commands to the server.

Note that (I think) it'd be possible to implement an X server on the ST without the use of any multitasking system; since all it needs to do is listen for requests from somewhere (presumably a UNIX or similar system on the other end of a SLIP or Ethernet connection) it's the only thing that needs to run.

Finally, unless you do have Ethernet or some other reasonable-speed network connection to your ST, you are NOT going to want to run X. Even at 19200 baud, you'd find the system intolerably slow if you went through the serial port. Not that it wouldn't be a neat hack, but without some major compression or network hardware, an X server on the ST would be pretty useless.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

1238. Re: Portfolio additional info wanted..

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 00:39:44 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.650248772.larserio@kvart.uio.no>
Source record: 239259

An Atari dealer in Norway sells plug-in modems for POrtfolio...
Atari Norway has also made a powerful vt100/ansi terminal emulator !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1239. MICRORTX

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 02:19:38 UTC
From: clive@aldetec.oz
Message-ID: <222@aldetec.oz>
Source record: 239257

Can anyone out there tell me how to get hold of a copy of MICRORTX.ARC, the shareware version??

My site does not support FTP, but I can fetchfile within Australia!

Of course, it would be nice for some kind soul to post it to comp.binaries.atari.st even though it would get lonely all on its own there!

Keep up the good work all you guys & girls out there

..Clive

Clive Salvidge ACSnet : clive@aldetec.oz
Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST

1240. 3d Graphics Programming (Disk Needed)

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 05:05:39 UTC
From: mmel@cup.portal.com
Message-ID: <32648@cup.portal.com>
Source record: 239261

I just bought the book, "Atari ST 3d Graphics Programming", by Abacus Software. I live in a two Atari Store city and nobody carried the version with a disk. Could someone PLEASE send me a copy of the disk?

I dont think its Copyrighted...

Thanks in advance!

1241. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 06:46:14 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2393@laura.UUCP>
Source record: 239260
Cross-posted to: comp.sys.atari.st,comp.windows.x

In article <roarment.650147785@faui09>,
roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
> I once heard about such a thing named X/ST/Window or something
> like this, but I never could get some info on that.

Some months ago I asked Atari Germany about X/ST/window. They sent me a high glossing paper with some info. In short:

- X/ST/window is an X server for Atari ST, TT and ATW.

- The whole X Window System runs on Atari TT under ATX and on Atari STW under Helios.

- X/ST/window bases on X/ST/multi, "a multitasking operating system which is totally compatible with the TOS of the Atari ST" (literal translation from German). It allows discoupling of the time critical protocol processes from the graphical software.

- The ST monitor acts as a window and shows only a part of a virtual screen. The dimensions of this virtual screen is limited by memory only.

- Network access is done via TCP/IP.

Ah yes, and then they said it would be available at special computer stores by end of June 1990. Hmm, actually they said "90", not "1990". They don't mean 2090, do they? :-)

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1242. Questions on PageStream

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 11:59:54 UTC
From: klute@heike-fbi.informatik.uni-dortmund.de
Message-ID: <2396@laura.UUCP>
Source record: 239262

I just ftp'ed the demo version of PageStream 1.8 from clotho.acm.rpi.edu
(128.113.10.204) and tried it out. Now I have several questions:

1. Where can I buy the full version and what does it cost? Is it available
in Germany?

2. Is there any newer version?

3. I tried to send the output in PostScript format to a disk file, but
this did not work. Is this a problem with the demo version only or is
this "feature" in the full version also? (Eventually I did it by
sending the output to the serial port with "jove" listening on the
Unix side.)

4. What fonts are available and where?

Thanks in advance!

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1243. Mailing list for the ABC programming language

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 12:08:55 UTC
From: steven@cwi.nl
Message-ID: <1951@charon.cwi.nl>
Source record: 239263
Cross-posted to: cwi.general,nlnet.general,comp.lang.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac

A mailing list has been formed for discussions about the programming
language ABC.

If you'd like to join, please send a message, including your preferred
email address, to
abc-list-request@cwi.nl

To submit articles, you can send them to
abc-list@cwi.nl

Steven Pemberton, abc-list administriviator, steven@cwi.nl

1244. UW on the ST...

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 14:23:31 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug10.142331.3217@msuinfo.cl.msu.edu>
Source record: 239264

OK, I'm convinced. UnixWindows sounds like a good program. Thanks for all the e-mail replies. Someone even sent me the Atari side of the program.

Now, can any kind soul send me the Unix side compiled on a Sun4? I realize that UW is on terminator, but isn't that the Atari side. I couldn't find the UNix side. BTW, when I tried to run the Atari side of UW, downloaded from atari.archive, I got the error message: "You do not have enough memory to run the application..."

--
Case Center for Computer Aided Design, Consultant | schultzd@egr.msu.edu
Association for Computing Machinery, Chairperson | schultzd@cpsin.cps.msu.edu
schenkerm@msg.uhamburg.edu ;^)
"My opinions are not always mine, let alone the ACM's or the Case Center's"

1245. Atari Earnings

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 14:55:59 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug10.145559.7427@chinet.chi.il.us>
Source record: 239269

Just to get this in before the New York person does: Atari's quarterly earnings appeared in the Wall Street Journal on Thursday, August 9. They reported 3 cents a share, vs 1 cent a share for the corresponding quarter a year earlier. The brief item gave me the impression that there may still be some 'creative accounting' going on to spread the losses from Federated over as long a time as possible. Anyway, the result was encouraging, but sure doesn't indicate entry into paradise.
Steve J.

1246. Re: Atari slanders Micro RTX and MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 15:24:48 UTC
From: david@bdt.UUCP
Message-ID: <4318@bdt.UUCP>
Source record: 239267

In article <24045@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>I don't have RTX at at all. Can someone give me some information on it?
>Is there a demo anywhere to look at? An address to buy it/contribute
>towards it should I see it to be the most awesome thing since sliced
>toast?

The shareware Micro RTX has been posted to comp.binaries.atari.st, it's
on Genie and Compuserve, and it is available from the Beckemeyer BBS
at (415) 530-9682.

>Also, where do we send our gripe mail to Atari?

There are number of names. Sam Tramiel is the President (last I heard).
The address is:

Atari Corp.
1196 Borregas Ave
Sunnyvale, CA 94086

>* Christoper Roth * "Machines have no
>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
P.O. Box 21575, Oakland, CA 94620 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

1247. Re: UW on the ST...

Newsgroup: comp.sys.atari.st
Date: 1990-08-10 19:03:12 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug10.190312.16283@math.lsa.umich.edu>
Source record: 239265

In article <1990Aug10.142331.3217@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>Now, can any kind soul send me the Unix side compiled on a Sun4? I
>realize that UW is on terminator, but isn't that the Atari side. I
>couldn't find the UNix side. BTW, when I tried to run the Atari side
>of UW, downloaded from atari.archive, I got the error message: "You do
>not have enough memory to run the application..."

In the same directory as the atari UW stuff is a file uw.tar.Z. This is the complete Unix source & documentation. The Atari source & binaries are in a separate arc file.

The uw.tar.Z file is a compressed tar file (obviously) and also contains source for the Mac client. (Not my fault, that's how it's distributed.)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1248. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 01:16:58 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1379@van-bc.wimsey.bc.ca>
Source record: 239268

I reread my included article in your post,and still can't see how
you inferred your conclusion from what I said. I'll try again however.
My point was not that they should give the software away. I purchased
the ICD host adapter and got the software with it. By ICD's policy I have to
download updates from either their board or one of the pay services. AND I
cannot(again by their policy) give a copy to a friend with the host adapter.
As the software only works with the host adapter purchased from ICD, I find
this policy makes little sense and if protection from piracy is the point
it obviously isn't working. Is this clearer. In no way do I support piracy
and I think ICD's distribution policy on their updates is a little extreme.
It is however far better than any other software I've seen for the HD
and I'm very happy with the Hardware to.(non payed endorsment)

john henders

1249. Re: UW on the ST...

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 13:37:47 UTC
From: be@nadia.stgt.sub.org
Message-ID: <1298@nadia.stgt.sub.org>
Source record: 239270

schultzd@frith.uucp (David Schultz) writes:

>Now, can any kind soul send me the Unix side compiled on a Sun4? I
>realize that UW is on terminator, but isn't that the Atari side. I
>couldn't find the UNix side. BTW, when I tried to run the Atari side

They are on terminator: uw.tar.Z is host-side source + mac binaries

TschauTschau
Bernd
--

Bernd Ebach UUCP: be@nadia.stgt.sub.org be@nadia.UUCP

1250. Re: Re: Debugging Sozobon C Programs

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 14:30:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1271862539@thelake.mn.org>
Source record: 239272

[In article <1990Aug11.032802.4683@cunixf.cc.columbia.edu>,
rjw@cunixa.cc.columbia.edu (Ricky J Witter) writes ...]

> OK, I've got Sozobon C set up (with gulam, of course). I've written a
> couple little programs to make sure it works. Now, I run into some run
> time errors. So my question is: what do you use to debug your
> programs? Is there something similar to dbx available on the ST? Of
> course, I'm most interested in hearing of PD/shareware debuggers, but
> what do you experts out there recommend? Thanks to all...
>
> rick

I use the brute-force method:

```
#define DEBUG(x) x /* x */

DEBUG(fprintf(stderr,"<<File %s Line %d>>\n",__FILE__,__LINE__));
```

et cetera. You also could use the Sozobon debugger, sdb, available from the Panarthea file server or by FTP from atari.archive.umich.edu. I have not made use of it.

--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org

1251. Re: Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 16:35:41 UTC
From: colas@avahi.inria.fr
Message-ID: <1990Aug10.191141@avahi.inria.fr>
Source record: 239266

In article <A1146754313@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> There is an alternative: an application called "screens" that runs on
> the Unix machine can let you "flip" among several virtual terminals
> by using a hot key. With that alternative, you get a full screen
> rather than windows, which can be an advantage in some applications.
> However, you can't watch the output of multiple programs under
> screens.

Yes, but the new screen will be downloaded at 1200 bauds...
Whereas all data in uw (or better: term) is kept local, so refresh is instantaneous!

--
Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

1252. Re: Re: Questions on PageStream

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 16:49:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1580668171@thelake.mn.org>
Source record: 239271

[In article <2396@laura.UUCP>,
klute@heike-fbi.informatik.uni-dortmund.de (Rainer Klute) writes ...]

> I just ftp'ed the demo version of PageStream 1.8 from clotho.acm.rpi.edu
> (128.113.10.204) and tried it out. Now I have several questions:

[questions on German availability omitted, since I don't have answers]

> 3. I tried to send the output in PostScript format to a disk file, but
> this did not work. Is this a problem with the demo version only or is
> this "feature" in the full version also? (Eventually I did it by
> sending the output to the serial port with "jove" listening on the
> Unix side.)

It works just dandy in the production version of PageStream 1.8. Not long ago I printed some PostScript to an MS-DOS disk, stuck the disk into a Mac II with a Superdrive, pulled the PostScript into the Mac, and sent it to a Varityper VT-600 over an Appletalk network.

> 4. What fonts are available and where?

If you're using PostScript, the best way to set things up is to get Soft Logik's "Disk A", which is available from the publisher or from the E. Arthur Brown Co. It provides screen fonts, font metrics files and .PSF files (which tell PageStream not to bother looking for down-loadable fonts) for the standard internal fonts that come with the Apple Laserwriter and similar PS printers. It does *not* provide dot-matrix outline masters for those fonts.

Soft Logik has a dozen or so font disks with downloadable PostScript fonts. The quality varies. Standard faces appear to be fairly decent. I would recommend that you avoid the novelty typefaces.

PageStream downloads fonts by merging them into the output stream. If you tell it that your printer has limited memory, it will include a purge-font command after each usage, then re-send the font if necessary later in the same document.

--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org

1253. Re: Need help with ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 18:41:14 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <8087@jarthur.Claremont.EDU>
Source record: 239273

I think they want to make sure people get clean copies of the host adaptor software. It would be pretty easy to stick some kind of virus in ICDBOOT.SYS that would be practically undetectable. Since you can only download the software from places where they upload it, you can be sure that you are getting a clean copy. If you get it from a friend, you can't be sure. I think that this policy does make sense, but it is hard on the user who has to use a pay system to get a new version.

Dan

1254. Wanted: a decent UUCP for TOS.

Newsgroup: comp.sys.atari.st
Date: 1990-08-11 23:17:51 UTC
From: elim@dragos.uucp
Message-ID: <1990Aug11.231751.7249@dragos.uucp>
Source record: 239274

Hi. I'm looking for a TOS implementation of uucp, preferably with source code (but I'll take anything... :-)) Something decently close to command-line compatible with The Real Thing would be even better. Steve Yelvington mentioned something a couple of months ago about a good uucp being released "Real Soon Now"... but I've been unable to get mail to him.

If anyone has any leads on anything close, I'd be extremely grateful to hear from you. Please mail replies rather than posting; this machine appears to have an expiry period for comp.sys.atari.st articles measured in hours. (:

Thanks,
-Adrian
--
Adrian Ashley UUCP: {alberta, uunet!myrias}!dragos!secret!elim
Edmonton, Canada Citadel: Bauhaus!secret!elim BBS: (403) 425-1179
"We in the Surrealist Party feel that the Rhinos are far too moderate, and therefore, pumpkinfish!"

1255. Sozobon C....

Newsgroup: comp.sys.atari.st
Date: 1990-08-12 05:32:06 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <792@beguine.UUCP>
Source record: 239275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to use sozobon. I have been able to use it, but
I have not been able to use it on 2 drive system with sozobon on
drive a and my source on b. I have it set up the way it is described
in the docs, but it crashes when it goes to find the library files.

Any help would be appreciated.. I am running it from gulam...

John Bunch.

John.Bunch@samba.acs.unc.edu

1256. To Daniel Deimert @ hexagon.pkmab.se

Newsgroup: comp.sys.atari.st
Date: 1990-08-12 07:42:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug12.074248.16261@math.lsa.umich.edu>
Source record: 239276

Sorry for the posting, but I haven't gotten any mail thru...
Hit 'n', this is not a general interest posting.

Hi - I got your reply to my Future Wars question, but it wasn't
quite what I needed. I have already successfully gone into the
monastery and gotten the magnetic card & such. I can't find any
way out of the place now. Could you please e-mail me again with
a spoiler for this situation? Thanks.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1257. RE: TOS 1.4 Right Move

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 08:10:28 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1104@ssp18.idca.tds.philips.nl>
Source record: 239279

> Well, I didn't think that I would cause this much confusion with the program
> that I found that allows for moving files with the right button. Here's
> what it does: 1) REQUIRES TOS 1.4 (or greater); 2) Allows for moving
> files with the right button (as opposed to using the CONTROL key)...this
> means that you drag the files using both buttons (instead of the left button
> along with the CONTROL key).

This means that if I want to copy a file from a not-current window (which
is done by pressing the right button while using the normal left button-
operations), the file will be moved i.s.o. copied.

Jan.

1258. gcc

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 08:13:57 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <5645@castle.ed.ac.uk>
Source record: 239288

Can anyone tell me what all the .ttp files in gcc do? Any documentation would be appreciated.

cnm.ttp
fixstk.ttp
gcc-cc1.ttp
gcc-cpp.ttp
gcc-ld.ttp
gcc-nm.ttp
gdb.ttp
printstk.ttp
sym-ld.ttp
toglclr.ttp
gcc-as.ttp

Thanks Robin

1259. Re: MICRORTX

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 08:32:36 UTC
From: laurent@hpgnd.HP.COM
Message-ID: <4280013@hpgnd.HP.COM>
Source record: 239277

Hello !

You can get MICRORTX by sending a message containing :
send binaries/volume9/micrortx part01 part02 part03 part04

to the following archive site :
archive-server@panarthea.ebay.sun.com

If you want general information on this mail server send a message
containing :
help
and you will receive a memo explaining how to use this server.

Laurent JULLIARD
(laurent@hpgnzeus.grenoble.hp.com)

1260. Trying to (e)mail to Gadgets by Small, what has happened?

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 08:45:49 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <747@tmd2.idca.tds.philips.nl>
Source record: 239278

Hello Netters,

I am trying to reach Gadgets by Small, the makers of Spectre. Since it seems to be impossible to get email to them correctly (it used to work once..) I have sent an airmail letter. This is quite a while ago, but I have seen no response. Since GG is normally fast reacting, I wonder if they have moved or if there is another reason why I cannot reach them.

Any suggestions welcomed.

Wilko

_ ____
| / o / / _ Wilko Bulte domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : ..[mcsun,hp4nl]!philapd!wilko
Philips Information Systems Nederland -- ph 055-432652 - fax: 055 - 432103
____

1261. Genlocks & Programs to scroll Big Text

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 11:25:26 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug13.112526.29380@newcastle.ac.uk>
Source record: 239289

I am looking for programs to help produce Genlock demo's. Amoungst some of the things I am looking for are; a programs to scroll big text up the screen, and good demos to place in the forground. If anybody can point me towards any programs that may help (amonymous ftp or mail server) I would appreciate it.

Oh yes, one more thing the programs should be able to run from the desktop and have a black background.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

1262. ZIP RAM board

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 11:40:14 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2178@gould.doc.ic.ac.uk>
Source record: 239281

chad@norge.enet.dec.com (Chad Leigh) writes:

>Does anybody know where to get 1megebit DRAm in ZIP format. I have that
>board from England that was done at cost by some USENET folks and have
>yet to use it. It takes ZIP chips and everyone I've called doesn't
>have ZIP, only DIP format.

I had not heard of this board before, does anyone have the layout for it in
distributable (postscript etc) format? Is it public domain?

Trev..

tmp@doc.ic.ac.uk

1263. Wanted: time-stretch utility

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 11:52:36 UTC
From: john@turing.ac.uk
Message-ID: <1990Aug13.115111@turing.ac.uk>
Source record: 239282
Cross-posted to: rec.music.synth,comp.sys.atari.st

Hi.

I'm looking for a time-stretch utility for the Casio FZ10M sampler (or
at a push, MIDI standard sample dumps). Can anyone help?

Thanks in advance.

John Mullin
Department of Computer Science
University of Strathclyde
Glasgow
Scotland

1264. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 13:13:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Aug13151300@orion.laas.fr>
Source record: 239283

In article <2361@laura.UUCP> klute@heike-fbi.informatik.uni-dortmund.de (Rainer Klute) writes:
| However, I can continue working with the new
| cartridge only if it is partitioned the same way as the boot cartridge.
| If the partitions have different sizes a reboot must be done.

Is this because your Megafile 44 is your only hard disk on your ST?
Does the problem still exist if you boot from your floppy drive?

Cheers to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1265. Hard disk defragger?

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 13:21:10 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <4179@rodan.acs.syr.edu>
Source record: 239285

```
Can anyone suggest a good hard disk defragger for the ST?
Preferable PD, but I'll consider others, especially if they
have a feature that allow applications to remain in a place
that inhibits document files from fragmenting as they are
created, enlarged, edited, etc.
Thanks very much.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)
```

1266. Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 13:30:53 UTC
From: currier@romeo.cs.duke.edu
Message-ID: <21393@duke.cs.duke.edu>
Source record: 239286

Greetings;

I recall having a copy of an Atari800 Emulator by
Darek Mihoka at one point. I seem to have lost it, and
cannot remember the name of the program. I have looked
around at Terminator, but can't find anything that
resembles it. Can someone point me in the right
direction?

Thanks,

Bob Currier
Network Communications
Duke University
Durham, N.C. 27706

rdc@bobsun.ac.duke.edu

1267. Atari Organization?

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 14:03:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug13.140346.348@chinet.chi.il.us>
Source record: 239284

What with all the changes that happen at any corporation, and at Atari more than some others, I'd like it if someone at Atari would occasionally post a list of perhaps 20 of the more interesting positions and who holds them. I guess any division president has an 'interesting' position. In this crowd the contact people for user groups and for equipment swaps would certainly be interesting, and the leaders of operating system-related software teams might be interesting. No big deal, but it would help us feel closer to things, and in the case of contact people, it might make the system work a bit better.

Steve J.

1268. Where can I find ProGEM? (posting for someone else)

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 18:53:29 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2926@male.EBay.Sun.COM>
Source record: 239287

[I'm posting this for someone without net access. Please reply to him,
not to me. -sg]

Hi Atarians !

I am looking for Tim Oren's PROGEM courses on GEM programming.
It has been released in 1985 by Antic Publishing by download on
CompuServe.

I already have sessions 1 to 12 and I am wondering where I can get
the next courses and C sources.

Any help will be appreciated.

Thanks.

Jean Michel MERCIER is MERCIER@ulysse.enst.fr
MERCIERJM@liszt.enst.fr
or post-mail to
Jean-Michel MERCIER
Champferrand
73000 SONNAZ
FRANCE

1269. Re: Sozobon C....

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 19:15:39 UTC
From: bill@mwca.UUCP
Message-ID: <1695@mwca.UUCP>
Source record: 239290

I recently grabbed sozobin.arc and sozolib.arc from terminator, but I've
seen bits and pieces that imply there is a bug in one of the library calls.
Can someone let me know what patches/additional libraries I should acquire
to have the latest/greatest Sozobon installation?

Thanks!

--

##
Bill Sheppard -- bill@mwca.microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

1270. Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 19:46:38 UTC
From: dougie@cernvax.UUCP
Message-ID: <2172@cernvax.UUCP>
Source record: 239294

In article <1990Aug3.185119.848@newcastle.ac.uk>
D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>
>Ocean software did all their development on the ST cross compiling to the 8
>bit machines including the ZX spectrum (Z80 based) so one must exist. Where
>you could get a copy is anybodys guess.

In article <21393@duke.cs.duke.edu> currier@romeo.cs.duke.edu
(Bob Currier - DCAC Network Comm. Specialist) writes:
>
>I recall having a copy of an Atari800 Emulator by
>Darek Mihoka at one point. I seem to have lost it, and
>cannot remember the name of the program.

Hi!

On a similar note to the above, does anybody know whether an emulator for
a Z80 machine exists for the ST? I thought I heard of a ZX Spectrum emulator
for the Amiga, but I'm not sure if this is true. Also, what about that Z80
cross-compiler - does anyone have a copy of it?

Thanks for any info...

Bye for now,
Dougie.
--
+---+
| Dougie McLaggan. ->->-> 'dougie@cernvax.cern.ch', or 'dougie@cs.hw.ac.uk' |
+---+

1271. Re: gcc

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 20:41:38 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug13.204138.18118@math.lsa.umich.edu>
Source record: 239291

In article <5645@castle.ed.ac.uk> elev35@castle.ed.ac.uk (R C Smith) writes:
>Can anyone tell me what all the .ttp files in gcc do? Any documentation
>would be appreciated.

>cnm.ttp
This prints out the symbol table of a TOS format executable file,
if present. Currently the linker spits out Alcyon format symbol
info. (I kinda wish it used MWC format. Oh well...)
>fixstk.ttp
This lets you change the amount of stack space a program will
allocate. This amount cannot be changed at runtime, so must be
stored as static value in the TOS executable image.
>gcc-cc1.ttp
This is the main compiler driver & code generator & optimizer.
When folx say "gosh, gcc sure uses a ton of memory" this is the
culprit. }-)
>gcc-cpp.ttp
This is the C preprocessor.
>gcc-ld.ttp
This is the linker, which combines gcc format .o files into
TOS format program files. gcc does not use the Alcyon format
for its object files. The gcc format is a slightly modified
Unix .o format.
>gcc-nm.ttp
This prints the symbol table info for a gcc .o object file
or .lib archive file.
>gdb.ttp
This is the GNU debugger, a fairly powerful source-level
debugger.
>printstk.ttp
This prints the current stack size of a gnu-compiled TOS program.
>sym-ld.ttp
This is a modified version of the linker, which creates a symbol
file which is necessary for use with gdb. Since the Alcyon symbol
format isn't flexible enough to include all the necessary debug
info, it gets stored into a separate .sym file.
>toglclr.ttp
This toggles the fast bit for TOS 1.4 files. If the fast bit is
set, the heap is not cleared. If cleared, the heap is zeroed.
(And note, the heap is not the same as the BSS, which is always
zeroed.)
>gcc-as.ttp
This is the gnu assembler, which turns the output of gcc-cc1 into
object code. It's kind of a Unix-format assembler. Strange syntax.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1272. PageStream Demo of v1.8

Newsgroup: comp.sys.atari.st
Date: 1990-08-13 22:48:57 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug13.224857.10751@msuinfo.cl.msu.edu>
Source record: 239295

I was trying to get the lharced demo of pagestream from
'clotho.acm.rpi.edu', but I ran into some problems. I used binary
mode in ftp to get the file into my unix account. At this point
point, the file was roughly 280K. I used binary mode in kermit to
download it to my ST. I ran into to transmission errors after about
340K(!!!) had been downloaded. Just for the heck of it, I tried to
UNLZH what I did get. (This, of course, blew up in my face.)

Has anyone managed to get PageStream Demo1.8 working? It is too much
to try and mail across the net and download. So, would anyone
consider putting onto a disk that I mail and mailing it back? I've
sent 3.5s through the mail before ($0.25) for one disk.
--
--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
schenkerm@msg.uhamburg.edu ;^)
"My opinions are not always mine, let alone the ACM's or the Case Center's"

1273. Supercharge & Talon & Neodesk 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 04:30:29 UTC
From: eapu029@orion.oac.uci.edu
Message-ID: <26C77E65.14669@orion.oac.uci.edu>
Source record: 239297

Could some kind soul tell me what's the phone number for Talon (the company that imports Supercharge). Also, what's the new on Supercharge right now anyway?

Also, is Neodesk 3.0 out yet? If so, how much is it?

Thanks for you reply.

Wayne

1274. Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 08:08:57 UTC
From: aa@lln-cs.UUCP
Message-ID: <992@lln-cs.UUCP>
Source record: 239208

Can anyone tell me if Gulam is PD, shareware or commercial ?
I heard it comes from GNU. Is it true ?
If it is PD or shareware, where can i get it (ftp site) ?

Thanks,

Andre April
Universite Catholique de Louvain
Louvain-la-Neuve (Belgium)

e-mail: aa@info.ucl.ac.be

1275. Re: (Long) Populus answers

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 09:21:08 UTC
From: colas@avahi.inria.fr
Message-ID: <1990Aug13.115708@avahi.inria.fr>
Source record: 239280
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In article <5890@darkstar.ucsc.edu>, ericg@ucschu.ucsc.edu (Eric Goodman) writes:
> stuck at world 114: The computer there is TOUGH. I can't
> rebuild the land fast enough to keep away from earthquakes. Swamps appear
> under my leader before I can dig them out. After I hold my own against
> the computer for about 20 minutes, he goes knight crazy. You can't drown
> 'em, and even if you manage to, that #$@! holy noise happens every 2
> minutes or so. I honestly don't see how I'm going to defeat it.

A very effective tactic I use is try to send your leader as fast as you can
in the computer's territory, then build one maontain by clicking repeatedly
on the same spot... this destroy a lot of its castles, without not much mana.

Moreover, sometimes it wants to fight back and level your land, just elevate
another one, you will be able to out-mana it...

This tactic has allowed me past worlds I tought impossible to win.
--
Colas Nahaboo, Bull Research France -- Koala Project -- GWM X11 Window Manager
colas@avahi.inria.fr Phone: (33) 93.65.77.70, Fax: (33) 93 65 77 66
INRIA - Sophia Antipolis, 2004, rte des Lucioles, 06565 Valbonne Cedex, FRANCE

1276. Object-Oriented Atari Logo (fuji)

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 13:14:07 UTC
From: daroloso@aftermath.waterloo.edu
Message-ID: <1990Aug14.131407.1649@aftermath.waterloo.edu>
Source record: 239211

Does anyone have an object-oriented Atari logo (the fuji symbol)?
I would like to use it in PageStream for our club newsletter.

The reason I want an object-oriented item is so that it
can be enlarged to the full screen without the lines
becoming jagged since the object is defined by the lines not by the dots.

GEM or EasyDraw objects are usually object-oriented.
IMG, Degas, and Neochrome objects are usually not object-oriented
but instead bit-mapped graphics (defined by the dots).

Thanks,
Dani A. Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

1277. Re: Atari Organization?

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 13:21:01 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug14.132101.9265@cunixf.cc.columbia.edu>
Source record: 239205

In article <1990Aug13.140346.348@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>What with all the changes that happen at any corporation, and at Atari more than
>some others, I'd like it if someone at Atari would occasionally post a list
>of perhaps 20 of the more interesting positions and who holds them. I guess
>any division president has an 'interesting' position. In this crowd the
>contact people for user groups and for equipment swaps would certainly be
>interesting, and the leaders of operating system-related software teams might
>be interesting. No big deal, but it would help us feel closer to things, and
>in the case of contact people, it might make the system work a bit better.

#1

I don't think anyone from Atari who reads the net will comply with your
request. It is rather time consuming and the person may not want to
take the fallout when Hacker A starts phoning division heads and asking
dumb questions.

#2

You can get the info you want plus a snoutful of propaganda just by
sending Atari Corp. a note and requesting an annual report. It
makes very entertaining reading.

>
> Steve J.

Cheers,

Chris (that guy from New York) Mauritz

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1278. Re: Atari Organization?

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 13:22:34 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.650640154.cmm1@cunixa.cc.columbia.edu>
Source record: 239298

Newsgroups: comp.sys.atari.st
Subject: Re: Atari Organization?
Summary:
Expires:
References: <1990Aug13.140346.348@chinet.chi.il.us>
Sender:
Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
Followup-To:
Distribution:
Organization: Columbia University
Keywords: Atari Corp people

In article <1990Aug13.140346.348@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs)
writes:
>What with all the changes that happen at any corporation, and at Atari more than
>some others, I'd like it if someone at Atari would occasionally post a list
>of perhaps 20 of the more interesting positions and who holds them. I guess
>any division president has an 'interesting' position. In this crowd the
>contact people for user groups and for equipment swaps would certainly be
>interesting, and the leaders of operating system-related software teams might
>be interesting. No big deal, but it would help us feel closer to things, and
>in the case of contact people, it might make the system work a bit better.

#1

I don't think anyone from Atari who reads the net will comply with your
request. It is rather time consuming and the person may not want to
take the fallout when Hacker A starts phoning division heads and asking
dumb questions.

#2

You can get the info you want plus a snoutful of propaganda just by
sending Atari Corp. a note and requesting an annual report. It
makes very entertaining reading.

>
> Steve J.

Cheers,

Chris (that guy from New York) Mauritz

------------------------------+---------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |

```
Send flames to /dev/null |
-------------------------------+---------------------------
```

1279. Re: Supercharge & Talon & Neodesk 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 13:39:44 UTC
From: dalessio@motcid.UUCP
Message-ID: <4412@feldspar23.UUCP>
Source record: 239300

eapu029@orion.oac.uci.edu (Ming Shun Hsieh) writes:

>Also, is Neodesk 3.0 out yet? If so, how much is it?
>Thanks for you reply.
>Wayne

I just received a pamphlet in the mail from the makers of
Neodesk announcing version 3.0. It has a lot of new features.
The cost is approx. $70. Upgrades from versions 2.0 and up
are between $20 and $25. Upgrades from version 1.0 cost more
($40 I think, can't remember right now). If it help with
your decision, I currently have version 2.3 and I will
DEFINITELY be sending for the upgrade.

****
* ********** *
* * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Division * *
* * * *
* ********** *
****

1280. Re: Supercharge & Talon & Neodesk 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 14:27:27 UTC
From: mjv@brownvm.brown.edu
Message-ID: <47284@brunix.UUCP>
Source record: 239299

In article <26C77E65.14669@orion.oac.uci.edu> eapu029@orion.oac.uci.edu (Ming Shun Hsieh) writes:
> Also, is Neodesk 3.0 out yet? If so, how much is it?

I just got my upgrade notice last week. If I remember correctly, the new retail price is going to be $69. The upgrade is just $20 (from version 2.05). It does look very good with lots of really neat improvements.

Marshall
--mjv@brownvm.brown.edu

1281. Re: gcc

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 14:53:50 UTC
From: sjaak@dnlunx.pttrnl.nl
Message-ID: <1393@dnlunx.pttrnl.nl>
Source record: 239292

hyc@math.lsa.umich.edu (Howard Chu) writes:

>>gdb.ttp
> This is the GNU debugger, a fairly powerful source-level
>>sym-ld.ttp
> This is a modified version of the linker, which creates a symbol
> file which is necessary for use with gdb.

Only for gcc versions 1.34 and earlier. The gdb that comes with the
Atari ST port of gcc 1.37.1 only supports -gg, and support for this
debug format was dropped in favour of the unix-format -g starting with
gcc 1.35 (so I'm told by jawar r. bammi).

--
Sjaak Schilperoort JW_Schilperoort@pttrnl.nl
PTT Research Neher Laboratorium ...!hp4nl!dnlunx!sjaak
Leidschendam, Netherlands schilperoort@hlsdnl5.bitnet

1282. Re: Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 15:04:29 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Aug14160429@ghiggins.hpl.hp.com>
Source record: 239207

++ does anybody know whether an emulator for a Z80 machine exists for the ST?

Yes, there's a PD CP/M emulator which has Z80 emulation at its heart. I have a copy if you're interested --- there's also one on terminator.

--
Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1283. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 15:38:15 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Aug14.153815.1843@arcsun.arc.ab.ca>
Source record: 239206

In article <1990Aug13.164347.1195@mentor.com> dcooley@mentor.com (Doug Cooley) writes:
>
>I'm looking for a decent word processor that my wife can use for
>college. Up to this point, I haven't bought any applications for
>my ST that didn't involve either games or MIDI. We went to the
>local Atari dealer over the weekend, and looked at a lot of boxes.
>

Well I must say that I don't do much Word Processing but I've heard good things
about WordPerfect for the Atari.

>
>Also, can you recommend a good home budgeting program? We are
>just at the point where we are starting to do some investing,
>and we also want to put the bank accounts in the computer.
>

Look for a package called Phasar (v4.0). It should be under $100 and allows
for numerous accounts with upto 500 entries per month per account. Does reports
graphics and other goodies.

Bob Erkamp

1284. Re: Trying to (e)mail to Gadgets by Small, what has happened?

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 16:06:04 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4963@druwy.ATT.COM>
Source record: 239293

in article <747@tmd2.idca.tds.philips.nl>,
wilko@idca.tds.PHILIPS.nl (W.C. Bulte) says:
> I am trying to reach Gadgets by Small, the makers of Spectre. Since it seems
> to be impossible to get email to them correctly (it used to work once..)

Gadgets' connection to the net was unreliable for a couple of months
due to hardware problems with the system that they talk to (tcr). And then
Gadgets changed computers (from a AT&T 7300 to a Japanese 68030 box) which
added even more problems. Things seem to be working fine now. You should
be able to email them at:

{big site}!boulder.Colorado.EDU!tcr!gadgets!dsmall

or

{big site}!hplabs!well!dsmall

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

1285. PageStream demo works.

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 16:21:30 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug14.162130.27698@msuinfo.cl.msu.edu>
Source record: 239209

I managed to get pagestream demo working. Special thanks to the dos commands on an HP workstation with 3.5drives. The demo has a rough time on a 520ST. (Can't print because it is out of memory!) Someone sent me a mail message about this which talked about Calamus. Any comments about that (e-mail, I post summary). Esp. info about PRICE of Calamus VS. Pagestream, _and_ MEMORY (can it run on a 520ST with TOS 1.0)?

That enough bad grammar for now.
--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
schenkerm@msg.uhamburg.edu ;^)
"My opinions are not always mine, let alone the ACM's or the Case Center's"

1286. What is what for ST innards?

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 16:46:45 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2561@vela.acs.oakland.edu>
Source record: 239210

I am about ready to 'disassemble' my ST to look around inside and see what it is that I need for TOS 1.4 as well as memory expansion. I purchased my ST with an added drive (internal) and added .5 M. I am hoping that they did it with a 2 + Meg board so that I do not have to go buy a new one, and merely get the chips. What are the numbers/pinouts that I am looking for, as I will not be able to ask when the computer is apart in the case that I can not figure it out just by looking at it...
thanks

swood

--
Go ahead... FLAME ME!!!! | swood@vela.acs.oakland.edu
I am getting used to it. | swood@vela.acs.oakland.edu
Home-40 | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

1287. HPGL and SIGNUM2!

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 19:23:44 UTC
From: chenina@rhrk.uni-kl.de
Message-ID: <2950@male.EBay.Sun.COM>
Source record: 239296

Hi!

I'm looking desperately for a way to load HPGL files in a
SIGNUM2! text. e.g. with a program that converts HPGL-format into
DEGAS or .PIC or .PAC or ......

Is there anyone who can help me ?

thanks,
Robert

****
* Robert Chenina Phone : + 49 631 205 2534 *
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* Erwin-Schroedinger-Str. !!!!!!!! DON'T PANIC !!!!!!!! *
* 6750 Kaiserslautern, FRG The Hitch Hiker's Guide to the *
* Galaxy *
****

1288. Upgrading an Atari Sh204

Newsgroup: comp.sys.atari.st
Date: 1990-08-14 22:24:20 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6750.26c841d4@umiami.miami.edu>
Source record: 239215

I need to know if an Atari SH204 20 meg hard drive can be upgraded by means of putting in another drive.. Like 'popping' out the 20 meg and putting in like a segate 80 meg or something.

All information appreciated. Can it be done/how to/etc...

Please EMAIL responses..

-Frank

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Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
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1289. v12INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 00:13:11 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2965@male.EBay.Sun.COM>
Source record: 239201
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 12, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st. This one describes how to submit binaries to the newsgroup. A companion article lists all previously-published binaries, and a third article explains how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator, Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist, atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and forward them to me. Submitting to him saves net bandwidth, so it's encouraged.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st

is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v12INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v12i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 12. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v12i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution

1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 12, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

1290. v12INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 00:14:19 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2966@male.EBay.Sun.COM>
Source record: 239202
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

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Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 12, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
```

volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter

volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02

volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08

volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02

volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries

volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02

volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03

volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings

volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05

volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc

volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet

volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17

volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06

volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12

volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02

volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02

volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
volume9/gnuemacs/part16
volume9/gnuemacs/part17
volume9/gnuemacs/part18
volume9/gnuemacs/part19
volume9/gnuemacs/part20
volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer

volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03
volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4

volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03
volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07

volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program
volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03

volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version
volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems

volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

1291. v12INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 00:15:15 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <2967@male.EBay.Sun.COM>
Source record: 239203
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 12, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: August 3, 1990

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator

will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segre-

gated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

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|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is

available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

Using Binaries -5-

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the
instructions in a specific program for usage information and
the like. If you have problems with a particular program,
send mail to the submitter (listed near the top of each
part.) The moderator doesn't have time to become very fami-
liar with all the programs that are posted, so the submitter
will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only

Using Binaries -6-

archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

1292. Monitor question

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 00:23:00 UTC
From: roger@tippy
Message-ID: <1990Aug15.002221.13889@tippy>
Source record: 239204

Service Merchandise has the Packard Bell Paper-white VGA monitor on sale for $120. I was thinking about replacing my SM124 monitor with this. (It offers higher resolution than the Atari monitor.)
Has anyone tried this? Can some of you techies out there tell me if it will work?
Thanks in advance - roger

--
tippy!roger@newton.physics.purdue.edu

1293. Company bashing

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 03:30:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug15.033005.12995@chinet.chi.il.us>
Source record: 239213

It might be therapeutic for regulars around here to check out the August 13 (?) Info World. There are 2 substantial articles on what Mac users and developers want form Apple. They're concerned about over-priced hardware, management instability and unresponsiveness. This stuff would be right at home in this newsgroup.
Steve J.

1294. bash for the st

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 03:45:03 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1428@van-bc.wimsey.bc.ca>
Source record: 239212

Recently someone from Europe posted a list of FTP sites and their contents which mentioned a port of bash for the st. Is this available in North America,and if not,could some kind soul in Europe post it to comp binaries and comp.sources. Thanks in advance

john henders

1295. Atari HArdardware for sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 08:15:32 UTC
From: Duncan.Lewis@samba.acs.unc.edu
Message-ID: <817@beguine.UUCP>
Source record: 239216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale,triangle.forsale

```
Atari Items for sale

Atari SC1224 color monitor(1985 Good model, two tone) .... $200
Atari SM125 swivel base monochrome monitor ... ... $110
Laser C compiler package and Megamax Docs ... .. $ 80
Switchback Memory Partitioner (keep 2 programs in memory) $ 40
15-20 Mags/rags/some with disks $ 10
ICD Host Adaptor .... $ 75

all prices in US dollars, shipping not included.
Duncan

Ata
```

1296. ST disks on a PC - are they readable/writeable ?

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 13:23:20 UTC
From: iiitih@cybaswan.UUCP
Message-ID: <1946@cybaswan.UUCP>
Source record: 239214

I have recently purchased an STe and I was wondering whether
there was any truth in the fact that floppy disks formatted
on an IBM PC are read/writeable by the ST and visa versa.

If so, is there anything special which needs to be done - eg. does
one need to format in a special way on the PC?

Any information would be most welcome!

Thanks in advance...

Ivan

##
Ivan Izikowitz, Institute for Industrial Information Technology,
Innovation Centre, Swansea SA2 8PP
Phone: (+44) 792 295213 # JANET: iiitih@uk.ac.swan.pyr
Fax: (+44) 792 295532 # UUCP: ..!ukc!cybaswan.UUCP!iiitih
##

1297. Displaying pictures on Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 13:25:17 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <24129@uflorida.cis.ufl.EDU>
Source record: 239217

the background on the desktop? Doesn't really matter what format the
pictures are in...but SPC would be preferred.
From: cr1@beach.cis.ufl.edu (Anubis)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

1298. Re: Upgrading an Atari Sh204

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 16:54:44 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1979@engage.enet.dec.com>
Source record: 239218

In article <6750.26c841d4@umiami.miami.edu>, dnd15j9z@umiami.miami.edu (Frank Rachel) writes...
>I need to know if an Atari SH204 20 meg hard drive can be upgraded by
>means of putting in another drive.. Like 'popping' out the 20 meg and

Yes, this is an easy upgrade. Make sure that the power supply can handle the requirements of the new drive (all of the SH204 supplies I've seen have the current rating stamped on them), then pull out the old drive and put in the new. If the new drive is an embeded SCSI drive then remove the 40 pin ribbon cable from the controller (or remove the whole controler) in the SH204 (the large board that sat above the drive) and connect the 40 pin cable directly from the host adapter (the small board above the power supply) directly to the SCSI drive.

You can put in either a 3 1/2" or 5 1/4" drive.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1299. serial.exe

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 19:45:52 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Aug15.194552.21911@terminator.cc.umich.edu>
Source record: 239219

Howdy everyone,
Mike Smith @lux.sait.edu.au has sent a submission to me here, and
asked me to post the followin info about it:

SERIAL.EXE is an MSDOS program that will alter the bootsector
of
a floppy by putting a TOS-readable random serial number on it, to
avoid the
problems involved in having multiple disks with the same serial
number.
Source for Turbo Pascal 5.5 is included.

Hope you all enjoy it.

Submissions, complaints, questions, answers, comments or concerns to
weiner@atari.archive.umich.edu

Thanks,
Jmw
--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1300. STe directory at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 19:49:52 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Aug15.194952.22076@terminator.cc.umich.edu>
Source record: 239220

Howdu folks,
For those of you with STes, listen up: (The rest of you can too if you'd like)
We know have an STe specific directory chock fuill of demos and whatnot for
your pleasure.

A big thanks to mark@edin,etc for his time and effort in getting them to me.

Jmw
--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1301. Any picture sites out there?

Newsgroup: comp.sys.atari.st
Date: 1990-08-15 23:04:32 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1380@unicorn.WWU.EDU>
Source record: 239221

I'm looking around form some medium or high rez pictures in either
Neo or Degas format at a ftp site. I couldn't find any at atari.archive...

I'm looking for pics that would look good on my desktop-- I'm a Neodesk
junkie....

Thankx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1302. MONOEM14.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 01:21:24 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug16.012124.26978@msuinfo.cl.msu.edu>
Source record: 239222

I just got a monochrome emulator of atari.archive by Mick West and I really like it. I can run unix windows on my color monitor now. It is shareware, so before I send my money through the mail I want to know if the address is right or if a new version has come out.

Mick West
27, Lynton Drive
Shipley.
West Yorkshire
BD10 3DJ
England

Is that right? Does anyone else know of a better program that does the same thing?

I love Unix Windows.
--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
Michael Schenker Group ;^) | schenkerm@msg.uhamburg.edu
~~~~~~~~~~~~~~~~~~~~~~ ARMAGEDDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~

1303. Re: Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 06:26:59 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4375@bdt.UUCP>
Source record: 239226

Gulam is PD or FREEWARE ... its a very nice CLI shell tooo.

1304. Does anyone know where I can get Spectrum 512 Digitized Pics?

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 08:32:31 UTC
From: dac@ukc.ac.uk
Message-ID: <5283@harrier.ukc.ac.uk>
Source record: 239227

Does anyone know where I can get hold of Spectrum 512 or other ST-compatible digitized pictures? I ask for Spectrum 512 because, of course, the quality is there.

An archive site would be nice. One with a mail server would be better.

Thanks in advance.

Dave.

1305. Re: ST disks on a PC - are they readable/writeable ?

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 09:20:15 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <839@idcapd.idca.tds.philips.nl>
Source record: 239228

In article <1946@cybaswan.UUCP> iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
>I have recently purchased an STe and I was wondering whether
>there was any truth in the fact that floppy disks formatted
>on an IBM PC are read/writeable by the ST and visa versa.
>If so, is there anything special which needs to be done - eg. does
>one need to format in a special way on the PC?
># Ivan Izikowitz, Institute for Industrial Information Technology, #
># Innovation Centre, Swansea SA2 8PP   #
># Phone: (+44) 792 295213 # JANET: iiitih@uk.ac.swan.pyr   #
># Fax: (+44) 792 295532 # UUCP: ..!ukc!cybaswan.UUCP!iiitih   #
>##

Disks formatted on a PC are writable and readable on a ST. TOS >=1.4 formats
disks in a format acceptable to a PC. As far as I know, the older TOSes have some
quirk which does not exactly format disks to PC standards. There are PD
formatters you can use to get PC formats using old TOS versions. TOS 1.6
(on STe) should format PC compatible disks.

Correct me if I am wrong...

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432652 fax: 055-432103

1306. Re: bash for the st

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 10:28:14 UTC
From: AlexK@tharr.UUCP
Message-ID: <897@tharr.UUCP>
Source record: 239224

In article <1428@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>
> Recently someone from Europe posted a list of FTP sites and their
>contents which mentioned a port of bash for the st. Is this available in
>North America,and if not,could some kind soul in Europe post it to comp
>binaries and comp.sources. Thanks in advance

Same here, of anyone has a port (pref binaries &sources) could they post them.

Alex Kiernan.

1307. Digitized pictures... Where? can I get some?

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 14:23:09 UTC
From: dac@ukc.ac.uk
Message-ID: <5296@harrier.ukc.ac.uk>
Source record: 239229

Does anyone know where I can get hold of digitized pictures of all kinds
in Spectrum 512 or other ST formats? Spectrum 512 formats would be nice
as the quality is there.

Thanks,

Dave.
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | LANS & Micros Group, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.

1308. Re: Atari Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 16:14:19 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2109@lzsc.ATT.COM>
Source record: 239223

In article <1990Aug15.154708.8176@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
> In article<817@beguine.UUCP> Duncan.Lewis@samba.acs.unc.edu(BBS Account) writes:
> >Atari Items for sale
> >[...]
>
> Sorry to be picky, but:
>
>
> Dave Baggett
> dmb%wam.umd.edu@uunet.uu.net

Picky, really.
A newsgroup exists to SERVE its readers, not live up to someones autocratic
arbitrary ideas of whats relevent.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

1309. Micro RTX - questions

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 18:08:04 UTC
From: roli@nadia.stgt.sub.org
Message-ID: <1310@nadia.stgt.sub.org>
Source record: 239233

Hi,
there is a problem when GfA-Basic-programs are run with Micro-RTX.
After a file is used and shall be closed (with CLOSE from Basic-Code)
the process receives a error # 37 (DISK FULL) that is obviously
not true. It occurs even when there are MBs of space left. Does anybody
know the solution for this?

Thanks for all hints!
--ROLAND--

1310. comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 18:17:03 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <25293.26ca9ccf@kuhub.cc.ukans.edu>
Source record: 239230

I've been off the system for about 2 months; what has happened to BINARIES?

1311. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 20:42:06 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug16.204206.12651@math.lsa.umich.edu>
Source record: 239231

In article <1990Aug15.002221.13889@tippy> writes:
>Service Merchandise has the Packard Bell Paper-white VGA monitor on sale
>for $120. I was thinking about replacing my SM124 monitor with this. (It
>offers higher resolution than the Atari monitor.)
>Has anyone tried this? Can some of you techies out there tell me if it
>will work?
>Thanks in advance - roger

While the monitor may be have a greater resolution, the ST isn't going to take advantage of it. (Unless you modify your ST with something like Overscan or Hyperscreen, etc.)

In my opinion, the only reason to get a non-Atari monitor is if you're going to get a multisync, so you can display all 3 modes on one monitor. And the only reason to get a really slick multisync is if you've got some kind of enhanced video that will take advantage of the better resolution. Otherwise forget it, you're wasting your $$$.

(For example - don't expect wonderful things from an unmodified ST in high-rez on a multisync. It'll probably look plenty sharp, but the image will appear to be about the same size as a Mac screen. Yikes! Maybe things are different if your multisync has auto-center & auto-scaling, I don't know. I just know that the only reason it's worthwhile for me is because I use the overscan mode.)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1312. Where has Aerco gone?

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 20:55:18 UTC
From: ric@mcrware.UUCP
Message-ID: <2477@mcrware.UUCP>
Source record: 239232

Netlanders:

I have an Aerco board installed in my "old" 520 ST (no FM). It has
512K on it (in 16 256K chips).
I would like to go to 2.5 Meg, but I can't get ahold of Aerco to ask
whether or not board modifications are necessary. Can someone tell me
if Aerco still exists or, better yet, what do I need to do to accomplish
this upgrade (there's a row of sockets with chips in them and a row
without)? Can I go to 4 Meg? Please E-Mail, if possible, and I can post
the result if anyone is interested.

Thanks in advance,
Ric Yeates

PS I would look at the documentation, if I could find it!?!

-=-=-=

1313. Re: Wanted: a decent UUCP for TOS.

Newsgroup: comp.sys.atari.st
Date: 1990-08-16 21:08:12 UTC
From: rodney@merkur.gtc.de
Message-ID: <2535260@merkur.gtc.de>
Source record: 239225

In article <1990Aug11.231751.7249@dragos.uucp> elim@dragos.uucp
(Adrian Ashley) writes:
>
> Hi. I'm looking for a TOS implementation of uucp, preferably with source
> code (but I'll take anything... :-)) Something decently close to command-line
> compatible with The Real Thing would be even better.

John Bunch (@ samba, I think?) asked me to send him "Mercury UUCP"
which I have developed. Ask him! :-)

-Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <==============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________ May your children and mine live in peace _____________/

1314. Re: Any picture sites out there?

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 02:04:40 UTC
From: leif@sugar.hackercorp.com
Message-ID: <6362@sugar.hackercorp.com>
Source record: 239236

I'm looking for a utility to decode UEcode so I can use things left in comp.sys.atari.binaries and decode GIFs to view. Any suggestions/ideas?

--
Say NO to the War on Drugs Pro Choice/Pro Gun/Pro Freedom
The Libertarian Party -- the Party of Principle
I'm the NRA

1315. Re: ST disks on a PC - are they readable/writeable ?

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 02:24:40 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008170220.AA22054@fsucs.cs.fsu.edu>
Source record: 239234

In article <1946@cybaswan.UUCP>, iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
>I have recently purchased an STe and I was wondering whether
>there was any truth in the fact that floppy disks formatted
>on an IBM PC are read/writeable by the ST and visa versa.
>
>If so, is there anything special which needs to be done - eg. does
>one need to format in a special way on the PC?
>
>Ivan
>
>##
># Ivan Izikowitz, Institute for Industrial Information Technology, #
># Innovation Centre, Swansea SA2 8PP #
># Phone: (+44) 792 295213 # JANET: iiitih@uk.ac.swan.pyr #
># Fax: (+44) 792 295532 # UUCP: ..!ukc!cybaswan.UUCP!iiitih #
>##

Well, I juggle PC disks back and forth between school and my Mega all the time.
I have found best results with a program called ps2form from terminator. It
is a little tos program that formats disks to make them usable on IBM pc com-
patables (including the PS/2's, which apparently have some disk quirks). I
have never had a problem with them. Oh, if your disks stop working for no
reason (ie as soon as you use them on your ST the pc compatibles no longer
recognize them) suspect a virus!!! That is how I found out about mine.
Vkiller 3.something is available from terminator also, and is excellent.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

1316. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 02:28:29 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008170224.AA22087@fsucs.cs.fsu.edu>
Source record: 239235

In article <1990Aug15.002221.13889@tippy> writes:
>Service Merchandise has the Packard Bell Paper-white VGA monitor on sale
>for $120. I was thinking about replacing my SM124 monitor with this. (It
>offers higher resolution than the Atari monitor.)
>Has anyone tried this? Can some of you techies out there tell me if it
>will work?
>Thanks in advance - roger
>
You may have a hard time running this monitor at 70Hz, which is needed to perfectly emulate a SM124. You can use a multi-sync monitor, with an appropriate interface. If you figure out a way to use a regular VGA monitor with an ST, please post it!!

--

Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1317. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 06:38:50 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug17.083850@heike.informatik.uni-dortmund.de>
Source record: 239237

In article <RALPH.90Aug13151300@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
|> In article <2361@laura.UUCP> klute@heike-fbi.informatik.uni-dortmund.de (Rainer Klute) writes:
|> | However, I can continue working with the new
|> | cartridge only if it is partitioned the same way as the boot cartridge.
|> | If the partitions have different sizes a reboot must be done.
|>
|> Is this because your Megafile 44 is your only hard disk on your ST?
|> Does the problem still exist if you boot from your floppy drive?

I asked someone from Atari Germany about that and he told me that the TOS reads the partitioning of a hard disk *once* upon startup and puts it into a certain data structure. (I don't have the name at hand - was it BPB?) This is of course sufficient for "normal" hard drives which don't change their partitioning on the fly.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1318. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 06:47:30 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug17.084730@heike.informatik.uni-dortmund.de>
Source record: 239238

In article <25293.26ca9ccf@kuhub.cc.ukans.edu>, shawl@kuhub.cc.ukans.edu writes:
|> I've been off the system for about 2 months; what has happened to BINARIES?

As good as nothing, unfortunately.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1319. Free 32k card and Parallel interface

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 08:32:36 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3732@sactoh0.SAC.CA.US>
Source record: 239240

For those contemplating a Portfolio purchase, here's something that
might interest you.

The Good Guys in LA and N.Cal is giving away a 32k card and
parallel interface when you buy a Portfolio. I m
It made up my mind, and now, I don't go anywhere without it. They
are giving away about $128 worth of peripherals.

--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
the good guys!

1320. spectre & aladin users

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 10:36:02 UTC
From: schmitt@ipsi.UUCP
Message-ID: <1281@ipsi.UUCP>
Source record: 239244

Hello,

Is there someone with experience in Spectre and Aladin (Mac Emulators)
in the region of Darmstadt, Mainz and Frankfurt?
Specially someone with
Mega ST, but ST 1040 will do it as well.
Replies from other places will be
welcomed as well.

<s=schilder; uu=ipsi; uu=darmstadt; prnd = gmd; admd=dbp; c=de>

1321. 16-bit audio (direct-to-disk) for the atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 10:55:25 UTC
From: hitt@Neon.Stanford.EDU
Message-ID: <1990Aug17.105525.1586@Neon.Stanford.EDU>
Source record: 239239

I've heard a rumor that there are at least two 16-bit (audio)
direct-to-disk recording systems for the atari.

Can anyone provide information about these products, such as what
equipment they require, how they are priced, and what their
specifications are (e.g., sampling rates, number of channels,
etc.)?

Thanks in advance for any information.

dan
hitt@neon.stanford.edu

1322. Atari stock (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 13:26:41 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.650899601.cmm1@cunixa.cc.columbia.edu>
Source record: 239241

Well, I'll keep it short and sweet... :-)

It is interesting to note that the EPS (earnings per share) for Atari Corp. has increased 3-4 times compared to what it was before the latest earnings report. However, the value of the stock has continued to slide. Interesting...

Chris (that guy from New York) Mauritz

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1323. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 17:16:30 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <29349@unix.cis.pitt.edu>
Source record: 239243

There has been talk that with the Megafile 44 one can not swap disks with different size partitions without a reboot.

I do not know if this is true, nor do I know the solution...

I can tell you this, I have a SyQuest mechanism connected to my ST with an ICD Advantage Plus host adapter. With the ICD BOOT software I am able to swap disks with different partition sizes... no problem.

If you can not find another solution to your problem, and really need this capability, I suggest buying the ICD Adv+. It is around $100 and comes with a battery backed clock & software to get/change time (use it in the Auto folder). There are also a bunch of neat utilities included.

I have no offiliation with ICD, except that I am a satisfied customer.

Jim Tauberg

1324. GCC-CPP blues

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 19:10:36 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Aug17.191036.5116@doe.utoronto.ca>
Source record: 239247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I cannot get gcc-cpp.ttp to run correctly under Micro-RTX. Under Gulam (TOS), I can type

gcc-cpp hello.c hello.i

and the pre-processed output goes to hello.i. Under RTX, however, I get an error (cannot create output file). This is a problem, since gcc uses temporary files for its passes. Can anyone help? I have the sources to gcc 1.37 from Terminator, but I have no idea on earth how to extract gcc-cpp from that mess to compile it on my ST.

By the way, does gdb work with gcc 1.37? I remember seeing a message claiming that it did not, but it was a little confusing. Thanks.

David Megginson
david@doe.utoronto.ca
meggin@vm.epas.utoronto.ca

1325. Fax with Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-17 20:58:27 UTC
From: jan.will@mcshh.hanse.de
Message-ID: <7932@mcshh.hanse.de>
Source record: 239242
Cross-posted to: alt.fax,comp.sys.atari.st

Did anybody find a fax-modem that is usable with the Atari ST, yet ?
What would be the price for such a modem and what software should one use ?

- Jan

-->
Jan Willamowius UUCP: jan.will@mcshh.hanse.de
Nienredder 6
2000 Hamburg 54 "A-Ram-A-Lam-A-Ding-Dong" (The Edsels)

1326. Re: Displaying pictures on Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-08-18 02:20:03 UTC
From: vousten@neabbs.UUCP
Message-ID: <435403@neabbs.UUCP>
Source record: 239245

There is a program available on panarthea that replaces the desktop
with a *.PI? picture. It's called DESKTOP1.

Rob

1327. GEnie

Newsgroup: comp.sys.atari.st
Date: 1990-08-18 02:41:13 UTC
From: vousten@neabbs.UUCP
Message-ID: <435404@neabbs.UUCP>
Source record: 239246

Can anybody provide a (US) phone number where one can log into GEnie as
a new user, look around and decide (not) to become a member ?

Rob Vousten

Can anybody provide a (US) phone number where one can log into GEnie as
a new user, look around and decide (not) to become a member ?

Rob Vousten

1328. ST 520 FM for sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-18 13:24:43 UTC
From: shadow@uafhp.uark.edu
Message-ID: <5116@uafhp.uark.edu>
Source record: 239248

I would like to seell:

1 monochrome Atari ST 520 FM with 2
one sided disk-drives to the highest
bidder.

James

1329. Re: 16-bit audio (direct-to-disk) for the atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-19 07:40:08 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4458@bdt.UUCP>
Source record: 239250

Direct to hard disk recording systems

ADAP 2 by Hybrid Arts
supports 31 and 44.1 khz
also 32 and 48khz with optional digital i/o board to allow editing of
DAT tapes which are at 48 khz.
Any harddisk with average access time of 19 ms or less.
10 megabytes per minute per stereo recording at 44.1khz (CD quality)
also time compression is currently beta testing
this is 2 channels of digital audio
SMPTE sync supported.
price approximately $3000+ depending on configuration.

the other company is Digidesign with Soundtools ... already on the Macintosh
by not yet available for the ST yet ... should be real soon though price
unknown.

For more information on ADAP 2
contact Hybrid ARts, Inc
8522 National Blvd
Culver City, CA, 90232
(213) 841-0340 (voice)

1330. Re: UW on the ST...

Newsgroup: comp.sys.atari.st
Date: 1990-08-19 10:58:58 UTC
From: be@nadia.stgt.sub.org
Message-ID: <1314@nadia.stgt.sub.org>
Source record: 239154

hyc@math.lsa.umich.edu (Howard Chu) writes:

>In article <1990Aug10.142331.3217@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:

>In the same directory as the atari UW stuff is a file uw.tar.Z. This is the
>complete Unix source & documentation. The Atari source & binaries are in a
>separate arc file.

The Problem is, that this source only compiles under BSD. Is there
a SYSV-Version of the host-side-source out there?

TschauTschau
Bernd

--

Bernd Ebach UUCP: be@nadia.stgt.sub.org be@nadia.UUCP

1331. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-19 11:03:13 UTC
From: be@nadia.stgt.sub.org
Message-ID: <1315@nadia.stgt.sub.org>
Source record: 239155

colas@avahi.inria.fr (Colas Nahaboo) writes:

>In article <A1146754313@thelake.mn.org>, steve@thelake.mn.org (Steve
>Yelvington) writes:
>> There is an alternative: an application called "screens" that runs on
>> the Unix machine can let you "flip" among several virtual terminals
>> by using a hot key.

O.K. and where to get that stuff?

TschauTschau
Bernd
--

Bernd Ebach UUCP: be@nadia.stgt.sub.org be@nadia.UUCP

1332. Re: Branch Always Software

Newsgroup: comp.sys.atari.st
Date: 1990-08-19 14:37:48 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1165@uhnix2.uh.edu>
Source record: 239249

Darek Mihocka does not have internet access, unless he now has a microsoft account. To my knowledge, Ignac was the one who always responded.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1333. Does anyone have the specs to the TOS 1.4 chips?

Newsgroup: comp.sys.atari.st
Date: 1990-08-19 18:54:40 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1391@unicorn.WWU.EDU>
Source record: 239151

Hey there!

I ordered the TOS 1.4 from Toad Computers yesterday. (no more TOS 1.0!
Yay!) I can't find an excellent posting which I read a few weeks ago
showing all of the improvements that TOS 1.4 has over other versions
of TOS. Could somebody pleeze e-mail me that document?

Thanx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1334. Tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 03:48:51 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <866@beguine.UUCP>
Source record: 239152

Hello,

I recall seeing someone selling a 6chip tos 1.4 set.. I would like to know
if the set is still available? I am interested in buying it...

John Bunch

John.Bunch@samba.acs.unc.edu

1335. Re: Tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 04:29:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug20.042955.20718@math.lsa.umich.edu>
Source record: 239156

In article <866@beguine.UUCP> John.Bunch@samba.acs.unc.edu (BBS Account) writes:
>I recall seeing someone selling a 6chip tos 1.4 set.. I would like to know
>if the set is still available? I am interested in buying it...

I don't remember the original posting, but I also have a 6 chip set that I no
longer need. (I had to get the 2 chip set instead.)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1336. GDB works! (was Re: GCC-CPP blues)

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 05:11:59 UTC
From: jmccarty@euclid.ucsd.edu
Message-ID: <2741@network.ucsd.edu>
Source record: 239153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Aug17.191036.5116@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
[...]
>By the way, does gdb work with gcc 1.37? I remember seeing a message
>claiming that it did not, but it was a little confusing. Thanks.

Yes! GDB works fine with gcc 1.37.1 (I got mine from dsrgsun.ces.cwru.edu [129.22.16.2]). It is a little confusing at first, though. Basically, you have to go through these steps...

1) Write your c source (the easy part <heh>).
2) Use the -gg switch when compiling and make sure the pre-processor symbol __NO_INLINE__ is defined (either in source or on command line):
gcc -c -gg -D__NO_INLINE__ file.c
(Hmm, maybe I/someone could put the NO_INLINE bit as default for -gg in gcc)
3) After you link, you need to make a special symbol file with sym-ld. Use the -r switch, and specify the modules in the same order (I think). For that reason, I like to link explicitly, and not trust gcc to do it:
gnu-ld -o a.out \lib\gcrt0.o file1.o file2.o -lgnugdb
sym-ld -r -o a.sym \lib\gcrt0.o file1.o file2.o -lgnugdb
You can use the "gnugdb" libs if you have them, but the plain "gnu" works too (sometimes you can get lost in the libs, and library calls with invalid parms are hard to de-code). Of course, use gnu16 if you're a -mshort person. Okay, now for the fun part.
4) Invoke GDB without arguments.
5) Load the executable and symbol files:
exec a.out
sym a.sym
6) Start the program, setting args if appropriate
set-a argv1 argv2
run
7) GDB will automatically stop at the top of your program, so set yer break points and squish some bugs!

We should all give our deepest appreciation to the folks who made GDB work, by all accounts it was a massive ugly hairy beast from the depths. So THANK-YOU jrd (and John Dunning for a sweet debugger, too)!

>David Megginson
>david@doe.utoronto.ca
>meggin@vm.epas.utoronto.ca

Jon McCarty
(internet) jmccarty@ucsd.edu (bitnet) jmccarty@ucsd

P.S. GDBM works in 32 bit mode, anyone tried -mshort on it? how about
the new version (1.4?)?

1337. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 08:19:19 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <510009@hpbbi4.BBN.HP.COM>
Source record: 239160

/ hpbbi4:comp.sys.atari.st / koreth@panarthea.ebay.sun.com (Steven Grimm) / 1:25 am Aug 10, 1990 /
In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:

> I can't help, but I think you both mean "server," not "client." An X server
> is the program which accepts drawing commands and puts a display up on your
> screen. X clients are the programs which send the drawing commands to the
> server.

No, the vice versa is true.
The SERVER run the program
The CLIENT is just the DISPLAY.

Stefan

1338. printing graphics (C) - ignore if irritated by beginners questions

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 12:47:29 UTC
From: jbe@sws4.pcs.com
Message-ID: <802@pcsbst.pcs.com>
Source record: 239158

This is a simple question for hackers, but it's the first time I'm
trying to do this and don't want to waste a lot of time trying it out.

I'm writing a program in C using AES and VDI calls. The prog produces
graphics. I need to take a part of this (a box with contents) and send
it to a printer (EPSON), to specific xy-coords. I have a monochrome monitor.

Can anyone send me some tips (a piece of code??) on the best way to do this.
I havn't found a function which dumps a section of the screen to printer.

I assume I have to do the following:

1. switch printer to graphics mode

2. query which pixels are set and which aren't

3. send the info pixel-wise to the printer

4. switch the printer back

This seems a long and tedious way to do this.

Thanks a lot.
Name : John-Brown Evans Company : PCS GmbH, Munich W-Germany.
UUCP : ..uunet!unido!pcsbst!jbe; jbe@pcsbst.pcs.com

*** CAUTION: Be sure brain is engaged before putting mouth into gear ***

1339. GNUPLOT for the ST anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 12:54:50 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Aug20.125450.16511@diku.dk>
Source record: 239159

Has anyone ported GNUPLOT to the ST? I note from the source (for GNUPLOT v2) that the graphics are really nicely isolated, i.e. an addition of GEM VDI should be very painless. One could also try to integrate full GDOS (there might not be too much of a difference, I don't know the nitty-gritty details yet..), and do away with a lot of the GNUPLOT drivers for printers.

My own angle would be to try to compile the whole kit and kaboodle with GCC (with 32 bit ints), with Makefile set up as for UN*X, and see how much did and how much didn't work.. . I don't want to start from scratch if someone else is doing the same job (and wants to share).

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1340. Zmodem programs wanted

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 13:13:59 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3292@syma.sussex.ac.uk>
Source record: 239169

Could someone please send me the programs 'rz' and 'sz' for the ST? I know they're out there somewhere, but I've not been able to locate them.

Thanks,

Graham

1341. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 13:53:22 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Aug20.135323.1@simvax.labmed.umn.edu>
Source record: 239162

```
Last update: 20 August 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Directory (new articles and articles with changes are marked with an '*'):

Welcome to comp.sys.atari.st
What sort of articles would interest people reading comp.sys.atari.st?
* Where can I get Public Domain/Shareware software?
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
What does TOS ERROR nn mean? What do the bombs on my screen mean?
What is the format for [x] paint program data?
What is GDOS, and where can I get it?
Is TeX/LaTeX available on the Atari ST?
Public Domain/Shareware languages...
* Is GNU C available on the Atari ST?
Where can I get copies of ZNET?
ST Pen Pals list
TIPS AND HINTS from other users

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
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you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?
==========

There is an FTP source and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

For anonymous FTP: atari.archive.umich.edu [35.1.33.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP: dsrgsun.ces.cwru.edu [129.22.16.2]

User anonymous
<enter password>
cd pub/atari

The dsrgsun server gave me the following message when accessed today [20 July]:

pub/atari contains atariST Tos files
pub/minix contains atariST Minix files
pub/Composers is the Prolog Composers archive
pub/plink is the Prolog "lint" checker
pub/promix is the Prolog MetaInterpreter
NEW: (updated Apr 9, 90) in pub/atari:
gcc V 1.37.1 for Tos
PatchLevel 56 of the gcc-tos library
microRtx bindings for gcc
updates for all utilities in util.zoo
emacs V18.55 for Tos. New version
gprof and profiling support for gcc tos
V1 of GnuSmalltalk for TOS - 4M machine req
NEW: pub/atari/UPDATES contains diffs for updating the tos library.

Most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so.

How do I deal with Archived files (.ZOO, .ARC, .LZH)?

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive
programs. The most popular are Shareware offerings, also available on
atari.archive server in the /atari/archivers directory. They are:

arcgsh21.arc - European in origin
arcsh197.arc - US in origin

The GEM shells are recommended for inexperienced users (and appear to be quite
handy for the experienced user as well!) They require a copy of the archive
program -- in other words you need BOTH the GEM shell *AND* the archive
program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive
files mentioned above. To use ARC.TTP in order to extract these files, use the
command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It
assumes you've clicked on the ARC.TTP program from the Desktop and have the
parameter dialogue box on your screen.

In many cases, simply typing a '?h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36
Invalid handle.....37
Insufficient memory.....39
Invalid memory block address....40
Invalid drive specified.....46
No more files.....49

```
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordUp!, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the atari.archive server under /atari/tex, or the dsrgsun server under pub/atari/StTeX. Fonts and device drivers (including one for the Epson 9-pin printers) are available on the atari.archive server.

Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

Is GNU C available on the Atari ST?
==========

GNU C for TOS is available via anonymous FTP on dsrgsun.ces.cwru.edu [129.22.16.2] in the pub/atari directory. Be sure to check the README file before going further.

Version 1 of GNUSmalltalk is also available on dsrgsun.ces.cwru.edu. It requires a minimum of 4 megabytes of memory. It is also in the pub/atari directory.

Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

==========

I would like to thank those who sent messages with suggestions and comments. I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

1342. First Word +

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 15:49:18 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <1500@ozz.oasis.icl.stc.co.uk>
Source record: 239157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there Netters!

Just a quicky about First Word + ,
Is it possible to have it running fom a ram disk?
I've tried a few times, but it keeps looking for the RSC file on drive A.
Tried everything I can think of,can't seem to make it look at my ram disk.
Any help would be much appreciated.

Relpy by email please, the news is slow getting here.

Thanks Alot

Steve

--

Steve Strong email: srs@icl.stc.co.uk

1343. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 16:33:30 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Aug20.163330.17619@agate.berkeley.edu>
Source record: 239161

I noticed in your article that you don't think that an X server on the ST would work over a modem. Why not? Have you seen the X-terminals that are widely available? They use a Sun4 as the host, and they have optimized the transmission lines.

If you look at the MIT distribution of X11, you'd see that it is based on a small set of primitives. These primitives are basically rasterops. Sunview is designed on the same set of primitives. However, it is designed to run on Un*x, so it can simple check that the device supports PIXRECT primitives. If so, you can run Sunview on it. I think that a very similiar approach could be used for X11.

Create a version of X11 that runs on Suns using PIXRECT primitives. Then, one would have to write a transmission layer for the modem. I have several ideas on this. The simplest is to transmit the rasterop codes over the modem. A more complex (but faster?) method may be to use an aggressive screen update algorithm for rasterops, like what emacs does with text.

Don't get me wrong, I don't think this would be fast, but I think it would work. The X-terminals certainly work.

Eric

--
Eric
ericco@ssl.berkeley.edu

Eric
ericco@ssl.berkeley.edu

1344. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 16:53:21 UTC
From: rughoeft@fokus.berlin.gmd.dbp.de
Message-ID: <hug.651171201@uranus>
Source record: 239165

Hi out there !

I'm posting this to 'world' even if i mention a german product, because
i think there are connections for getting german stuff at least by
mail-order even from "outer space" :-).

[longish text follows, so nothing quoted]
hit 'n' NOW, if you are satisfied with yout HD driver

I use the HD driver CBHD of Claus Brod which comes with the
"SCHEIBENKLEISTER II", a pretty good (german written) book about many
flavour of storage media.
The main aspect of the book are floppy disks, harddisks and their
management under TOS, but there are also chapters about tape drives and
cd-roms.
On the disk contained in the book, which costs 79,-DM (~30 $), you find
not only the HD driver but also a _MIGHTY_ sector editor (Floppy and HD!),
a track editor (Floppy only :-), format utilities, copy protection code,
HD benchmarks et caetera.
But first there are CBHD and CBHDINST.ACC !
CBHD serves at most 7 Controllers with each two drives (standard SH20X,
MF30/60), or up to 7 real SCSI drives at hostadapters.
I have two SCSI drives (Syquest and FUJITSU MF2613 130 MB) in the MF44-case,
but I had to replace the ATARI SCSI hostadapter of the MF44 because of
problems with timing and reset conditions between hostadpater and FUJITSU.
Therefor i used a "GE-SOFT III" hostadapter of, you guessed it :-) the
german company GE-SOFT.
When you remove a cartridge, and insert a new one, CBHD drops it's info
and forces GEMDOS to do so as well.
The result is, that the next HD access reads in the information for BOTH
HD's. The only inconvenience (i think it is a bug and no feature) is,
that for each partition you access CBHD reads the info again until you
have accessed all available partitions.
So it can be done !
BTW: CBHD's first version was a rework/reimplementatin of AHDI 1.X.

CBHD offers you until now only a partitioning scheme (14 partition each HD)
similiar to SUPRA. Since Claus just makes his diploma he has had no time
to officially add HDX 3.X extended partions :-(. (Good Luck ! :-)
The accessory lets you write protect partitions, select where CBHD should
load AUTO, ACC and DESKTOP.INF from, extend GEMDOS-buffers, map out
partitions, ship, view HD statistic and force a media change.
While i have still MINIX 1.1 with three partitions hd2-hd4 on the HD, so
up to now i couldn't use HDX 3.X scheme.

Ok, enough for today, my news-quota is already exceeded :-)

Ciao, HuGo

I'm not affiliated with Claus Brod,
just a satisfied user of Book and Software.

--
X.400: <S=rughoeft,OU=fokus,OU=berlin,P=gmd,A=dbp,C=de> # FROM NetNews IMPORT
RFC822: rughoeft@fokus.berlin.gmd.dbp.de # Disclaimer, (*:-)*)
UUCP: [!mcsun]!unido!fokus.berlin.gmd.dbp.de!rughoeft # OwnOpinion, (*:-)*)
Snail@work: GMD-FOKUS,Hardenbergplatz 2,D-1000 Berlin 12 # FlameKiller; (*:-)*)

1345. Internal drive whirrs when external in use

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 17:08:07 UTC
From: tkld@castle.ed.ac.uk
Message-ID: <5824@castle.ed.ac.uk>
Source record: 239164

I've just got myself an external drive for my 1040STFM (a Kempston Daatadisk - dunno what mechanism is inside the case - but it''s small, fast and does 90 tracks :-) I wasn't impressed with Kempston's new marketing arm "Pandaal Marketing" though - it took them nearly 2 months to send me the drive)

The problem (is it, maybe it isn't, but it's annoying) is that every time I use drive b: , my internal drive a: starts spinning (but the light doesn't come on). The only cure seems to be removing any disk from drive a:
There is no problem reading data, but my internal drive is *so much louder* than the new drive.

Is this common ? Is it software, hardware, me ? Can it be fixed ?

1346. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 18:04:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug20.180400.254@math.lsa.umich.edu>
Source record: 239163

In article <1315@nadia.stgt.sub.org> be@nadia.stgt.sub.org (Bernd Ebach) writes:
%colas@avahi.inria.fr (Colas Nahaboo) writes:
%>In article <A1146754313@thelake.mn.org>, steve@thelake.mn.org (Steve
%>Yelvington) writes:
%>> There is an alternative: an application called "screens" that runs on
%>> the Unix machine can let you "flip" among several virtual terminals
%>> by using a hot key.

%O.K. and where to get that stuff?

%TschauTschau
% Bernd

Both screen and uw require the BSD pseudo-tty and socket support. I
don't think anyone has reworked them for Sys V streams. You can go
ahead and try if you really want to.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1347. Re: Branch Always Software

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 19:15:57 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1324@eastman.UUCP>
Source record: 239166

Darek's email address is darekm@microsoft.

--
Bruce Nelson | UUCP: ...!uunet!atexnet!kodak!cygnus!nelson
KAD-IS | Internet: nelson@cygnus.kodak.COM
Eastman Kodak Company | Phone: (716) 726-7890
Rochester, NY 14653-7219 | Distributed Systems Services

1348. fine scrolling

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 20:43:11 UTC
From: witts@hoss.unl.edu
Message-ID: <1990Aug20.204311.28863@hoss.unl.edu>
Source record: 239167

I would like to know if anyone has experience with setting up scrolling on the ST. I'd like to set up a large (4-8 screens) area, and then scroll around in it in a user-controlled way, like in Eastern Front 1941, the old 8bit game. If anyone has code fragments (in C preferably) or suggestions, I would appreciate it.

Rick Wittstruck
witts@fergvax.unl.edu
University of Nebraska-Lincoln

1349. Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 21:48:26 UTC
From: joe@quanta.eng.ohio-state.edu
Message-ID: <5589@quanta.eng.ohio-state.edu>
Source record: 239168

Was there ever a final discusion on where (if) bash can be
found in the USA?

I have a dream.....Picture this....
Bash is aware of rtx and allows pipes and background
jobs when it sees '.ttp or .tos'. Ahh to dream.

Joe
ps. Since this will probably remain a gream, can anyone
send me the going price for MT-Csh. If it's close to what I
remember I still can't afford it...oh well.

1350. Re: Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-20 23:01:21 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <2440@naucse.cse.nau.edu>
Source record: 239170

In article <5589@quanta.eng.ohio-state.edu>, joe@quanta.eng.ohio-state.edu (Joseph T. Rohde) writes:
>
> Was there ever a final discusion on where (if) bash can be
> found in the USA?
>

I just put a copy of BASH in the atari/new directory at terminator (or whatever it's called now...the Internet address is : 35.1.33.8). It is called BASH.ZOO and is c. 520K.

Hope this helps someone out.

> Joe

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

1351. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 01:30:26 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Aug21.013026.24398@cbnewsh.att.com>
Source record: 239182

From article <510009@hpbbi4.BBN.HP.COM>, by stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert):
> / hpbbi4:comp.sys.atari.st / koreth@panarthea.ebay.sun.com (Steven Grimm) / 1:25 am Aug 10, 1990 /
> In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
>
>> I can't help, but I think you both mean "server," not "client." An X server
>> is the program which accepts drawing commands and puts a display up on your
>> screen. X clients are the programs which send the drawing commands to the
>> server.
>
> No, the vice versa is true.
> The SERVER run the program
> The CLIENT is just the DISPLAY.
>
> Stefan

The original poster (Roberto?) is correct. Under the X Window system,
the X Server receives requests (drawing primitives, event-notification, etc.)
from X clients. Based on these requests, it handles the device-dependent
aspect of the X window system (drawing to the physical screen(s), accepting
inputs from mice, keyboards,etc.). Clients, on the other hand, receive events
from the server notifying them when they should repaint their window(s),
when the user hit the keyboard, moved or clicked on the mouse, etc.

/dev/tom

--
+-------------------------------------+ "Stupid" questions are better than
| Thomas Wolf | (201) 949-8063 | no questions at all. No answer is
| Bell Labs, NJ | wolf@spanky.att.com | better than a stupid one.
+-------------------------------------+

1352. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 01:53:02 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Aug21.015302.24791@cbnewsh.att.com>
Source record: 239181

From article <1990Aug20.163330.17619@agate.berkeley.edu>, by ericco@stew.ssl.berkeley.edu:
>
> I noticed in your article that you don't think that an X server on the ST
> would work over a modem. Why not? Have you seen the X-terminals that are
> widely available? They use a Sun4 as the host, and they have
> optimized the transmission lines.

Hm. The only X-terminal I have seen to work reasonably well over serial
lines were those from GraphOn. I believe they used some data compression
techniques to get their results.
Most X-terminals work because they're connected to hosts via a high-bandwidth
Ethernet. Those X-terminals supporting SLIP (serial-line IP) don't seem
to run reasonably fast over regular phone lines (ie. 1200-19200bps),
especially when you have multiple clients running.
>
> If you look at the MIT distribution of X11, you'd see that it is based
> on a small set of primitives. These primitives are basically
> rasterops. Sunview is designed on the same set of primitives.
> However, it is designed to run on Un*x, so it can simple check that
> the device supports PIXRECT primitives. If so, you can run Sunview on
> it. I think that a very similiar approach could be used for X11.
>
> Create a version of X11 that runs on Suns using PIXRECT primitives.
> Then, one would have to write a transmission layer for the modem. I
> have several ideas on this. The simplest is to transmit the rasterop
> codes over the modem. A more complex (but faster?) method may be to
> use an aggressive screen update algorithm for rasterops, like what
> emacs does with text.
>
> Don't get me wrong, I don't think this would be fast, but I think it
> would work. The X-terminals certainly work.
> Eric
> ericco@ssl.berkeley.edu

There are several ways of optimizing the transmission of primitives over
slow media. They all have the same "side-effect": they eliminate X
Window's greatest plus (in my opinion) - being able to run _any_ remote X
client on a network on your local X Server. Once you start optimizing (ie.
coming up with your own transmission layer, using non-standard/compressed
events, etc.), you're tied to a single host and/or single set of clients
which "speak" this language.

Mind you, I'm not trying to discourage you from writing an API that is
Xlib compatible and works great over serial lines...I have a Sun at work
and an ST at home and could make use of such a beast :-)

Tom

--
+-------------------------------------+ "Stupid" questions are better than
| Thomas Wolf | (201) 949-8063 | no questions at all. No answer is
| Bell Labs, NJ | wolf@spanky.att.com | better than a stupid one.
+-------------------------------------+

1353. Atari ST for sale; NO REASONABLE OFFER REFUSED!!

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 02:54:25 UTC
From: kramer@ohstpy.mps.ohio-state.edu
Message-ID: <8641.26d06a21@ohstpy.mps.ohio-state.edu>
Source record: 239172

```
----------
FOR SALE
----------

Atari 520ST Computer, with Atari color monitor and
double-sided disk drive. Includes plenty of software
(and some excellent games, too!) Excellent condition.

Asking $550, but NO REASONABLE OFFER WILL BE REFUSED!!!

Eric Kramer, (614)846-9486
kramer@ohstpy.mps.ohio-state.edu
```

1354. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 02:59:28 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <5594@quanta.eng.ohio-state.edu>
Source record: 239171

In article <1990Aug20.180400.254@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
]%>In article <A1146754313@thelake.mn.org>, steve@thelake.mn.org (Steve
]%>Yelvington) writes:
]%>> There is an alternative: an application called "screens" that runs on
]%>> the Unix machine can let you "flip" among several virtual terminals
]%>> by using a hot key.
]Both screen and uw require the BSD pseudo-tty and socket support. I
]don't think anyone has reworked them for Sys V streams. You can go
]ahead and try if you really want to.

If that is the case, `screen' is pretty useless. This functionality is already built into csh (look up the %, fg and bg commands). A program like screen would be useful on something dumb like SysV, but it's a no-op on BSD.

SR

1355. Atari 1027 printer on an ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 03:18:53 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <877@beguine.UUCP>
Source record: 239173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I just recently was given an atari 1027 printer, and would like to know if it is possible to hook the beast to my ST? I realize that it may require building some sort of adapter so the st can talk to the SIO port on the printer. Has anyone ever attempted such a thing? Is it possible to do? And If you not sure, do you know where I may be able to get the manual for the printer? It was given to me without a manual and without a power supply...

John Bunch

John.Bunch@samba.acs.unc.edu

1356. Re: Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 03:32:05 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug21.033205.11509@math.lsa.umich.edu>
Source record: 239174

In article <5589@quanta.eng.ohio-state.edu> joe@quanta.eng.ohio-state.edu (Joseph T. Rohde) writes:
>Was there ever a final discusion on where (if) bash can be
>found in the USA?
>
>I have a dream.....Picture this....
> Bash is aware of rtx and allows pipes and background
> jobs when it sees '.ttp or .tos'. Ahh to dream.
>
>Joe
>ps. Since this will probably remain a gream, can anyone
>send me the going price for MT-Csh. If it's close to what I
>remember I still can't afford it...oh well.

In fact, I have been working on this very thing. The only thing I'm stumbling over right now is implementing a good signal() suite. Pipes and background jobs are a piece of cake, RTX is really good for this sort of stuff. (I have another problem, regarding fork, but I think I have a workaround now...)

Also, allowing pipes or background jobs doesn't depend on the filename extension. Many .prg's seem to be meant to be run from a CLI. The shell will set up descriptors 0, 1, & 2 as specified by the command line, and then it's up to the run-time startup code in the executable file whether or not to pay attention to any of it.

One other problem is that once you have this sort of shell running, you really need the equivalent of the ps command to help keep track of what's going on in your system. I'm still trying to figure this out, probably going to try using the same scheme that MT-Csh uses. (Which I suppose is the best solution anyway, since that will provide compatibility with a few other MT-C tools as well.) But that leaves me with duplicating David Beckemeyer's efforts, since he's already written a perfectly good ps program in his MT-C package. Doesn't seem all that worthwhile. Sigh.

It's all well and good to bring up GNU utilities on a running Unix system, but trying to add them a piece at a time to the ST shows you just how much is lacking in the ST's OS. Getting a good environment set up takes a lot of groundwork, even given a good kernel (such as Micro-RTX).
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,

one million data bits stored on the chip...

1357. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 03:43:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug21.034333.11880@math.lsa.umich.edu>
Source record: 239175

In article <5594@quanta.eng.ohio-state.edu> rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>In article <1990Aug20.180400.254@math.lsa.umich.edu> hyc@math.lsa.umich.edu
>(Howard Chu) writes:
>]Both screen and uw require the BSD pseudo-tty and socket support. I
>]don't think anyone has reworked them for Sys V streams. You can go
>]ahead and try if you really want to.

>If that is the case, `screen' is pretty useless. This functionality is
>already built into csh (look up the %, fg and bg commands). A program like
>screen would be useful on something dumb like SysV, but it's a no-op on BSD.

Actually, in most cases I think screen is much more useful than uw. You get the equivalent of an unlimited number of virtual CRTs. The program uses curses to update the physical screen, and each task gets its own virtual screen. Jobs running in hidden screens have their output buffered until you select the appropriate screen. Unlike job control in the C shell, which lets you spawn off multiple jobs from a single control terminal, all demanding their input and spewing their output all over your CRT, screen lets you spawn off shells, tip, telnet, or whatever program you want, each with its own pseudo-tty as a control terminal. It's an incredibly useful and flexible program. One feature I love is that you can detach a session, and reattach it a later time *from anywhere else*. I can dial up from home, start up screen, telnet to various places, start up long ftp sessions, etc., then detach and logout. Then I can hang up, do other work, go to my office, whatever, and login to the screen host and reattach the sessions. Once you've used this feature you'll wonder how you ever lived without it. (Especially since this is a common feature of VMS...)

Since uw multiplexes all window output over the serial line simultaneously, having lots of active windows will slow down performance on the current window, and a particularly chatty session can grind everything else to a halt. With screen, everything goes to its own screen buffer, and physical screen updating always occurs at full speed. Hit a hot key to flip to another window, and whatever needs to be redrawn is drawn, and you're there. Very nice. Also, uw only provides adm-3 emulation, screen provides full ANSI X3.64 (vt100) emulation. (Using termcap - it'll take advantage of nearly any feature you can list in your physical terminal's termcap entry.)

[Are you convinced yet?]

It goes far beyond the job control of the C shell...

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip

if one of those data bits happens to flip,
one million data bits stored on the chip...

1358. arcgsh30 troubles

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 04:05:04 UTC
From: asedm@acad2.anc.alaska.edu
Message-ID: <1990Aug21.040504.7020@hayes.fai.alaska.edu>
Source record: 239176

I have attempted to download arcgsh30 from comp.binaries twice now and it keeps giving me two bombs has anyone else had this problem? if not, any ideas what I might be doing wrong?

thanks in advance!

==
Ed Miller | Welcome to my nightmare, I think
| You're gonna like it...
Internet asedm@acad2.anc.alaska.edu | ...Alice Cooper
==

1359. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 06:08:51 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug21.080851@heike.informatik.uni-dortmund.de>
Source record: 239177

In article <510009@hpbbi4.BBN.HP.COM>, stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) writes:
|> The SERVER run the program
|> The CLIENT is just the DISPLAY.

I don't know where you got *that* knowledge from. I suggest you go and buy some introductory book about the X Window System :-).

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1360. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 06:12:16 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug21.081216@heike.informatik.uni-dortmund.de>
Source record: 239178

In article <1990Aug20.163330.17619@agate.berkeley.edu>,
ericco@stew.ssl.berkeley.edu writes:
|> I noticed in your article that you don't think that an X server on the
ST
|> would work over a modem. Why not? Have you seen the X-terminals that
are
|> widely available? They use a Sun4 as the host, and they have
|> optimized the transmission lines.

Of course X will work over a modem. There's the SLIP package allowing it to
do so. The problem is whether *you* will be able to work with it. Users
expect reasonable response times today.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1361. Re: welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 06:21:05 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug21.082105@heike.informatik.uni-dortmund.de>
Source record: 239179

In article <1990Aug20.135323.1@simvax.labmed.umn.edu>,
davidli@simvax.labmed.umn.edu writes:
|> There are also several GEM programs which act as 'shells' for the
archive
|> programs. The most popular are Shareware offerings, also available on
|> atari.archive server in the /atari/archivers directory. They are:
|>
|> arcgsh21.arc - European in origin
|> arcsh197.arc - US in origin
|>
|> The GEM shells are recommended for inexperienced users (and appear to be
quite
|> handy for the experienced user as well!) They require a copy of the
archive
|> program -- in other words you need BOTH the GEM shell *AND* the archive
|> program in order to use the GEM shell.

Please note that the first shell in the above list, Arcgsh, is available as
version 3.0 now. It has just shown up in comp.binaries.atari.st.

--> Maintainers of Atari ST software archives should get <--
--> the new version and replace old ones (arcgsh21.arc <--
--> is an old version)! <--

If you have problems finding Arcgsh 3.0 locally please don't hesitate to
mail me.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1362. Re: arcgsh30 troubles

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 07:02:13 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug21.090213@heike.informatik.uni-dortmund.de>
Source record: 239180

In article <1990Aug21.040504.7020@hayes.fai.alaska.edu>,
asedm@acad2.anc.alaska.edu (Ed Miller) writes:
|> I have attempted to download arcgsh30 from comp.binaries twice now and
it
|> keeps giving me two bombs has anyone else had this problem? if not, any
ideas
|> what I might be doing wrong?

Just to be sure I downloaded Arcgsh 3.0 myself from comp.binaries.atari.st
and gave it a try. It works just fine. Maybe some bits in the article got
crippled on their way to you.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1363. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 07:03:07 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <510010@hpbbi4.BBN.HP.COM>
Source record: 239186

/ hpbbi4:comp.sys.atari.st / stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) / 10:19 am Aug 20, 1990 /
/ hpbbi4:comp.sys.atari.st / koreth@panarthea.ebay.sun.com (Steven Grimm) / 1:25 am Aug 10, 1990 /

>> I can't help, but I think you both mean "server," not "client." An X server
>> is the program which accepts drawing commands and puts a display up on your
>> screen. X clients are the programs which send the drawing commands to the
>> server.

>No, the vice versa is true.
>The SERVER run the program
>The CLIENT is just the DISPLAY.

I have to correct myself. I was told the X Manual stated the opposite.
So Steven Grimm was correct.

Anyway this name convention isn't intuive.
In general a server offers a service. A client uses this services.
(Think in fileservers, diskless cluster, ..)
X Manual thinks SERVER as offering a DISPLAY.
As user I am thinking in cpu-power, compiling, calculating, wordprocessing.
In X convention any dump terminal at any computer is a DISPLAY-SERVER
while the computer itself is its CLIENT.

So I am not glad about that convention.
But convention doesn't need to be senseful or intelligent.

Thank you for correcting me

Stefan

1364. Re: Internal drive whirrs when external in use

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 08:40:11 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Aug21.084011.630@gdr.bath.ac.uk>
Source record: 239189

In article <5824@castle.ed.ac.uk> tkld@castle.ed.ac.uk (K Davidson) writes:
> The problem (is it, maybe it isn't, but it's annoying) is that every time
>I use drive b: , my internal drive a: starts spinning (but the light doesn't
>come on). The only cure seems to be removing any disk from drive a:
> Is this common ? Is it software, hardware, me ? Can it be fixed ?

This is normal. The drives share a single motor-on line, and both drives
respond to the motor-on signal. (I presume that the ultimate reason is
so that you can spin-up a drive before you select it, to get it up to
speed.) The quick answer is that it can't be fixed, I suspect, unless you
want to add some more (hairy) circuitry to the ST and probably modify TOS
as well. Or, in other words, no, you learn to live with it.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

1365. ST Entertainment Software for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 12:12:05 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Aug21131205@zappa.FtCollins.NCR.com>
Source record: 239195

I have the following Atari ST software available for sale or trade.
All programs are on original disks and include all manuals, etc.
All prices include shipping w/in continental US.

Program Price
==========
Targhan $15
Leisure Suit Larry II $15
Space Quest III $15
Alien Fires $15
Batman - Caped Crusader $12
Shinobi $12
Printmaster Plus $10
Forbidden Quest $7
Terrorpods $7
Ballistix $7
Artura $7
Starglider $5
Boulderdash Construction Kit $5
Sorcerer Lord $5

Also available are the following Books:
Abacus ST Internals $12
Abacus GEM Programmer's Guide $12
Learning C: $12
Programming Graphics on the Amiga and ST

Will trade one or more of the above for other games, especially:
Strider, Drakkhen, Kult, Ultima V, Neodesk, STOS Compiler, most
Sierra Online, Minix-ST.

Contact via E-Mail: Kent.Dalton@FtCollins.NCR.COM

or

Phone: Kent Dalton @ (303)225-2072

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * "This mind intentionally left blank */
/* Fort Collins, Colorado * All standard disclaimers apply */
/***/

1366. Hard Drive Formatting Woes

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 13:47:47 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6799.26d10343@umiami.miami.edu>
Source record: 239183

Ok, I have an Atari SH204 20 meg hard drive, which is very old. It was formatter with AHDI 1.0 or something old like that. The hard drive crashed and I also lost my copy of AHDI, so I got the ICDUTILS from terminator.

Everything seemed to format correctly (using tandon 262 drive and Adaptec 4000 controller.)

I configured 2 partitions, C:5.41 megs, and D:16 megs..

Everything formatted and all, but now any time i get a file selector box (TOS 1.4) where I can select the active drive, all the drives up to like drive M are available. Does anyone know why? Do I HAVE to have the ICD adapter in order to properly use the software.

If so, WHERE CAN I GET A NEWER VERSION OF AHDI WHICH SUPPORTES PARTITIONS OVER 16 MEGS!?!?

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1367. Disk error, lost mail

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 15:16:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1377506581@thelake.mn.org>
Source record: 239192

I lost the hard drive partition where my news and mail are stored,
including about 140 mail messages to me and to st-mail-request.
If you don't get a response, it's not because I'm ignoring you....
--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

1368. Re: KA9Q package for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 16:25:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Aug21182531@orion.laas.fr>
Source record: 239191
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

Hi folks!

In article <1683.268f792f@hamavnet.com> henderson@hamavnet.com writes:

| I managed to get a hold of the KA9Q package for the Atari ST. It took quite a
| bit of looking and asking, until a kind sould in Europe uucp'd me the files.
|
| If someone would like a copy of the files, I'd be happy to uucp them to you.

I tried replying but if anyone (especially in Europe) has the ka9q
source for the Atari ST, I *sure* am interested. I had a copy on a
Sun cassette and accidently destroyed it with everything else ;-(

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1369. CPMZ80.TOS INIDSK error

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 16:43:51 UTC
From: paulm@ccicpg.UUCP
Message-ID: <84179@ccicpg.UUCP>
Source record: 239101
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I guess the header (Subject & Keywords) say most of it.

I recently got the cpm emulator for the ST and installed it on my system.
Following directions, I'm supposed to format a single sided diskette
and type make_cpm. This make a CPM diskette OK but the next step is to
boot up CPMZ80.TOS, insert the disk I just made and after following
the prompts and getting a A: prompt, I'm supposed to type INIDSK a:
The proble is that when I insert a freshly TOS formatted disk (or any
for that matter) I get a 'DISK NOT EMPTY' error and inidsk aborts.
That's one error. Another is that according to docs, the TOSCPM
utility is supposed to copy from drive a to drive a prompting for
diskette changes. When I try, I get an error stating something like
'SOURCE and DESTINATION disks are the SAME' then aborts.

Well, I give up! I am running TOS 1.4. Could this be the problem?

Any help or hints would be appreciated!

THANX in ADVANCE, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1370. FTP Help File

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 17:07:54 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Aug21.170754.5485@terminator.cc.umich.edu>
Source record: 239190

This is a little FTP help file that I threw together. I hope somebody finds
it useful. Please let me know if anything is unclear or if anyone thinks
any changes should be made. Also, please distribute it to anyone who may
need it.
Thanks,
Jmw

Atari.archive.umich.edu FTP Help

Welcome to the wonderful world of FTP! This file is designed to help you
move around the FTP world easier and more efficiently. Any questions,
problems, comments or concerns should be sent to weiner@atari.archive.umich.edu.

Part 1: Logging on
The first thing to do is to log on to your ftp host. This is done by issuing theappropriate
ftp command on your computer, such as 'ftp internet address #' or
'ftp atari.archive.umich.edu'. Assuming the host is up and operating properly,
you should see something like this:

Connected to 'some internet address #'
220 atari.archive.umich.edu FTP server (Version 4.172 Wed Jun 28 16:09:38 EDT 19
89) ready.
Name (35.1.33.8:weiner):
At this prompt, type 'anonymous'.
Now, you'll see this prompt:

331 Guest login ok, send ident as password.
Password:

Reply to this prompt with your mail address, in my case that would be
weiner@atari.archive.umich.edu.

Now, the host should reply,
230 Guest login ok, access restrictions apply.
ftp>

Part 2: Seeing what's there

Now that you are logged on to the host, you'll probably want to see what's
there. To do this, use the 'dir' command. It will print out
a list of directories and/or files. To *enter* one of these directories,
use the 'cd directoryname' command. To go back a directory, use 'cd ..'.
With these three commands, you should be able to make your way through the
archive.

Part 3: Gettin' some goodies

While manuevering through a ftp site, you've spied that game you've been
looking for for such a long time. In order to transfer it to your site,
you'll need to use the 'get' command. There's a catch to this however:
Unless the file is a text file, you'll first need to issue a binary
file type command. It should look something like 'type binary'.
Then, you're all set to transfer away!!!

Part 4: The download

Here's where each system differs. You'll need to use some sort of file
transfer system like Kermit, X-modem or Y-modem. Each system has its own
little quirks, so it's best to ask around your area for help here.

I hope this has been some help to those of you without ftp knowledge. If any
one has any suggestions, questions, or comments, please mail them to:
weiner@atari.archive.umich.edu, or jeff_Weiner@ubmts.cc.umich.edu

Please forward this to anyone who would like a copy, but please keep it intact
and do not alter it in anyway. Thanks,
Jmw
B

B
B
B
B
B
B

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1371. zoo201 unpacking problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 18:24:15 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <25848@cs.yale.edu>
Source record: 239184

Zoo version 2.01 on the ST seems unable to create folders. For example,
when I try
zoo x//. gemlib.zoo
I get:
Zoo: ERROR: Can't open gemlib/Changelog for output.
Zoo: ERROR: Can't open gemlib/Makefile for output.
etc.
The Unix version of the same program works fine. It's as if the Atari
version doesn't know to convert "/" to "\". The code I am running was
just FTPed from atari.archive.umich.edu at path
atari/gnustuff/tos/zoo.ttp, although I had the same problem with an
earlier version that I took off of comp.binaries.atari.st. Has
anyone else had this problem? Anyone know of a version that works
correctly?

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1372. Re: GCC-CPP blues

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 18:50:21 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Aug21145021@curie.ces.cwru.edu>
Source record: 239187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Aug17.191036.5116@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:

> (TOS), I can type
>
> gcc-cpp hello.c hello.i
>
> and the pre-processed output goes to hello.i. Under RTX, however,
> I get an error (cannot create output file). This is a problem, since

You need to either get a new set of binaries (avail on picasso.ces.cwru.edu or dsrgsun.ces.cwru.edu) or compile all the executables again, using a newer version of the library startup file crt0.c (library Patchlevel 56 or better). The problem is with RTX that does not follow all the atari rules when launching an application (specifically clearing A0 on an application launch vs. A0 == basepage for an Acc launch). This newer crt0.c does'nt depend on this fact any more (to detect acc startup) and works just fine with RTX (and others like PACK etc).

> sources to gcc 1.37 from Terminator, but I have no idea on earth how
> to extract gcc-cpp from that mess to compile it on my ST.

Huh? Just look at the supplied makefile.

>By the way, does gdb work with gcc 1.37? I remember seeing a message
>claiming that it did not, but it was a little confusing. Thanks.

yes, its true. gdb doesnt work with gcc 1.37. in fact -gg support has completely disappeared from the new version of gas (1.36) (this newer version is available from dsrgsun/picasso.ces.cwru.edu for both minix and tos).

cheers,
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1373. Atari stock (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 19:03:15 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.651265395.cmm1@cunixa.cc.columbia.edu>
Source record: 239185

```
Atari stock is now hovering just above $4/share. It has lost ~20% of
its value in the last week or so. This is about 2 times what the
overal Dow has lost since Aug. 2.

Draw your own conclusions.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1374. Help with PC-Ditto & BMS200/ST277N booting MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 19:21:43 UTC
From: hearn@skivt.enet.dec.com
Message-ID: <2544@ryn.esg.dec.com>
Source record: 239198

I've got a 1040STf with a SEAGATE 277N running thru a BMS
Berkely Microsystems) 200 controller. I'm trying to get
PC-Ditto to 'boot' from the hard disk, but PC-Ditto never
"sees" the drive C as bootable. I've followed the PC-
Ditto procedures exactly (to the best of my knowledge), and
talked to Chris at BMS (PLUG: Chris has been excellent in both
his attitude and knowledge on his product; also his willing-
ness to help me - I purchased his product used) who does
have PC-Ditto working on his equip. I've used his procedure
and still no-go.

Would anyone have any ideas as to what I could be doing
wrong?

Any thoughts or explainations on how PC-Ditto (v3.01)/MS-DOS (v3.30)
"works" would be appreciated.

Tnx,

Rich

1375. Request (again) for TOS 1.4 docs

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 19:41:47 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1403@unicorn.WWU.EDU>
Source record: 239188

I asked a few days ago if anyone had a copy of an article posted a few weeks ago. The article was an excellent review of TOS 1.4, and I would like to have a copy of the review as my TOS 1.4 will be arriving early next week via UPS. Nobody has responded yet.... :(

If anyone has that article or know of a site which has this great review, could you please e-mail me the information? I would really appreciate it.

Thanx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1376. Re: Hard Drive Formatting Woes

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 19:56:10 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1533@van-bc.wimsey.bc.ca>
Source record: 239200

In article <6799.26d10343@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
>Everything formatted and all, but now any time i get a file selector box
>(TOS 1.4) where I can select the active drive, all the drives up to like
>drive M are available. Does anyone know why? Do I HAVE to have the ICD
>adapter in order to properly use the software.
>
>If so, WHERE CAN I GET A NEWER VERSION OF AHDI WHICH SUPPORTES
>PARTITIONS OVER 16 MEGS!?!?
>
>-Frank

There are several solutions to the " Ghost drive " problem. AHDI
is up to version 3 which supports larger partitions. It should be available
from local bbs's, it's definately on GEnie,and,if your lucky enough to have
a local store,he should supply you with it.
Berkely Microsystems makes a replacement PAL for the ASCI board which
stops it from claiming to be every drive under the sun. Their address has been
posted frequently but I don't have it.
There is a program called HDFIX of ICDFIX or SUPFIX which patches
the earlier freely available Supra and ICD booters to ignore the atari
asci boards claims. The fix program should be available the same places as
AHDI but if not (it's quite old) I'll send it to comp.binaries or somewhere.

John Henders
Vancouver,BC

p.s. Has anyone found reliable mail paths to the German guys running Rodney's
UUPC modules. Everything I try seems to bog down somewhere around snorklewacker.

1377. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 20:18:57 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <5601@quanta.eng.ohio-state.edu>
Source record: 239193

In article <1990Aug21.034333.11880@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <5594@quanta.eng.ohio-state.edu> rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>>If [screen only works on BSD], [it] is pretty useless. This functionality is
>>already built into csh (look up the %, fg and bg commands). A program like
>>screen would be useful on something dumb like SysV, but it's a no-op on BSD.
>[glowing description of screen]
>[Are you convinced yet?]

Quite. Either the original description failed to mention the good stuff, or I wasn't reading it right, but what I see described to me now (hi, Rich! :-) is indeed worthwhile.

I don't know if I'd call it better than uw, but I am aware that my computer usage patterns are somewhat strange...

SR

1378. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 20:30:54 UTC
From: poage@sunny.ucdavis.edu
Message-ID: <490@sunny.ucdavis.edu>
Source record: 239194

In article <1990Aug20.180400.254@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Both screen and uw require the BSD pseudo-tty and socket support. I
>don't think anyone has reworked them for Sys V streams. You can go
>ahead and try if you really want to.
>--
> -- Howard Chu @ University of Michigan
> one million data bits stored on a chip, one million bits per chip
> if one of those data bits happens to flip,
> one million data bits stored on the chip...

A pty driver for Xenix (with System V roots) was posted to
comp.sources.misc in March 1989. This might be a start!
--
Tom Poage, Clinical Engineering
Universiy of California, Davis, Medical Center, Sacramento, CA
poage@sunny.ucdavis.edu {...,ucbvax,uunet}!ucdavis!sunny!poage

1379. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-21 22:37:14 UTC
From: dbrooks@osf.org
Message-ID: <1990Aug21.183714@osf.org>
Source record: 239196

In article <510010@hpbbi4.BBN.HP.COM>, stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) writes:
(re X client/server)

|> Anyway this name convention isn't intuive.
|> In general a server offers a service. A client uses this services.
|> (Think in fileservers, diskless cluster, ..)

Here's how I try to get it across when I do X presentations.

In the traditional client/server paradigm, the client is the program that has the actual application smarts. The server is just the dumb part. Think of a database server; it doesn't initiate any useful computing. It simply does what the client tells it to, request by request.

Similarly with the X server. It's dumb; it's a slave. It accepts drawing requests from the client program and input events from the user and does what it's told, usually without any information about the purpose of the application being executed.

Unfortunately our earlier experiences have led us to think of the client
as closely identified with the human, and the server as over there somewhere in another room (or another country). That's why the X paradigm *feels* backwards; the server is always under the user's nose, and the client could well be on Mars (requiring a longer WM_TIMEOUT value :-).

Having said all that, it usually takes a couple of months for new X people to get comfortable with the nomenclature; mistakes are usually forgiven...
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks

1380. SIO Port...

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 01:00:19 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <892@beguine.UUCP>
Source record: 239199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Howdy all,

Me again.. I would like to know if anyone out there has the pinouts
for the atari 1027 printer? I would like to connect it to my st.

I understand I am gonna have to build some sort of connectory to
hook the SIO to a standard parallel port.

John

P.S. Please reply via email and I will summarize to the net.

John.Bunch@samba.acs.unc.edu

1381. How do I get LOWER scores in Populous?

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 01:20:24 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <11742@ists.ists.ca>
Source record: 239197

I would like to be able to win battles in Populous with a lower score so that I can access the next level. At the moment I am unable to get my score below 50,000. That means that I leap-frog 3 or more levels at a time. I have tried multiple floods to reduce my population and destroying my own buildings to force my people in the 'street' but to no avail.

Any help will be greatly appreciated.

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1382. Re: Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 02:15:22 UTC
From: rosenkra@convex.com
Message-ID: <105210@convex.convex.com>
Source record: 239105

In article <5589@quanta.eng.ohio-state.edu> joe@quanta.eng.ohio-state.edu (Joseph T. Rohde) writes:
>I have a dream.....Picture this....
> Bash is aware of rtx and allows pipes and background
> jobs when it sees '.ttp or .tos'. Ahh to dream.

pipes do not need multitasking. a pipe stream (like "ls -l | grep ttp") must be done serially (the "ls" must occur before the "grep"). job control and "&" jobs, on the other hand, would be very nice indeed.

on a related note, what, if any, scheduling options are available with RTX? is there any sort of priority scheme?

note that the bash described at the site in .de (germany) is source only. (at least when i checked 8-10 days ago). i don't have room on my 60MB hd for gcc (yet) :-(so it would be REALLY nice to have a .ttp there (or posted).

-bill
rosenkra%c1yankee@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1383. Re: Atari stock (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 03:09:38 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Aug22.030938.13879@cbnewsh.att.com>
Source record: 239107

From article <CMM.0.88.651265395.cmm1@cunixa.cc.columbia.edu>, by
cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz):
> Atari stock is now hovering just above $4/share. It has lost ~20% of
> its value in the last week or so. This is about 2 times what the
> overal Dow has lost since Aug. 2.

I have noticed this as well and I must admit I am a little puzzled. Another
poster mentioned that Atari just recently payed _record_ dividends of
$.05/share (not really sure about the exact number). Anyone have
an explanation?

/dev/tom

--
+-------------------------------------+ "Stupid" questions are better than
| Thomas Wolf | (201) 949-8063 | no questions at all. No answer is
| Bell Labs, NJ | wolf@spanky.att.com | better than a stupid one.
+-------------------------------------+

1384. Re: Rodney's UUCP modules (was Re: Hard drive woes)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 05:55:40 UTC
From: steve@thelake.mn.org
Message-ID: <A116659478@thelake.mn.org>
Source record: 239103

[In article <1533@van-bc.wimsey.bc.ca>,
jhenders@van-bc.wimsey.bc.ca (John Henders) writes ...]

> p.s. Has anyone found reliable mail paths to the German guys
> running Rodney's UUPC modules. Everything I try seems to bog
> down somewhere around snorklewacker.

I've sent half a dozen queries to Rodney with no luck.

Never route anything through snorkelwacker. It's a news-only system
-- it does not handle mail.

The "Path: " line in Usenet news is intended for preventing loops.
Abusing it to create UUCP mail paths is suboptimal at best and
often sends your mail into a black hole.
--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

1385. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 06:32:58 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4505@bdt.UUCP>
Source record: 239114

Is this book available in an English translation ... if it is do you know what company is distributing it??

re: Claus Brod book "SCHEIBENKLEISTER II" and accompaning software.

1386. Re: zoo201 unpacking problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 06:40:28 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug22.084028@heike.informatik.uni-dortmund.de>
Source record: 239102

In article <25848@cs.yale.edu>, fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
|> Zoo version 2.01 on the ST seems unable to create folders.

At least the most recent Zoo version (2.01STg) posted to comp.binaries.atari.st works correctly. Subfolders are created if you specify it and a "/" will be converted to a "\" without problems. I guess the problem is on your side.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1387. META.SYS

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 09:13:22 UTC
From: jackin@vehka.uta.fi
Message-ID: <1511@kielo.uta.fi>
Source record: 239104

Does WordUp have a metafile driver. I have been trying to save OPOUS charts to a metafile and it can't find (or open) metafile ws. There is a line 31 META.SYS or something like that in assign.sys, but no fonts are listed after the line nor can I find that driver in GDOS.SYS directory.

(OPOUS = OPUS 2.3)

Thanks,
Markku (jackin@vehka.uta.fi)

1388. test

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 11:25:04 UTC
From: lips@ethz.UUCP
Message-ID: <5650@ethz.UUCP>
Source record: 239106

```
test
```

1389. Re: v11i091: nrchbar -- Generate change bars for nroff files

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 12:22:06 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Aug22142206@orion.laas.fr>
Source record: 239113

In article <2917@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:

| You will need diff(1) to use this program. If you do not have diff, skip
| this program. It will be useless. If you do have diff, and have nroff up
| to v1.10 p2, then this could be a very handy program.

Since Bill Rosenkranz nicely provided some context diffs, I would like
to remind the Atari ST folks that Unix `patch' *does* run on a vanilla
ST! It's great and we all should use it.

What is latest version that works on the ST?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1390. Re: Atari stock (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 13:47:51 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Aug22.134751.1@simvax.labmed.umn.edu>
Source record: 239116

In article <CMM.0.88.651265395.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
> Atari stock is now hovering just above $4/share. It has lost ~20% of
> its value in the last week or so. This is about 2 times what the
> overal Dow has lost since Aug. 2.
>
> Draw your own conclusions.

Ummm ... you haven't provided enough information from which any valid conclusion may be derived. Here is a list of information which I would require in order to come ANY conclusions:

1. How have other computer-related stocks fared?
2. Are there other stocks which have dropped in value by similar amounts?
3. What are they?
4. What is the current VOLUME of Atari stock being sold?
5. Compare and contrast this with the VOLUME of other computer-related stocks being sold.
6. Do the same for the answer to question 3.

It would be pretty stupid to base conclusions on one stock without knowing something about the rest of the field to which that stock belongs. It would be equally stupid to base conclusions about a company based on stock prices in a widely fluctuating market.

As an example -- the Dow Jones average has dropped nearly 400 points over the past few weeks. People came to attention when the Dow dropped 500 points in one day, but don't appear particularly bothered by a similar drop over a few weeks time! The net loss (on paper) is similar, although the time frames are not.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1391. Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 13:55:27 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.651333327.cmm1@cunixa.cc.columbia.edu>
Source record: 239108

Atari sagged another point yesterday to close at 3 1/8. It has lost
nearly half of its value in the last week. It has declined roughly 4
times the amount of the general market since the invasion of Kuwait.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1392. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 14:12:48 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.651334368.cmm1@cunixa.cc.columbia.edu>
Source record: 239109

For sale:

Atari 1040ST
Motorola 68000 engine
720K internal disk drive
2.5M RAM
OS in ROM
Color monitor
Monocrome monitor

internal fan added by myself

Assorted software titles included (mostly games)

The whole shibang can be yours for $750 or B.O.

Please send responses to this account.

Cheers,

Chris Mauritz

```
------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1393. Mega 2 ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 14:45:57 UTC
From: ww0m+@andrew.cmu.edu
Message-ID: <AaodeZe00WB2Q2kFNE@andrew.cmu.edu>
Source record: 239111

```
Mega ST 2 for sale. System includes:

- Atari Color and Monochrome monitors w/ monitor switch
- External double sided disk drive
- Epson LX-80 printer
- WICO Joystick
- Software: Magic Sac 5.91, Word Perfect, TDI Modula 2, and more.
- 2+ years of START magazine with disk

Asking $1500 o.b.o. (will sell some components separately)
-----
Willy Walker, ww0m@andrew.cmu.edu
412/761-1170
-----
```

1394. Re: GEnie

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 14:51:04 UTC
From: herr_roy@sleepy.bmd.trw.com
Message-ID: <698.26d23969@sleepy.bmd.trw.com>
Source record: 239110

In article <435404@neabbs.UUCP>, vousten@neabbs.UUCP (ROB VOUSTEN) writes:
> Can anybody provide a (US) phone number where one can log into GEnie as
> a new user, look around and decide (not) to become a member ?
>

If you are looking for some free GEnie access time to 'check it out' you will have to wait a very long time - GEnie sometimes does make an offer in the magazines for a free signup and the first 2 hours free connect time. I got my free sign-up by buying a modem which had such a offer with the modem-package.

You can sign up with GEnie by dialing 1-800-638-8369, after the U#= prompt enter: XTX99694,GENIE . You'll get some info on GEnie, and then your asked if you want to join, if the answer is yes prompt for billing info follows, else it disconnects. (note: if you join, I believe you are charged something around $ 25, this price includes a user's guide which is mailed to you, but I am not sure about this).
Settings required: 8 data bits, 1 stop bit, no parity, half duplex (local echo), 300 / 1200 / 2400 baud is accepted.

Roy M. Schoenherr Ogden, Utah
e-mail (Internet): herr_roy@sleepy.bmd.trw.com

1395. Re: uw (Unix Windows)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 15:04:02 UTC
From: be@nadia.stgt.sub.org
Message-ID: <1320@nadia.stgt.sub.org>
Source record: 239123

hyc@math.lsa.umich.edu (Howard Chu) writes:

>Both screen and uw require the BSD pseudo-tty and socket support. I
>don't think anyone has reworked them for Sys V streams. You can go
>ahead and try if you really want to.
> one million data bits stored on the chip...
No thanx... :-) Since I'm definitly not what you would call a *nix-
wizard, I see no chance of getting the stuff work :-) 2nd problem
is - I have no longterm local access to a *nix-computer... patching
300k with 2400 Baud would be a little bit - let's say _boring_...

But if there's any soul reading this who has done this, or who knows
where to get it ... pleeezzz tell me :-)

TschauTschau
Bernd

--

Bernd Ebach UUCP: be@nadia.stgt.sub.org be@nadia.UUCP

1396. Re: Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 15:32:28 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Aug22173228@robin.cs.uni-sb.de>
Source record: 239112

In article <105210@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:

> note that the bash described at the site in .de (germany) is source only.
> (at least when i checked 8-10 days ago). i don't have room on my 60MB hd
> for gcc (yet) :-(so it would be REALLY nice to have a .ttp there (or
> posted).

The binary of bash can be found in directory ~ftp/atari/bin on
cs.uni-sb.de [134.96.7.254]. Although it does not have the .ttp
extension, it is executable. The binary is packed with the
pack-program posted in comp.binaries some time ago. The real code size
is ~250 kB.

Earlier you wrote:
> pipes do not need multitasking. a pipe stream (like "ls -l | grep ttp")
> must be done serially (the "ls" must occur before the "grep"). job control
> and "&" jobs, on the other hand, would be very nice indeed.

This port can do pipes without multitasking. The example above is
translated into:
ls -l > {temporary filename} ; grep ttp < {temporary filename}
But pipes don't have to be done serially. They are better done in
parallel.

I cannot resist the temptation: even job control can be done without a
multitasking kernel. The shell Master (demo posted on comp.binaries
and also available on cs.uni-sb.de in file ~ftp/atari/shell/master.lzh)
can do pipes and job-control (meaning: stop jobs, list them with the
"jobs"-command, kill them with "kill" and restart them in any order
with "%{Job-Id}") without multitasking.

- Edgar

1397. Re: CPMZ80.TOS INIDSK error

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 17:23:36 UTC
From: storkamp@sj.ate.slb.com
Message-ID: <1990Aug22.172336.5156@sj.ate.slb.com>
Source record: 239115

In article <84179@ccicpg.UUCP> paulm@ccicpg.UUCP (Paul Moreau) writes:
>
> I guess the header (Subject & Keywords) say most of it.
Stuff about problems with CP/M deleted.
> Well, I give up! I am running TOS 1.4. Could this be the problem?

I haven't used CP/M since before installing TOS 1.4, so I tried it again
and couldn't get it to work. If I remember correctly, the CP/M emulator
was developed by Atari. But then my copy of Logo hasn't worked with
1.4 either.

Mark Storkamp

1398. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 18:07:44 UTC
From: chen@digital.sps.mot.com
Message-ID: <4c5b0a66.12c9a@digital.sps.mot.com>
Source record: 239117

In article <CMM.0.88.651333327.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>Atari sagged another point yesterday to close at 3 1/8. It has lost
>nearly half of its value in the last week. It has declined roughly 4
>times the amount of the general market since the invasion of Kuwait.

Why doesn't our beloved Atari stock analyst provide more stock information of stocks of other computer manufactures, say, IBM, HP, DEC, or even Commodore? We could all learn about how they perform (or should we say how the market expects them) in the recent Kuwait crisis.

You don't need to be an Atari fan to own Atari stocks, nor you don't need to be an Atari stock holder to own an Atari computer. Get real.

1399. Rodneys UUCP modules....

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 18:23:56 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <898@beguine.UUCP>
Source record: 239118

To all those interested in the Mercury UUCP package in the us, I will be sending it to Steven Grimm to be posted to comp.binaries.atari.st. The only thing I ask is for the address to submit to him? Also, I would love it if someone would translate the docs from german to english.

John

John.Bunch@samba.acs.unc.edu

1400. Re: Bash on the ST again

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 21:57:42 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <2451@naucse.cse.nau.edu>
Source record: 239119

In article <ROEDER.90Aug22173228@robin.cs.uni-sb.de>, roeder@robin.cs.uni-sb.de (Edgar &) writes:
> In article <105210@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
> The binary of bash can be found in directory ~ftp/atari/bin on
> cs.uni-sb.de [134.96.7.254]. Although it does not have the .ttp
> extension, it is executable. The binary is packed with the
> pack-program posted in comp.binaries some time ago. The real code size
> is ~250 kB.

The binary of bash is now also at Terminator (make that, Atari Archive -- 35.1.33.8).

It is called "bash-bin.lzh" and is approximately 118K.

Regards,
--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

1401. ZX81 Emulator was Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-22 22:09:44 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <140.26d302a9@brb.isnet.inmos.co.uk>
Source record: 239125

In article <2172@cernvax.UUCP>, dougie@cernvax.UUCP (douglas mclaggan) writes:
> On a similar note to the above, does anybody know whether an emulator for
> a Z80 machine exists for the ST? I thought I heard of a ZX Spectrum emulator
> for the Amiga, but I'm not sure if this is true. Also, what about that Z80
> cross-compiler - does anyone have a copy of it?
> --
> +---+
> | Dougie McLaggan. ->->-> 'dougie@cernvax.cern.ch', or 'dougie@cs.hw.ac.uk' |
> +---+

There is a very intersting piece of software which has become available at most (UK) public domain software distributors - a Sinclair ZX81 emulator for the Atari ST!

For those of you who are not familiar with the ZX81...

The ZX81 was (Uncle) Clive
Sinclairs followup to his ZX80 home computer. The ZX81 (like the ZX80) was available in kit or pre-built form, and boasted a Z80 CPU, 1k of RAM (16k if you bought the slot on RAM pack - which suffered from the infamous "wobble"), a membrane keyboard with each key boasting no less than 5 or 6 functions (!), 16K (?) ROM with built in BASIC. The ZX80 was released in 1980, and was arguably the computer which set alight the UK home computer scene. Although the ZX80 could display a steady picture on the TV screen there was a loss of sync every time a key was pressed and also every time a program was run, because Uncle used the Z80 CPU to refresh the screen when it wasn't otherwise busy. The ZX81 released in 1981 fixed this, although still maintained a FAST mode for running programs, where the screen would disappear ala ZX80.

The ZX81 emulator is supplied with a number of ZX81 games (originally they came on cassette) thankfully loaded from disk. The copyright situation of the games and ZX81 ROM code may be dubious, but I doubt if more than a handful of people still use this beast (I recently saw one sold at an auction for a single pound!). Pressing the ST HELP key displays a very clear graphic of the ZX81 keyboard - this is essential as single keypresses enter multiple characters e.g. pressing "K" prints LOAD " on the screen (you then type the filename normally). The emulator emulates the 1k, 16k or 48k (wow) machines. Some of the games which fitted into the 1k, put some of the ST gargantuans to shame. The emulator also correctly emulates the FAST mode mentioned above.

It has to be seen to be believed.

You could if you wished program the Z80 in assembler (in fact there may have been one on the disk). The normal way to load a machine code program was to

have a REM statement as line 1 with lots of characters (more than the length of your machine code), then poke the machine code into RAM byte by byte (in decimal!) which would overwrite the characters following the REM statement. When listed it looked like total gobbledegook, as the machine expanded out each byte into its token textual value. Believe me it wasn't easy (it was easy to crash the machine though! and the only way to reset the computer was by pulling out the power supply plug!!!!!!)

Sigh! Those were the days. I wanted a ZX81, but couldn't afford one, so I had to stick to my ZX80.

--Gary

==========
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X520 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==========

1402. Atari.archive.umich.edu address change

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 02:40:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug23.024034.1023@math.lsa.umich.edu>
Source record: 239120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.os.minix

For those of you ftp'ing to the numeric address 35.1.33.8 to reach the
archives on atari.archive.umich.edu (ne terminator.cc.umich.edu), the
planned address change should be in effect by Monday, August 27, at 11am.
(Eastern time.) The new address will be 141.211.164.8. If your site
uses a name resolver, and you ftp to the domain name and not the
numeric address, you should get the new address automagically.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1403. zoo is okay

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 02:48:38 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <25873@cs.yale.edu>
Source record: 239121

Thanks to all who responded to my problem with zoo not creating directories. There is nothing wrong with the various versions of zoo I was using---the problem was the way I was calling them from msh. I was typing zoo x//. filename instead of zoo 'x//.' filename . The quotes are necessary because "/" is the escape character in msh. I have been using Unix too long to think of anything except "\" as the escape. Sorry for being so quick to post news about this---a little more experimentation would have enabled me to figure it out for myself.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1404. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 03:23:16 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug23.032316.2096@chinet.chi.il.us>
Source record: 239126

I've really tried to keep a cork in it over this. Approximately 82% of the common stock of Atari Corporation is in the hands of insiders. The action of the stock price is not comparable to the action of the price of a broadly held stock. The <unprintable> who decided he didn't like Atari and is now a cheerleader for the (groundless) idea that Atari is about to fold claims to know something about securities analysis. If his employers believe that, we can expect a large bank to fold its US operations before Atari folds. This same person was surprised to find out that the financial reports his employer pays some thousands of dollars for are considered proprietary information. He has also beamishly repeated predictions of disaster for Atari after being shown that basically, Atari must inevitably show several good year-to-year earnings compariasons (which, by the way, probably has a lot to do with why people who didn't own Atari stock didn't scramble to buy it: the smart ones expected the improvement).

This forum is a convenient place to swap information about STs and programs for them. One plausible-sounding jerk can give new readers a badly distorted idea of what's going on. Sure I could hit 'n', but this guy's a menace.

A little of what I consider the truth: Atari had a decent quarter. They seem to have finished putting the losses from the Federated catastrophe on the books (if they had put the whole mess out at once, they really would have had to declare bankruptcy). They are still selling all the machines they are able to make (yeah, I'm a little bitter about the small number they're able to make). The stock is very narrowly held, which makes it EXTREMELY volatile. For Atari to have another decent quarter, they don't have to do anything new. They have several opportunities to generate good rather than decent results: any reasonable TT introduction, any reasonable 'Christmas ST' package, a second generation Portfolio or major Christmas sales of Lynx could be REAL helpful. I don't expect any of those, but again: Atari can have decent results without them.

So anyway: whatever you think of the ST or of the way Atari Corporation deals with people, they are staying in business as long as the chairman wants them to stay in business.
Steve J.

1405. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 03:23:46 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug23.032346.18183@cunixf.cc.columbia.edu>
Source record: 239122

In article <4c5b0a66.12c9a@digital.sps.mot.com> chen@digital.sps.mot.com (Jinfu Chen) writes:
>In article <CMM.0.88.651333327.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>>Atari sagged another point yesterday to close at 3 1/8. It has lost
>>nearly half of its value in the last week. It has declined roughly 4
>>times the amount of the general market since the invasion of Kuwait.
>
>Why doesn't our beloved Atari stock analyst provide more stock information of
>stocks of other computer manufactures, say, IBM, HP, DEC, or even Commodore?
>We could all learn about how they perform (or should we say how the market
>expects them) in the recent Kuwait crisis.

I challenge you to find a significant number of tech stocks that have lost ~50% of their value in the last 2 weeks. As a matter of fact, techs have been weak for well over a month and I challenge you to find a significant number who have dumped this far in that time as well.
>
>You don't need to be an Atari fan to own Atari stocks, nor you don't need to
>be an Atari stock holder to own an Atari computer. Get real.

I don't remember making this assertation. I finally have the extra cash to buy a BETTER computer than my ST. It no longer does what I require of it so I think that I am "getting real."

Cheers,

Chris (our beloved stock analyst) Mauritz

------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1406. Re: CPMZ80.TOS INIDSK error

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 10:08:40 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3328@syma.sussex.ac.uk>
Source record: 239124

From article <1990Aug22.172336.5156@sj.ate.slb.com>, by storkamp@sj.ate.slb.com (Mark Storkamp):
>
> I haven't used CP/M since before installing TOS 1.4, so I tried it again
> and couldn't get it to work. If I remember correctly, the CP/M emulator
> was developed by Atari. But then my copy of Logo hasn't worked with
> 1.4 either.
>

I've not tested this properly, but an old copy of the CP/M emulator I had didn't work on my TOS 1.4 1040 at work. I tried out a (different) copy of the emulator on my STE at home, and to my surprise it ran fine (at least, it loaded OK and I could list a directory, which was all I tried.) I haven't taken home my disks from work, or taken to work my disks from home, so I may just have one bad copy.

As they say in the food guides, more reports please!

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1407. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 12:13:31 UTC
From: dag@gorgon.uucp
Message-ID: <1990Aug23.121331.1582@gorgon.uucp>
Source record: 239140

In article <510009@hpbbi4.BBN.HP.COM> stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) writes:
>/ hpbbi4:comp.sys.atari.st / koreth@panarthea.ebay.sun.com (Steven Grimm) / 1:25 am Aug 10, 1990 /
>In article <roarment.650147785@faui09> roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
>
>> I can't help, but I think you both mean "server," not "client." An X server
>> is the program which accepts drawing commands and puts a display up on your
>> screen. X clients are the programs which send the drawing commands to the
>> server.
>
>No, the vice versa is true.
>The SERVER run the program
>The CLIENT is just the DISPLAY.
>
>Stefan

No, Steven Grimm is correct.

In the terminology used by the X window system, a "Server" provides a service to "Client" applications. The display is controlled by a "Server" process. The "Client" is an application which may run on the same machine or over a network.

This may sound backward to those not initiated, but it actually makes a lot of sense. Consider that a single X windows server can have multiple clients accessing it at once. This is, in fact, the usual case, since the window manager is a client application as is whatever application that may be in direct use by the user. It is true that a single client application may use connect to several servers, but this is not very common.

Enough said. End of thread.

Daniel A. Glasser
--
Daniel A. Glasser One of those things that goes
dag%gorgon@persoft.com "BUMP! (ouch!)" in the night.

1408. Info on mac/IBM emulators wanted

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 13:47:01 UTC
From: rmartin@remus.rutgers.edu
Message-ID: <Aug.23.09.47.01.1990.18601@remus.rutgers.edu>
Source record: 239127

As a casual reader of this group, I have seen references made to mac/IBM emulator boards. I would just like know some general info on these products such as vendor names, price ranges, availability, and how much software will they run, especially mac software. Please E-mail me any replies and I will post a summary if there is enough interest. Thanks in advance-

-Rich
rmartin@remus.rutgers.edu

1409. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 13:48:36 UTC
From: pfuetz@viktoria.grz
Message-ID: <2373@zgdvda.zgdvda.uucp>
Source record: 239129

Hallo!

I do not believe that all that discussion about which part is the client and which is to be called the server answers the question indicated in the subject line! So let's try to answer whether there is any Xserver (Xatari? compared to Xapollo, Xsun, etc.) available for the Atari ST series.

Atari Germany is selling such a thing! Don't ask me things about the performance, the prices, the requirements etc. Just call Mr. Mester at Atari Germany, Frankfurter Strasse 89-91, D-6096 Raunheim, Fed. Rep. of Germany , Tel.: +49 6142 2090. They are showing it on the Atari exhibition in Koeln (Cologne) and he will be back in Raunheim on Monday. This is a product develloped by a little softwarehouse in Bavaria (near Munich) and it is available since this exibition (now). So there are up to now nearly no persons who can give answers to questions concering this piece of software.

Sincerly,
Matthias
@work: | Matthias Pfuetzner | @home:
ZGDV, Wilhelminenstrasse 7 | 6100 Darmstadt, FRG | Lichtenbergstrasse 73
+49 6151 155-164 or -101 \ <- Tel.nr. -> / +49 6151 75717
pfuetzner@agd.fhg.de pfuetzner@zgdvda.UUCP XBR1YD3U@DDATHD21.BITNET

1410. Re: ZX81 Emulator was Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 13:51:23 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Aug23.135123.3373@ccu.umanitoba.ca>
Source record: 239128

In article <140.26d302a9@brb.isnet.inmos.co.uk> gary@brb.isnet.inmos.co.uk writes:
>
>There is a very intersting piece of software which has become available at
>most (UK) public domain software distributors - a Sinclair ZX81 emulator for
>the Atari ST!
>
>For those of you who are not familiar with the ZX81...
[...]
>Sigh! Those were the days. I wanted a ZX81, but couldn't afford one, so I had
>to stick to my ZX80.
>
>--Gary
>==
>Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
>----------| +44 454 616616 X520 |------------| gary@brb.isnet.inmos.co.uk
>The opinions above are my personal views | EMail(ROW)
>and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
>==

Thanks for the very nice summary of the ZX81, Gary; your
description of poking Z80 code directly into REM statements brought
back some real memories. :-) :-) (I still have two of the critters
collecting dust in my basement somewhere. Well, actually one of them
is the Timex-Sinclair flavor retailed by our favorite cheap watch
company on this side of the pond, with twice as much RAM -- a whole
2K!)

Since the emulator your describe is PD, is there any chance that
your could get ahold of a copy and send it to Steve Grimm at Panarthea?
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1411. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 15:35:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Aug23.153513.1@simvax.labmed.umn.edu>
Source record: 239134

In article <1990Aug23.181723.19210@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
> These brilliant insiders can thank Jack and Sam
> and the rest of the gang for decresing the
> worth of their stock by more than half in
> the last month.

Really? And just exactly WHAT are the dynamics by which you have carefully studied the situation and are able to make such assessment? One might as well thank Chris and all of those related to the stock market for their aid in decreasing the worth of Atari stock by half in the last month.

Such foolishness does not deserve to be spread via comp.sys.atari.st.

By the way, Chris -- does your employer know you're providing these 'insightful' analyses? What is their 'official' position on Atari stock?

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1412. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 16:00:44 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug23.160044.25447@cunixf.cc.columbia.edu>
Source record: 239130

In article <1990Aug23.032316.2096@chinet.chi.il.us> saj@chinet.chi.il.us (Steph\
\
en Jacobs) writes:
>I've really tried to keep a cork in it over this.

Awww, God bless you for being so considerate. After all, this group does
exist to exchange ideas. Why not exchange em?

>Approximately 82% of the
>common stock of Atari Corporation is in the hands of insiders.

Big deal. There are a lot of closely held companies out there that
haven't dumped half of their value in the last week or so. BTW,
ATC is trading at **2 5/8** as of 4pm Wednesday. What's your point?

>The action of
>the stock price is not comparable to the action of the price of a broadly held
>stock.

You are full of it. I suggest you reread your correspondence course text
of stock analysis. The shares held by insiders are not really a consideration
in this context. You may as well imagine that they don't exist. If the
insiders hold them, there is no net effect on the AMEX price of the stock. IF
they sell any shares, the increase in publicly held shares with the same
basic fundamentals will cause the price to fall. Again, what is your point?

>The <unprintable> who decided he didn't like Atari and is now a

I guess that is me. It sure is nice to be so loved. And you are right,
I do not like Atari Corp. I like their product, but the company is on
very shaky financial ground. I don't think you will be able to find
a single financial analyst who will disagree with that. They are
cash poor and have no hope of raising reasonably priced funds due
to their crappy bond rating. They can't raise fund in the stock market
because nobody wants to touch their stock. It dropped 1/2 point yesterday
to 2 5/8 on 3.5 times its normal volume.

>cheerleader for the (groundless) idea that Atari is about to fold claims to
^^^^^^^^^^^^
Hehe, pull your head out of the sand and accept the numbers pal.

>know something about securities analysis. If his employers believe that, we
>can expect a large bank to fold its US operations before Atari folds. This

Well, that is one aspect of my job. I have received a lot of training
for this. What do you claim to base your knowledge on? Did you find
a Stockbrokers Guide to the Universe inside a box of cracker jacks?

>He has also beamishly repeated predictions of disaster for Atari after being

If by "disaster" you mean that I said that they were in trouble, then
you are correct. They are. I have said several times that I don't think
they are iminently going Chapter 11.

>shown that basically, Atari must inevitably show several good year-to-year
>earnings compariasons (which, by the way, probably has a lot to do with why

Who showed me? Where? When? Show me again! I must have missed that
brilliant piece of analysis. They haven't earned a respectable profit
in years. Who are you kidding?

>people who didn't own Atari stock didn't scramble to buy it: the smart ones
>expected the improvement).

No, it goes more like this: The people who owned the stock before took
such a viscious paper loss that they are reluctant to sell and realize
their loss. People that were smart enough to stay away from the dog
are sitting back and laughing to themselves at those who are too pig
headed to admit they've been bitten. The stock market is generally
pretty efficient about discounting future earnings potential and this
is now showing up with the historic lows for Atari stock.

>This forum is a convenient place to swap information about STs and programs fo\
r
>them. One plausible-sounding jerk can give new readers a badly distorted
>idea of what's going on. Sure I could hit 'n', but this guy's a menace.

Well, who is the plausible jerk? It is interesting that you are resorting
to name calling. The is the normal tactic for a person with no grounding
in reason. I guess that is apparent when you say that a person who is
presenting hard fact is a menace. That is certainly the kind of "menace"
that Atari needs to get their act together.

>A little of what I consider the truth: Atari had a decent quarter. They seem
^^
Ah, another pearl of wisdom. I can't wait. Decent quarter??? Hahahaha!
Yeah, maybe decent because their profits have been practically non-existant
for so long that anything seems an imporvement. This is NOT a sound basis
to say they had a "decent" quarter. They had a BAD quarter. It just doesn't
look SO bad because the ones before were horrid.

>to have finished putting the losses from the Federated catastrophe on the

No, I don't think they are even close to putting the Federated mess behind
them. They are trying to stretch it out as long as possible. Believe
me, Wall St. is not stupid. If the stock is trading as such a tiny price
there IS a reason for it. The stock market is a VERY efficient market. If
people were interested in the stock and wanted to buy it, the price would
go up. BUT THEY AREN'T!! Are you saying that all these investors are
"menaces" and that they "don't know what they are doing", ad nauseam...

>The stock is very narrowly held, which makes it EXTREMELY volatile. For Atari

Actually, until recently I hasn't been volatile at all. It has been
following a nice long steady curve in the downward direction. It
hasn't made any big movements up or down until very recently. If you
had been studying the stock you would have noticed this. There have
been no big surprises with this stock (until recently obviously).

>to have another decent quarter, they don't have to do anything new. They have
>several opportunities to generate good rather than decent results: any reason-
>able TT introduction, any reasonable 'Christmas ST' package, a second generati\
on
>Portfolio or major Christmas sales of Lynx could be REAL helpful. I don't
>expect any of those, but again: Atari can have decent results without them.

This has all been discounted by the market already. People take this into
account when they value a stock.

>
>So anyway: whatever you think of the ST or of the way Atari Corporation deals
>with people, they are staying in business as long as the chairman wants them
>to stay in business.

Which is probably going to be a long time. I'm sure it makes a hell of a
tax shelter for the Tramiels.

> Steve J.

Chris Mauritz

p.s. Let's see what happens if/when shooting starts in the Middle East.
The Japanese Yen will take a nose dive. What does this have to do
with Atari you ask? Plenty! Atari's main trade facility is
denominated in Yen.

------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1413. Newsletter

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 16:43:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1567888663@thelake.mn.org>
Source record: 239131

I've inherited the task of editing the newsletter for MAST, the
Minnesota Atari ST user group. I'd like to correspond with any
other newsletter editors and perhaps exchange items. News releases
from developers also would be appreciated.
--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

1414. Re: Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 18:00:43 UTC
From: logajan@ns.network.com
Message-ID: <1990Aug23.180043.28497@ns.network.com>
Source record: 239137

saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Approximately 82% of the common stock of Atari Corporation is in the hands of
>insiders. The action of the stock price is not comparable to the action of
>the price of a broadly held stock.

This would seem to imply (I know nothing of the stock market) that just a fraction of the stock outstanding is being trading by the insiders (presumably to outsiders) and that this has a highly leveraged effect on the overal price. True?

>For Atari to have another decent quarter, they don't have to do anything new.

Here where I work, Network Systems, we just previously had the two best quarters in the company's history, yet our stock (after nearly doubling) has fallen again (nearly in half of the previous high.) From our current price, one might conclude that we have accomplished nothing!

Stock prices and company performance have some tenuous link, but not enough to make money on the anticipation of such :-)

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

1415. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 18:17:23 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug23.181723.19210@cunixf.cc.columbia.edu>
Source record: 239133

Recently, Stephen Jacobs tried to impress one and
all with his brilliant knowledge of the Atari
stock situation. However, one of his key numbers
was completely inaccurate. Atari is NOT 80% owned
by insiders. It is 32.61% owned by insiders.
This number was found by consulting filings with
the SEC.

For those who want accurate information:

Investor	Date	Change	Held	% Own
Invest. Cos	3/31/90	0	0	0
Institutions	3/31/90	-299	2,863	4.96
5% owners	6/30/90	Na	39,673	68.80
Insiders	5/31/90	Na	18,804	32.61

Note: The numbers do not add up to 100% as some
of the 5% owners may be insiders.

These brilliant insiders can thank Jack and Sam
and the rest of the gang for decresing the
worth of their stock by more than half in
the last month.

Cheers,

Chris

Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |

1416. Re: Is there an X-Client for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 19:52:06 UTC
From: swen@uni-paderborn.de
Message-ID: <SWEN.90Aug23205206@atropos.uni-paderborn.de>
Source record: 239132

In article <510009@hpbbi4.BBN.HP.COM> stefan@hpbbi4.BBN.HP.COM (#Stefan Bachert) writes:

> I can't help, but I think you both mean "server," not "client." An X server
> is the program which accepts drawing commands and puts a display up on your
> screen. X clients are the programs which send the drawing commands to the
> server.

Stefan> No, the vice versa is true.
Stefan> The SERVER run the program
Stefan> The CLIENT is just the DISPLAY.

Stefan> Stefan

I'm sorry, but you are wrong. The SERVER ist the program which
controls the physical display of your machine, i.e. Xsun or Xhp are
Servers.

The CLIENT is the program which sends protocol messages to the server,
requesting drawing and such, i.e. xdbx, xterm, xclock, twm, ... are
clients.

Regards,
Swen

----> Swen Thuemmler * X-Betreuung * <swen@uni-paderborn.de> <----x-window

1417. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 20:39:25 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Aug23.203925.22640@murdoch.acc.Virginia.EDU>
Source record: 239135

In article <1990Aug23.181723.19210@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

> However, one of his key numbers
>was completely inaccurate. Atari is NOT 80% owned
>by insiders. It is 32.61% owned by insiders.

Er, it should be obvious to someone as smart as you that Jack T isn't technically an insider, so he's in the "5% owners" category. However, most of us would consider Jack T an insider.

>This number was found by consulting filings with the SEC.

Too bad you don't engage your brain when you consult with SEC filings.

--
"In fact you should not be involved in IRC." -- Phil Howard

1418. dead mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 20:54:52 UTC
From: tasayco@phoenix.Princeton.EDU
Message-ID: <2051@idunno.Princeton.EDU>
Source record: 239148

Hi! Yesterday my monitor died, or at least it seems that way. It seems to be still getting power because the green light is on, but the screen is totally blank. I would appreciate any help like hints of what could be wrong and how to fix it or advice about sending it to Atari for repair, or whether any TV repairman would repair it, or any experience you have had with dead monitors. By the way, how much does a (new or used) mono monitor cost? And is there anybody willing to sell one? Thanks in advance!

Francisco Figueirido

1419. Re: Fax with Atari STTRY

Newsgroup: comp.sys.atari.st
Date: 1990-08-23 22:46:14 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <33141@cup.portal.com>
Source record: 239136
Cross-posted to: alt.fax,comp.sys.atari.st

Michtron Corp. sells an excellent Fax modem complete with software
for (I believe) $699. It allows sending and receiving by an ST an
viewing on the monitor or printing with your printer.

1420. Talking to the modem???

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 02:40:11 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <911@beguine.UUCP>
Source record: 239138
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

How does one set the modem from C? And also how do you send command/text to the modem? I really dont have any books on programming the st, so examples would be greatly appreciated... Thanx...

Also, I have been attempting to program from sozobom, how do I create .acc from it? Also, how about .ttp? And where can I get the latest version of it?

John

John.Bunch@samba.acs.unc.edu

1421. Decompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 02:58:34 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6823.26d45f9a@umiami.miami.edu>
Source record: 239141

I want to download some sounds from terminator, but most of them and with
a .Z extender.. which I think means a TAR file.. but anyhow, how can
I uncompress these files on a VAX or on my ST?

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1422. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 03:30:03 UTC
From: talaga@oxy.edu
Message-ID: <108377@tiger.oxy.edu>
Source record: 239139

Kill this thread. This should be under alt.business.garbage.

The purpose of this newsgroup is not to discuss the merits of investing in Atari stock. This is turning into a flame war. If you guys have legitimate gripes take them to the securities commission. Stop wasting bandwidth.

comp.sys.atari.st

David Talaga talaga@oxy.edu
Occidental Chemical Weapons
Los Angeles

1423. Problem: DA memory allocation by TOS ... heavy consumption

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 04:04:39 UTC
From: moses@hao.ucar.edu
Message-ID: <8317@ncar.ucar.edu>
Source record: 239142

I have created a relatively large desk accessory program for the ST
using GFA BASIC, and the problem I am having is that TOS is allocating
twice as much memory as is needed for the accessory.
Adding up the executable file header information and also the
Malloc calls, used for buffers, to get a total memory requirement and
also having used as few global variables as possible, there is a memory
requirement of ~170 Kbytes. But TOS is handing over 325 Kbytes of memory
to the desk accessory.

IS THERE A WAY TO REDUCE MY D.A.s MEMORY CONSUMPTION? TOS AUTOMATICALLY
SHRINKS MEMORY FOR EACH D.A. BUT APPEARS TO DO A POOR JOB OF IT.

Thanks for the help.

1424. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 06:00:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug24.060014.28210@chinet.chi.il.us>
Source record: 239053

Ok. My basic stock market credential is 28 years of experience. I won't go into the book training, but there's some of that too. And the fact that Chris Mauritz thinks stock in the hands of insiders can be ignored again shows that he thinks with his wisher: what happens when Jack wants a bit of cash? Could he maybe sell stock equivalent to half a percent of what's on the market? Would that have an effect?

Wanna tech stock that's lost half its value lately? Try Lotus Development. I'll sell you some nice $10 puts on Lotus that'll be worth something when it goes bankrupt. I mean, if losing half its stock market value means a company is going down the tubes.....

Is the stock market efficient? Over some time span, sure. Mostly. Every big day-to-day move shows that it isn't efficient in the short term. Every corporate surprise shows it has some longer-term inefficiencies.

But this is the Atari ST group. The question is whether Atari Corporation is going to be there, in the computer business, giving whatever backing they give users, in the future. Chris Mauritz doesn't say it right now, but in the past he's sure said that Atari is about to fold. Now he's just saying that they'll be too weak to do anything for their customers. So here are some nice concrete predictions that mean something to customers. Redeemable in six months (gimme a week: March 1, 1991). The program of exchanging defective items for a fee will still exist (that's a pretty good repair policy for a computer company). There will be STe-s for anyone who wants to buy them. All 3 announced sizes of STacy will be available to anyone who wants one. The TT will be in the hands of developers. At least one major system software improvement for the ST will be a topic of discussion, or perhaps available. Not very spectacular, but Atari hasn't been spectacular in a while. What it is, is the kind of things that wouldn't be there if the company folded or was crippled. And just for jollies: let's say another 3 cents a share earnings reported in November, and a nickel in February. But that's kinda beside the point.

So far nobody's told me to shut up. If you want me to, email me.

Steve J.

1425. How to install Smalltalk 1.1

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 06:06:49 UTC
From: holzer@ztivax.UUCP
Message-ID: <1740@ztivax.UUCP>
Source record: 239143

A friend of mine has the following problem:

I've downloaded Gnu-Smalltalk 1.1 incl. zoo.ttp from Bammi's archiv. He've tried to install st 1.1 on his Mega ST 4 trying the command zoo e//. smalltalk.

But Zoo has troubles with the unix-style filenames which will be truncated from zoo. When he trys to start st nothing happens. Any idea?

Thanx in advance
-- Matthias

--
Walter Holzer & Matthias Dominick Internet: holzer@ztivax.siemens.com
UUCP: holzer@ztivax.UUCP or : uunet!mcsun!unido!ztivax!holzer
XNS : Dominick:ZTISOF:SIEMENS FidoNet : Matthias Dominick on 2:507/402.6
Herman Munster said: "I've got it! I've got it! I've got it! ..."

1426. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 06:13:58 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug24.061358.28487@chinet.chi.il.us>
Source record: 239054

In article <1990Aug23.181723.19210@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>Recently, Stephen Jacobs tried to impress one and
>all with his brilliant knowledge of the Atari
>stock situation. However, one of his key numbers
>was completely inaccurate. Atari is NOT 80% owned
>by insiders. It is 32.61% owned by insiders.
>This number was found by consulting filings with
>the SEC.
>
>For those who want accurate information:
>
>Investor Date Change Held % Own
>---
>Invest. Cos 3/31/90 0 0 0
>Institutions 3/31/90 -299 2,863 4.96
>5% owners 6/30/90 Na 39,673 68.80
>Insiders 5/31/90 Na 18,804 32.61
>
>Note: The numbers do not add up to 100% as some
> of the 5% owners may be insiders.
>
From the Proxy statement distributed in connection with the May 15 Shareholder meeting:

Jack Tramiel is beneficial owner of 43.8% of outstanding Atari common stock
Warner Communications is beneficial owner of 24.6% of outstanding stock
Sam Tramiel is beneficial owner of 1.8% of outstanding stock.
Other directors and executive officers own about 6% of the stock (by subtraction)
Amounts of stock equivalent to about 4% of all outstanding are held directly
or in trust by other Tramiel family members.

Papa Jack has more than Chris says all insiders combined own. So who do YOU want to believe?
Steve Jacobs

1427. Re: Decompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 07:32:37 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Aug24103237@tukki.jyu.fi>
Source record: 239144

[Hi, Frank!]

In article <6823.26d45f9a@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:

I want to download some sounds from terminator, but most of them and with a .Z extender.. which I think means a TAR file.. but anyhow, how can I uncompress these files on a VAX or on my ST?

No, .Z means that the file is compressed with program compress. It's a unix software and has been ported to many systems, including ST. If "your" VAX has compress/uncompress program, you can use VAX to uncompress files. Another possibility is to get compress program from terminator and uncompress files on your ST.

TAR is a program to pack many files into ine file for writing them to tape, for example. There is version of GNU TAR for ST too. TAR's file name extension is .TAR. Don't know about ST version, but a unix version of GNU TAR can also compress files while packing them.

Timo
--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

1428. Wanted: Chinon Floppy Drive Horror Stories

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 10:57:33 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Aug24125733@orion.laas.fr>
Source record: 239145

Some time back there were numerous postings concerning the (in?)famous
Chinon floppy drive. As I remember, many people had problems with its
media change detection.

What were the conlusions of those postings? My new Mega 4 ST has a
Chinon Rev B F-354 EAA drive in it. It has been sent back to the
dealer to fix the `media change problem'. I'm curious as to what
official solutions that were made available.

Suggestions are also appreciated. Is there a good test program for
this problem? Please try to reply to me directly and I'll summarize
if anyone else is in the same boat, and interested.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1429. Partitioning a Hard Disk for Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 13:22:07 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <4272@rodan.acs.syr.edu>
Source record: 239146

I've got a 20 meg ST225 currently with three partitions:
C:5MegGEM, D:5MegGEM, E:10.25MegSpectre. This is on an ICD
Fast Kit. Is it possible to repartition the Spectre
partition into two smaller Spectre partitions, say: 1.5Meg and
8.75Meg? (I'd like to keep my system folder in the smaller
one.) I tried something last night, but it messed up the
whole drive so much that it took me quite a while to get back
to where I started from...now I don't remember what I did and
don't want to do it all over again. Can anybody help out?
Thanks very much.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

1430. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 15:23:24 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <5930@castle.ed.ac.uk>
Source record: 239150

In article <1990Aug23.160044.25447@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Aug23.032316.2096@chinet.chi.il.us> saj@chinet.chi.il.us (Steph\

>p.s. Let's see what happens if/when shooting starts in the Middle East.
> The Japanese Yen will take a nose dive. What does this have to do
> with Atari you ask? Plenty! Atari's main trade facility is
> denominated in Yen.

I thought most of America was owned by Japan anyway (and most of Britain is owned by America).

Anyway, Chris, nice to see your selling your ST, please buy an Amiga, you'd enjoy the company in comp.sys.amiga....

Mark.

1431. Re: Problem: DA memory allocation by TOS ... heavy consumption

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 15:27:11 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6811.26d50f0f@uwovax.uwo.ca>
Source record: 239149

In article <8317@ncar.ucar.edu>, moses@hao.ucar.edu (Julie Moses) writes:
> IS THERE A WAY TO REDUCE MY D.A.s MEMORY CONSUMPTION? TOS AUTOMATICALLY
> SHRINKS MEMORY FOR EACH D.A. BUT APPEARS TO DO A POOR JOB OF IT.
>
> Thanks for the help.

The Mshrink() system call will work just fine on memory allocated for
a D.A.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

1432. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 15:34:37 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <24189@uflorida.cis.ufl.EDU>
Source record: 239147

In article <1990Aug23.032316.2096@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I've really tried to keep a cork in it over this. Approximately 82% of the
>common stock of Atari Corporation is in the hands of insiders.

Steve, you and Chris seem to have conflicting data here. I believe he
quoted something on the order of 32 percent for the number you quoted
above. May I ask the source of your data? I find this discussion of
atari stock quite interesting...

As a side note, I also find the namecalling quite obnoxious.
--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=-=

1433. Hooking up an MS-mouse to an ST??

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 17:19:41 UTC
From: esb31658@uxa.cso.uiuc.edu
Message-ID: <1990Aug24.171941.2376@ux1.cso.uiuc.edu>
Source record: 239052

Has anyone had any luck hooking up a Microsoft-compatable mouse to the ST
to the ST's standard mouse port. If not, does anyone have any drivers for
using it connected to the serial port? The problem I have found in hooking it
up to the mouse port is that it required 12 volts for operation and the port
only supplies 5V. Please let me know if anyone has any suggestions.

Eric S. Brown
University of Illinois
esb31658@uxa.cso.uiuc.edu
esb@mrcnext.cso.uiuc.edu

1434. Re: Decompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 17:31:22 UTC
From: merlyn@iwarp.intel.com
Message-ID: <1990Aug24.173122.1360@iwarp.intel.com>
Source record: 239051

In article <SUHONEN.90Aug24103237@tukki.jyu.fi>, suhonen@tukki (Timo Suhonen) writes:
| TAR's file
| name extension is .TAR.

tar(1) has no default suffix. It is only by convention that most
archive sites use ".tar" to indicate that a file is stored in tar(5)
format.

Just another UNIX hacker and ST owner,
--
/=Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ==========\
| on contract to Intel's iWarp project, Beaverton, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!any-MX-mailer-like-uunet!iwarp.intel.com!merlyn |
\=Cute Quote: "Welcome to Portland, Oregon, home of the California Raisins!"=/

1435. Dead St.....

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 22:06:30 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <920@beguine.UUCP>
Source record: 239055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello....

I seem tro have a problem with my st. I was using it last night
and all of a sudden I could no longer access the floppy drives...
So I shut it off and tried rebooting. I still could not access the
drives. The weird part is when it boots up, it recognizes the drives being
there I just cant do anything with them? It always boots in low res
and I tried creating a folder on the disk and was not able to. Also
when I opend a window with a directory it showed me nothing.... I am
fairley sure it is not a problem of the drive, because I have two and trie
hooking them both up alone and got nowhere. Anybody got any clues?

I think it may be the DMA chip?

John

John.Bunch@samba.acs.unc.edu

1436. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-24 23:47:29 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Aug24.234729.7504@sisd.kodak.com>
Source record: 239056

>From the Proxy statement distributed in connection with the May 15 Shareholder
>meeting:
>
>Jack Tramiel is beneficial owner of 43.8% of outstanding Atari common stock
>Warner Communications is beneficial owner of 24.6% of outstanding stock
>Sam Tramiel is beneficial owner of 1.8% of outstanding stock.
>Other directors and executive officers own about 6% of the stock (by subtraction)
>Amounts of stock equivalent to about 4% of all outstanding are held directly
>or in trust by other Tramiel family members.
>
>Papa Jack has more than Chris says all insiders combined own. So who do YOU
>want to believe?
> Steve Jacobs

Stock.... Shlock.
Atari US could/may? fold up tomorrow... big deal. I've been (past) an avid
atari fan/ programmer for many a years (can everyone say poverty? Piracy?
blatent MASS theft? Promises? Edsel? I knew we could). The big question is
how much can the consumer get beat. Yell at oil companys for some added
pennys... Support a company that does not support the consumer. It's a mute
point I gather? Regardless... Atari US (<- see!) will NEVER sell me another
item no matter how "good" it is. Fool me once your the fool, twice++ I am.
Besides, w/ Windows 3.0 lookin' MIGHTY FINE and all the goodies/possibilitys
available for PC's why look further? I'd assume consumers want the BEST they
can get for their respective bucks (those that dont pay $2.50 a gallon for gas
when the pump price is 1.09 right?) so why get less in any capacity be it
Mips, support et al. Or!.... are we all perspective edsel buyers?

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a
simple and complete disclaimer?

1437. Re: dead mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 04:23:52 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <55267@iuvax.cs.indiana.edu>
Source record: 239057

In article <2051@idunno.Princeton.EDU> tasayco@phoenix.Princeton.EDU (Tasayco Hakia) writes:
>Hi! Yesterday my monitor died, or at least it seems that way. It seems
>to be still getting power because the green light is on, but the
>screen is totally blank. I would appreciate any help like hints of
>what could be wrong and how to fix it or advice about sending it to
>Atari for repair, or whether any TV repairman would repair it, or any
>experience you have had with dead monitors. By the way, how much does
>a (new or used) mono monitor cost? And is there anybody willing to
>sell one? Thanks in advance!
>
> Francisco Figueirido

If you decide to send it off to have it repaired, I suggest:

R&R TV-Stereo Service
Bldg. 209, Area C
W.P.A.F.B., OH 45433
(513)-878-6696

If you call them, talk to Ron. They were recommended to me by
Best Electronics. My mono monitor had died (even the green led
was out), and I called Best Electronics who recommended R&R. So
I sent them my monitor on a Monday, they called me on Friday with
an estimate on the repair cost, I sent them a check Saturday, and
by the next Friday I had my monitor back in working order. It cost
me $56, including shipping, for everything. I have had some bad
experiences with Atari related repairs before, but R&R gets five
stars out of five.

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST, President
"I want someone like you, only nicer."

1438. Epson driver for Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 13:48:56 UTC
From: vousten@neabbs.UUCP
Message-ID: <439103@neabbs.UUCP>
Source record: 239062

Are there any Spectre users who have found a good Epson FX printer driver
to put in the Mac system folder ? Preferably PD or Shareware.
What's the name and where can I find it ?

Rob Vousten

U218008@HNYKUN11.BITNET
vousten@neabss.uucp

1439. Re: Atari Stock (now: what good is Atari?)

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 13:59:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Aug25.135955.24781@chinet.chi.il.us>
Source record: 239059

Jeff Gortatowsky (apologies if I spelled the name wrong) chose to re-open some serious issues in a follow-up to one of my postings. I may as well make some comments too.

First: a PC-compatible running Windows (or presumably a lower-priced Mac, after the announcements Apple is expected to make shortly) gives the user everything worth having in the ST, for less money, and with better support. True or false?

Still false, I think, but getting closer to true by the day. Let's say the standard ST today is an STe with a meg of memory; sale price about $750 (I'm kinda splitting the difference between color and mono). Stack it up against a 12 MHz 80286 with something that can handle graphics: That's at least $100 more. Performance on text-based applications is comparable. I'm told, though, that the 80286 won't run Windows usefully. Add another $70 for a Meg of RAM. Maybe $40 for a copy of Windows. Even now, the STe is faster on graphics.

Add a hard disk: the clone takes an internal disk, the ST takes an external one. For basic performance, you pay about $200 less for the clone's disk. But the ST's disk is a bit more than twice as fast in typical operations. Correctable, but that's another $100 into the clone. And if you like those removable platter hard drives, there's no contest: about $400 less to put one on the ST than on the clone.

Every Atari follower knows how dangerous it is to compare real and imaginary machines. Last I heard, the low-cost Macs expected from Apple were going to be priced more than the above clone and have no more than a meg of RAM.

Piracy: I'm sure it hurts plenty to be the victim. But if you think the ST is bad, I suggest you contact the author of Mean 18. Or of X-tree. The money being made is in a few blockbuster games, and in programs for the corporate market. A few people are making some money on utility programs (both PC and ST markets) but for each one of them, there's a story: why he makes money while the other guys with near-equivalent stuff don't. Programming is fun, and if you're good, it follows that you'll write good programs. Selling software is agonizing, and if you do everything right, sometimes it still doesn't work.

This note is much too long already. Next person's comments----

Steve J.

1440. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 15:24:05 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug25.152405.341@cunixf.cc.columbia.edu>
Source record: 239058

In article <1990Aug24.060014.28210@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Ok. My basic stock market credential is 28 years of experience. I won't go
>Chris Mauritz thinks stock in the hands of insiders can be ignored again
>shows that he thinks with his wisher: what happens when Jack wants a bit of
>cash? Could he maybe sell stock equivalent to half a percent of what's on
>the market? Would that have an effect?

It doesn't take an MBA to realize that if Jack did that, he'd lose a lot of money and would have to dump millions of shares to see any significant cash.

>past he's sure said that Atari is about to fold. Now he's just saying that

If you'll look back at my postings, you'll see that I NEVER said Atari Corp. was going to fold iminently. I've just been saying that they are in deep difficulty. Stop trying to put words in my mouth. If you want to quote my words, then do just that. QUOTE my exact words!

>they'll be too weak to do anything for their customers. So here are some nice

I think this is already the case. Actually, things have been like this for quite some time. For a company which tries to represent itself as a computer manufacturerer with eyes on the business market (hehe), their service is non-existent. They will NEVER sell computers in significant numbers with these policies in place.

>months (gimme a week: March 1, 1991). The program of exchanging defective
>items for a fee will still exist (that's a pretty good repair policy for a
>computer company). There will be STe-s for anyone who wants to buy them.

Big deal. No serious buyer of computers is going to wait weeks or months of downtime to get a computer repaired or replaced. The fact that there are so few Atari dealers out there only makes things worse. There are really few options for an owner whose ST breaks down. If the reduction of ST dealers in New York City is any indication, I can only imagine what things are like out in Idaho or Nevada, etc...

Regarding the STe...So what. The introduction of the STe was a non-event. All they really did was repackage the same old 68000 technology in a box with more joystick ports and a few minor hardware tweaks. I'm sure that really took a lot of R & D expense.

>TT will be in the hands of developers. At least one major system software

Well, if you'd read the Atari annual report, you'd notice that Sam Tramiel has stated (in writing this time!) that the TT will be

available for purchase in the second half of 1990. However, we all
know what usually happens when Atari people say the TT will be
available before time X....WOLF WOLF WOLF!!! FCC!! FCC!! FCC!!! whooopps,
we can't make them because we don't have enough money to buy DRAMS...
etc....

> So far nobody's told me to shut up. If you want me to, email me.

You shouldn't have to. These groups exist to exchange ideas. A
discusssion isn't fun if everyone regurgitates the company propaganda.

> Steve J.

Cheers,

Chris

p.s. thank you for dispensing with the insults

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1441. how about we stop the war before it starts?

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 19:04:18 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Aug25.190418.23051@murdoch.acc.Virginia.EDU>
Source record: 239060

In article <1990Aug25.135955.24781@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:

>Jeff Gortatowsky (apologies if I spelled the name wrong) chose to re-open some
>serious issues in a follow-up to one of my postings. I may as well make some
>comments too.

Actually, I think we're better off not discussing "which is better, an Atari or a PC clone?" Everyone here has different needs, and their decision is based on their needs. Lots of people reading this don't live in the US, and so the prices they pay and the availability of equipment is different from US readers. This discussion would be great on alt.religion.computers, but I'd rather not see it here.

--
"In fact you should not be involved in IRC." -- Phil Howard

1442. Re: Hard Drives with Removable Media

Newsgroup: comp.sys.atari.st
Date: 1990-08-25 19:32:13 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Aug25.193213.15875@water.waterloo.edu>
Source record: 239061

In article <29349@unix.cis.pitt.edu> jimmy@unix.cis.pitt.edu (James G Tauberg) writes:

| There has been talk that with the Megafile 44 one can not swap disks
| with different size partitions without a reboot.
|
| I do not know if this is true, nor do I know the solution...
|
| I can tell you this, I have a SyQuest mechanism connected to my ST with
| an ICD Advantage Plus host adapter. With the ICD BOOT software I am
| able to swap disks with different partition sizes... no problem.

At the show held in Toronto earlier this year, the Canadian importer
of ICD products mentioned this as a nice feature of the ICD adapter.
He said it more bluntly, (and maybe incorrectly): that changing disks
in a drive connected with the competitors adaptor would cause the system
to crash.

1443. How Atari stock affects consumers

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 04:27:07 UTC
From: gaines@msdrl.UUCP
Message-ID: <914@msdrl.UUCP>
Source record: 239063

Well, here's the deal.
Three months ago there wasn't a bigger Atari fanatic than myself...that is until their stock dropped from 14 to 5. Reality kicked in and I began to see that things were going from bad to worse. Who cares about the Lynx and the Hotz box? I dumped my Atari and bought another system (whose name shall be nameles...but close to an Atari system). At least now I don't have to worry about the company folding in the near future since it's one of the top computer companies in America.
Newsweek did a graph of the amount of personal computers on the market.
Atari wasn't even in the top 10. Now...people say that Atari is good for them.
Fine. But what happens when they fold? They're down to 2 5/8. Quite a drop from last year's 14.Atari STs may be good for you now....but think about what may come of them (and you) if they can't get their act together. Everyone's feeling the crunch from the Mid East, but in Atari's case, they never had anything to fall back on.

Michael E. Gaines
Merck Sharp & Dohme Research Laboratories
(201)594-5093

"Here, look, there's a semicolon after your 'for' loop..."

#include <disclaimer.h>

1444. SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 04:43:16 UTC
From: dhe@uafhcx.uucp
Message-ID: <5146@uafhp.uark.edu>
Source record: 239064

Has anyone received the new software update for SuperCharger yet? The newest version should be 1.40 . The reason I ask is because the newest version is supposed to be able to run IBM programs and Atari ST programs at the same time and because it should be shipping fairly soon. If anyone does (or just wants to talk about their SuperCharger experiences), e-mail me at the addresses below.

Also does anyone know if there is a new version of the SupraDrive software beyond 3.01 - I thought I remembered reading about an update somewhere.

-David

==========
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu Computer Science Engineering
"Parents of young organic lifeforms are warned that towels can be harmful if swallowed in large quanities." -The HitchHiker's Guide to the Galaxy
==========

1445. Re: Atari stock (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 05:37:47 UTC
From: darekm@microsoft.UUCP
Message-ID: <56918@microsoft.UUCP>
Source record: 239065

In article cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>Atari stock is now hovering just above $4/share. It has lost ~20% of
>its value in the last week or so. This is about 2 times what the
>overal Dow has lost since Aug. 2.
>
>Draw your own conclusions.
>

Great. In the last few weeks, Microsoft stock has taken a dive from about
$79 to $51. That's about a 35% dip. Gee, I guess that means that if Atari
stock only dropped 20% and is on the verge of folding (as some insightful
industry insiders would have us believe) then I should REALLY be worried and
start sending out resumes again. Poor Bill Gates. He's stuck with about
a hundred million shares of the stuff.

Can you Wall Street wizards take your discussion offline and leave this topic
for discussing matters that most ST users might actually give a damn about?
I'm sure you can set up a topic called alt.stock.market.bs or something.

- Darek

1446. PKUNZIP

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 13:15:34 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Aug26.131534.29641@water.waterloo.edu>
Source record: 239066

I am looking for a version of PKUNZIP to run on my Atari.
Do you know where to get one?

1447. Disk Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 13:36:01 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <4120@crash.cts.com>
Source record: 239067

Hi all. I am having problems with my (double sided) disk drive on my Mega 2. Whenever a disk starts to get full (above 75%) it starts to randomly trash files, making them unreadable. Even though I have an unreadable file on my disk I can save a new file to it that the computer can then read later. I am using the standard Atari 720k format, but using other formats does the same thing. Anyone have any ideas?

.>Brad Martin<.

Cute tag lines upon request.

1448. Re: How Atari stock affects consumers

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 17:39:57 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug26.173957.21084@csuchico.edu>
Source record: 239068

- Well, here's the deal.

Did someone say 'deal?' :^)

- Three months ago there wasn't a bigger Atari fanatic than myself...

Like me now?

- I dumped my Atari and bought another system (whose name shall be
- nameles...but close to an Atari system). At least now I don't have to
- worry about the company folding in the near future since it's one
- of the top computer companies in America.

What does a computer company do for you? It manufactures computers. Atari seems no different from other manufacturer, except that Atari has yet to advertise and promote their ST's in the U.S. :^) The support for the computer comes from third party products, which can do a much better job on a smaller level than a large corporation. I bought my 1040 because I needed a word processor for school and I knew that I wanted to get into telecommunications into the future. I saw Word Writer and Flash (hate Flash!) and I was set! So what else has Atari done for me? Nothing more really than produce a fun-to-use, inexpensive computer for my word processing and telecomm addiction. I didn't ask them for anything more. So, they decide to come out with an STe. I bought one and am head over heals for it. It's great! Do I ask them for anything else? No.

- Newsweek did a graph of the amount of personal computers on the
- market. Atari wasn't even in the top 10. Now...people say that
- Atari is good for them. Fine. But what happens when they fold?

People have been saying Atari is going to fold for years. What's different? They have new computers in the market. They have one of the largest base of computers in Europe. Their Portfolio is selling well. Their Lynx is doing well. They sell all the computers they make.

- They're down to 2 5/8. Quite a drop from last year's 14.

I know. OUCH!

- Atari STs may be good for you now....but think about what may come
- of them (and you) if they can't get their act together.

I thought the rule in the computer industry is to buy the computer that suits your needs now. Not to wait around for what happens in the future.

1449. Re: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 17:43:59 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug26.174359.21149@csuchico.edu>
Source record: 239069

```
- Has anyone received the new software update for SuperCharger yet?
- The newest version should be 1.40 . The reason I ask is because the
- newest version is supposed to be able to run IBM programs and Atari
- ST programs at the same time and because it should be shipping
- fairly soon.

I read in ST Report or ZNET that the software that accesses the
Supercharger from the ST is going to be a desk accessory. You can
have the IBM programs running on the Supercharger and ST programs
running on the ST. When you want to check on the IBM stuff, just
select it under the Desk menu and the terminal should come up. At
least that's what the guy said from Talon.
```

1450. Re: Disk Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 17:51:34 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug26.175134.21227@csuchico.edu>
Source record: 239070

```
- Hi all. I am having problems with my (double sided) disk drive on
- my Mega 2. Whenever a disk starts to get full (above 75%) it starts
- to randomly trash files, making them unreadable. Even though I
- have an unreadable file on my disk I can save a new file to it that
- the computer can then read later. I am using the standard Atari
- 720k format, but using other formats does the same thing. Anyone
- have any ideas?

Maybe the drive head is out of alignment. Take it to an Atari dealer
if you have one near you.
```

1451. Re: Re: How Atari stock affects consumers

Newsgroup: comp.sys.atari.st
Date: 1990-08-26 21:34:42 UTC
From: steve@thelake.mn.org
Message-ID: <A2220168474@thelake.mn.org>
Source record: 239072

[In article <914@msdrl.UUCP>,
gaines@msdrl.UUCP (Michael Gains) writes ...]

> Fine. But what happens when they fold? They're down to 2 5/8. Quite a drop from
> last year's 14.Atari STs may be good for you now....but think about what may
> come of them (and you) if they can't get their act together.

Can't get their act together? (Snort.)

Not a damned thing would happen. Nothing has happened in the last five
years of not having their act together. Nothing would happen now.

My ST is plugged into the power lines and the phone lines. It doesn't have
an umbilical cord running back to Uncle Jack. I doubt that the roof is
caving in at Atari Corp., but even if it did, the average Atari *owner*
wouldn't feel a thing. Nobody depends on Atari Corp. for software, and
except for the basic system unit (currently available for $250 on the used
market) everything is available from multiple third-party vendors. The
price of Atari stock is irrelevant.

--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

1452. Re: Atari 1027 printer on an ST?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 00:15:00 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Aug27021500@troll.cs.tu-berlin.de>
Source record: 239071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <877@beguine.UUCP> John.Bunch@samba.acs.unc.edu (BBS Account) writes:

I just recently was given an atari 1027 printer, and would like to
know if it is possible to hook the beast to my ST? I realize that
I have seen a package for this at a local electronics store.
I remember its price being around DM 40,- .
It consists of an interface-board and a disk (containing driver
software, I guess ;-)

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1453. How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 03:46:48 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <1829@oucsace.cs.OHIOU.EDU>
Source record: 239073

I've seen a lot about the TT and I'm convinced I want one now.
I also want one with Unix; gnu is OK but frankly, I really hate gulam
and really want multitasking. So my question is,
- how much would the TT cost (realistically, i.e., including
discounts, etc.)
- how much does UNIX cost? (I can do the addition myself).
I'm hoping the whole bundle would cost under $3000. And no, I'm not
quite ready to shell out this much; I'm just dreaming.

One question: how easy would it be to hook up a TCP/IP line to
a TT?

| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| FINAGLE'S FIFTH RULE: |
| Experiments should be reproducible -- they should |
| all fail in the same way. |

1454. Where is 'archive-server@attctc.Dallas.TX.US'?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 07:00:49 UTC
From: joep@tnosoes.izf.tno.nl
Message-ID: <1356@tnosoes.izf.tno.nl>
Source record: 239075

Anybody know what happened to the archive-server in Dallas?

Joep Mathijssen.

1455. Re: How to install Smalltalk 1.1

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 07:39:25 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280014@hpgnd.HP.COM>
Source record: 239079

Hello,

I have a zoo that keeps refusing any cmd line like e// file.zoo .
To extract files with full pathname from any zoo archives , I use
zoo -restore archive.zoo

Hope this help.
Alex.

1456. Atari Safari '90, in Houston, Texas

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 07:53:42 UTC
From: cheehh@jetson.uh.edu
Message-ID: <6834.26d88b37@jetson.uh.edu>
Source record: 239074
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

ATARI SAFARI - - COMPUTER SHOW!

The newest from ATARI.
Demonstrations.
User groups.

SWAP MEET.

Saturday September 1, 1990
1:00 pm - 6:00 pm
Place: QUALITY INN.
Southwest Freeway (US-59) and Weslayan.
HOUSTON, TEXAS

****
** FREE Admission!!!!!! **
****

For information, contact: Bill Kithas, HACE president (713) 855-0815(home)
or 650-1994(office). Houston Atari computer user groups are sponsoring
the largest Atari computer show ever held in South Texas.

ATARI SAFARI '90 will feature the newest in Atari computers and software.
This show, to be held in southwest Houston, will offer demonstrations in
word processing, desktop publishing, MIDI music, computer graphics and games.

BOB BRODIE, of Atari Corporation, will demonstrate several of the newest
products: the STACY, a lap-top that can operate Macintosh software; the
PORTFOLIO, an MS-DOS hand held computer; the LYNX, a hand held color-screen
game game machine, and the STE, the newest in the full-size line of computers.
The STE features increased speed and enhanced graphics capabilities.

In addition to the demonstrations, the show will feature hardware and software
displays, and a SWAP MEET for used computers and related items.

Representatives from several computer groups will be available to help
people select a low-cost computer system for business, travel or home use.

The show, hosted by the HOUSTON ATARI COMPUTER ENTHUSIASTS, will begin at
1:00 pm on Saturday, September 1, at the Quality Inn on the Southwest Freeway
and Weslayan, just south of the Summit.

TABLE INFORMATION

User group information tables. Literature and sign up members. NO SALES,
no cost.

SALES tables for: User group; Vendors; Swap meet tables. $10.00 table
charge. Door prize donations may be substituted for table charge.

TABLE RESERVATION DEADLINE is AUGUST 30, 1990.
Make reservations by calling
(713) 988-3712.

NOTE: Originally the entry fee to ATARI SAFARI '90 was set at $2.00 in
order to cover the room costs. The room costs have since been
covered by DOUBLE CLICK SOFTWARE, which is located in Houston,
so entry is now FREE!!! Thanks go to DOUBLE CLICK.

Most of this text came from a flyer published by
HOUSTON ATARI COMPUTER ENTHUSIASTS

Atari owner ===> Alvin Carley,
via the userid of:
not ==========> Rikhit Arora
CHEEHH@JETSON.UH.EDU (Internet)

1457. Need: TERMCAP for GNU EMACS

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 09:47:51 UTC
From: dingelde@zgdvda.zgdvda.uucp
Message-ID: <2394@zgdvda.zgdvda.uucp>
Source record: 239076

Hello!
I've just received the last port of GNU EMACS V 18.55 from
com.binaries.atari.st/Volume 9. This editor requires the existence
of the file /etc/termcap with an entry for the used terminal,
that means here for the sm124. The Read_me file I received
says that there is a termcap-file included in the distribution
but it wasn't.
So can someone who works with that editor mail me the missing file or
tell me how to get this file ?

Greets Dennis

--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@zgdvda.uucp) Wilhelminenstr. 7
D-6100 Darmstadt, West Germany
Phone: +49/6151/155-121

1458. Re: printing graphics (C) - ignore if irritated by beginners questions

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 11:27:06 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <886@ehviea.ine.philips.nl>
Source record: 239078

In article <802@pcsbst.pcs.com> jbe@sws4.pcs.com (John-Brown Evans) writes:
|This is a simple question for hackers, but it's the first time I'm
|trying to do this and don't want to waste a lot of time trying it out.
|
|I'm writing a program in C using AES and VDI calls. The prog produces
|graphics. I need to take a part of this (a box with contents) and send
|it to a printer (EPSON), to specific xy-coords. I have a monochrome monitor.
|
|Can anyone send me some tips (a piece of code??) on the best way to do this.
|I havn't found a function which dumps a section of the screen to printer.
|
|I assume I have to do the following:
|
|1. switch printer to graphics mode
|
|2. query which pixels are set and which aren't
|
|3. send the info pixel-wise to the printer
|
|4. switch the printer back
|
|This seems a long and tedious way to do this.

It is. Besides you end up with a solution that is printer dependent.
But you're lucky; there _is_ a function that dumps a block of graphics
data to the printer (there are two in fact). Dependent on your Xbios
bindings they are called Scrdmp() (no parameters, Xbios 20 if I'm
correct; this dumps the current screen), and Prtblk() (one parameter,
Xbios 36 if I'm correct; this dumps a graphic block).
You would probably use Prtblk (Scrdmp is just Prtblk with a suitable
parameter); the long parameter is a pointer to a block with the
following data:

```
var meaning what Scrdmp() uses
------------ -------------------- --------------------
long blkprt Address of screen Ram ($44e v_bs_ad)
int offset (0)
int width screen width (calc from v_openvwk or neg linea)
int height screen height (calc from v_openvwk or neg linea)
int left (0)
int right (0)
int scrres resolution (0 low, 1 med, 2 high) ($44c sshiftmd)
int dstres printer res (0,1) (config)
long colpal Address of color palette ($ff8240)
int type printer type (0-3) (config)
```

int port (0=centronics, 1=rs232) (config)
long masks pointer to halftone masks (0)

(config: a parameter that is configurable and can be set using the Printer Setup DA. Perhaps there is a function that can get this information for you, I didn't check).

Since you want to use an arbitrary sized block of the screen, you need to copy it first to a spare area of ram using the blit functions (I think it is called vro_cpyfrm; you also have to set up the MFDB of the destination to reflect the correct block sizes). Then you can go ahead using Prtblk() (with blkprt pointing to the spare area). Maybe you could alternatively use offset, left and right; my documentation doesn't give any pointers as to what they are used for.

I hope this helps; tell me if you need any more info.

Leo.

1459. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 13:31:40 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Aug27.133140.14808@cunixf.cc.columbia.edu>
Source record: 239077

In article <1829@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.ohiou.edu (Bill White) writes:
>
> I've seen a lot about the TT and I'm convinced I want one now.
>I also want one with Unix; gnu is OK but frankly, I really hate gulam
>and really want multitasking. So my question is,
> - how much would the TT cost (realistically, i.e., including
>discounts, etc.)
> - how much does UNIX cost? (I can do the addition myself).
>I'm hoping the whole bundle would cost under $3000. And no, I'm not
>quite ready to shell out this much; I'm just dreaming.

I don't know where you got your info from but...

1> the TT isn't available. You can't get it for any amount of money
in these here United States of America (or anywhere else I think).

2> Atari Unix is in the same type of limbo that TOS 1.4 was in say
2-3 years ago. It's one of those things they show for an instant
at a trade show here and there, but God only knows if/when Atari will
ever get it cleaned up enough to sell it and then get Jack's approval
to sell it in the US.

>
> One question: how easy would it be to hook up a TCP/IP line to
>a TT?

Shouldn't be much of a chore if they have a workable Ethernet connection
for the beast. I've heard some talk of TCP/IP being developed for the
ST by some third party. It probably would be a trivial task to port it
to a 68030 ST.

>
>
>| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
>| FINAGLE'S FIFTH RULE: |
>| Experiments should be reproducible -- they should |
>| all fail in the same way. |

Cheers,

Chris

------------------------------+---------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |

```
-------------------------------+---------------------------
```

1460. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 13:52:10 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Aug27.135210.1@simvax.labmed.umn.edu>
Source record: 239084

In article <1990Aug27.133140.14808@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
> In article <1829@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.ohiou.edu (Bill White) writes:
>>[asked questions about the Atari TT]
> I don't know where you got your info from but...

Of course, the answer could have been shortened to "I don't know. Atari hasn't released the TT in any user-purchasable format at this time." All other (useless to the question) speculation wasn't worth the bandwidth.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1461. Re: Wanted: Chinon Floppy Drive Horror Stories

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 14:43:27 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1596@van-bc.wimsey.bc.ca>
Source record: 239080

Here in Canada,there appears to have been NO official recognition of
the problem. My complaints were tested by my local tech after installing
TOS 1.4 from the desktop only,so the problem wasn't found. Unfortunately
other programs using their own file selectors don't benefit from TOS 1.4s
fmc hack. A friendly dealers solution was to swap in a drive from a machine
going back to Atari for other problems (I'll never tell who).
Perhaps Bob Brodie,who has showed up here a few times from an account on
portal could clarify what's going onm.

John Henders

1462. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 14:43:49 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Aug27174349@tukki.jyu.fi>
Source record: 239082

In article <1990Aug27.133140.14808@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

> Shouldn't be much of a chore if they have a workable Ethernet connection
> for the beast. I've heard some talk of TCP/IP being developed for the
> ST by some third party. It probably would be a trivial task to port it
> to a 68030 ST.

There is Ethernet box for ST (made in Germany). The price in Finland is about 5000 Fim. ~ $1100. It is connected to ST's DMA port.

Timo
--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

1463. ST Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 15:37:25 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <5956@castle.ed.ac.uk>
Source record: 239088

Hi All!

I've put two ST demos (they work on the STE as well) in the atari/new
directory at atari.archive.

They are:

amigajok.arc AN Cool's Amiga Joke Demo (needs 1 meg)
acid2.arc AN Cool's Acid Burn 2 Demo

They're both worth a look. Hopefully, they'll be moved into atari/demos
when the guys at terminator find some spare time.

BTW, does anyone know where I could get a copy of SPUFILE? I'd like to
put some full-disk demos on terminator.

If you've got any good demos, please put them on terminator!

Cheers,
Mark.

1464. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 15:58:03 UTC
From: atoenne@exunido.uucp
Message-ID: <2421@laura.UUCP>
Source record: 239081

In article <1990Aug27.133140.14808@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1829@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.ohiou.edu (Bill White) writes:
>> I've seen a lot about the TT and I'm convinced I want one now.
>>I also want one with Unix; gnu is OK but frankly, I really hate gulam
>>and really want multitasking. So my question is,
>> - how much would the TT cost (realistically, i.e., including
>>discounts, etc.)
>> - how much does UNIX cost? (I can do the addition myself).
>>I'm hoping the whole bundle would cost under $3000. And no, I'm not
>>quite ready to shell out this much; I'm just dreaming.
>
>I don't know where you got your info from but...
>
>1> the TT isn't available. You can't get it for any amount of money
> in these here United States of America (or anywhere else I think).

And I don't know what your source of information is, but drop it :-)
The TT can be bought! I know a company which runs Smalltalk80 on it
(138% Dorado for the curious). Right now it will be sold to developers
and very anoying customers :-) Look for them before christmas.

>2> Atari Unix is in the same type of limbo that TOS 1.4 was in say
> 2-3 years ago. It's one of those things they show for an instant
> at a trade show here and there, but God only knows if/when Atari will
> ever get it cleaned up enough to sell it and then get Jack's approval
> to sell it in the US.

I saw a stable version of System V somewhat... at the Atari show in
Duesseldorf last weekend. They will port some newer software before spring
and it will cost below 10000DM then. (right now this is about US$6400
in Europe and if the $ continues falling then it will be 8000 in spring, hehe)

Ah, talking about the TT.... it sucks!
According to specifications it should run at 32Mhz. Actually it houses
a 68030xxx33 chip as I found by opening one (which is even more difficult
than on the ST. Lots of shieldings and lots of screws. One screw holds
the harddisk and when we removed it the disk dropped on the desk, oops :-)
However, it is only slightly faster than a Mac II somewhat at 16Mhz
which is rather disappointing (even then the TT is a reasonably priced
machine comparing it to the price of Macs in Germay). I guess the other
hardware was designed for 16Mhz only and cannot keep the pace.
(rams are 100ns for instance)

Andreas Toenne
atoenne@unido.uucp

P.S. These are my humble opinions based on 3 days experience and a set of screwdrivers. I am not payed by Atari (they never will) neither by one of their competitors.

1465. Rt_Move problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 19:40:58 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6835.26d93f0a@umiami.miami.edu>
Source record: 239085

Has anyone gotten the RT_MOVE program in the binaries to work? Every time
I Un-LZH it I get a CRC error on both files. I have gotten it from the
comp.sys.atari.binaries, and also from panarthea.

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1466. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 20:42:25 UTC
From: chris@tharr.UUCP
Message-ID: <922@tharr.UUCP>
Source record: 239083

In article <1990Aug16.204206.12651@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>(For example - don't expect wonderful things from an unmodified ST in high-rez
>on a multisync. It'll probably look plenty sharp, but the image will appear to
>be about the same size as a Mac screen. Yikes! Maybe things are different if
>your multisync has auto-center & auto-scaling, I don't know. I just know that
>the only reason it's worthwhile for me is because I use the overscan mode.)

The NEC 3D is well worth getting - it gives an excellent picture in both
monochrome and colour modes and the picture can be set to any size
that you want it to be.

Be warned that the 2A will not work properly on the ST - it is designed
exclusively for VGA cards - and cannot sync at the right frequencies for
the ST.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

1467. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 20:48:41 UTC
From: shiba@sgi.com
Message-ID: <1990Aug27.204841.23585@odin.corp.sgi.com>
Source record: 239086

>
>The NEC 3D is well worth getting - it gives an excellent picture in both
>monochrome and colour modes and the picture can be set to any size
>that you want it to be.
>

Anyone know how to create the cable to hook a multisync to an ST?
Doesn't seem like it would be that difficult to make if I knew what
went where...a few local places will make them, but they want (what
I consider) an arm and a leg.

>Be warned that the 2A will not work properly on the ST - it is designed
>exclusively for VGA cards - and cannot sync at the right frequencies for
>the ST.
>
Also, how can you tell which multisyncs will work with the ST?
Is it any multisync that will do ega, cga and vga?

Rich Shiba

1468. Re: Rt_Move problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 21:12:18 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug27.211218.27420@ecst.csuchico.edu>
Source record: 239087

```
- Has anyone gotten the RT_MOVE program in the binaries to work?
- Every time I Un-LZH it I get a CRC error on both files. I have
- gotten it from the comp.sys.atari.binaries, and also from panarthea.

I have a working copy of it if you or anyone else needs it.
```

1469. MX2 with STe

Newsgroup: comp.sys.atari.st
Date: 1990-08-27 22:11:17 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug27.221117.27756@ecst.csuchico.edu>
Source record: 239089

Has anyone been able to use MX2 with an STe or even TOS 1.4? When I try to use one of the commands (IP, BP, FP) I get 12 bombs.

Thanks.

1470. Re: how about we stop the war before it starts?

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 00:08:52 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Aug28.000852.27805@sisd.kodak.com>
Source record: 239090

The point in which I'm attempting to get to we computer nuts is not another "lets compare machines" (this always starts a range war and I'll shortly explain why...). My point here is sheer credibility. I certainly would not buy another car from a dealer that made promises, then, never delivers. The ST is STILL a great machine, no if ands or maybes. I assisted in coding Deskcart!, and wrote Print-It!. Deskcart was highly touted. The earnings were sad. Print-It! was on pirate BBS's before release. Now... to the nitty gritty First, take a look at the PC areas... No arguing about "I'm best... not you". NO! consumer likes to admit, "I made a purchase mistake"... Or, for some reason, we think our computer as an intricate member of our houshold/life. A parallel might be... The next door neighbor's 300zx swallows my Supra and chews it apart. Then, theres the guy w/ the Hyundai, who, thinks both are whacko. These, in computerdom are the IBM'rs. I've worked w/ PC's from Model 1 Trs-80's to Apples & atari's and MUCH more. Judge machines by support/usefulness/future usefulness, not by the name/religion.
My personal opinion is simply the PC offers everyone a steady growing highly supported platform to allow computers to aid them in their lives....

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a simple and complete disclaimer?

1471. Re: ZX81 Emulator was Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 02:05:40 UTC
From: hedley@iitinc
Message-ID: <157@iitinc.UUCP>
Source record: 239099

> gary@brb.isnet.inmos.co.uk writes:
> You could if you wished program the Z80 in assembler (in fact there may have
> been one on the disk). The normal way to load a machine code program was to
> have a REM statement as line 1 with lots of characters (more than the length
> of your machine code), then poke the machine code into RAM byte by byte (in
> decimal!) which would overwrite the characters following the REM statement.
....
> Sigh! Those were the days. I wanted a ZX81, but couldn't afford one, so I had
> to stick to my ZX80.

Actually I used an assembler for it, you read the assembler in from cassette
and it was a large basic program, since cassette didn't make for a robust
file system there was no way to build an "object" so you entered the
assembly statements in REM statements at the top of the program (the assembler!)
then run the assembler. The resulting machine code would be org'd to some spot
in memory, my friend an I were using it to do vector graphics via DAC's to a scope.

The cassette was unreliable at best. Why didn't the ST come with a cassette port? :-)

Hedley

--
{decwrl|sun}!imagen!iitinc!hedley | Integrated Information Tech.
hedley@imagen.com | Santa Clara, CA. (408)-727-1885 x49

1472. Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 03:12:06 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <11895@ists.ists.ca>
Source record: 239091

I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance with Tempus II. The contents of the scroll bar in the file selector are shifted to the left. If I click on the slider, the red dotted box that indicates the moved slider is in the proper location. So far, everything else in Tempus appears to be OK.

Has anyone else seen this? Is there a patch available?

Tech stuff: Tempus II version 2.07; AUTO folder contains POOLFIX3 and FOLDR100.PRG.
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1473. VALGUS and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 03:37:11 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <11897@ists.ists.ca>
Source record: 239092

When I try to run VALGUS version 1.1 on TOS 1.4, I get the message

Runtime error 7 in module MALLOC

and the computer locks up. However, if I have TEMPLMON (version 1.12) resident in the machine, VALGUS runs - no errors, no lockup!

Assorted questions: Is there a newer version of VALGUS that runs with TOS 1.4? What is it about TEMPLMON that allows VALGUS to run? Has anyone else seen this or a similar problem with TOS 1.4?
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1474. Re: ST Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 04:58:21 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug28.045821.29561@ecst.csuchico.edu>
Source record: 239097

- BTW, does anyone know where I could get a copy of SPUFILE? I'd like
- to put some full-disk demos on terminator.

I've never heard of SPUFILE. I've used Magic Shadow Archiver for sending disks as files. There's also Ultra and Chaos Disk Compacter, but I don't use them.

- If you've got any good demos, please put them on terminator!

I have a few full-disk demos I could upload to terminator, like Snowman, Whattaheck, and the TNT-FNIL demo. I have a few others, like the Union and the Carebears Cuddly Demos, but I don't think I can save them as a file. I've already uploaded a couple of STe demos that I was surprised weren't up there already.

1475. Problems with gnuemacs v18-55 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 07:18:20 UTC
From: aa@lln-cs.UUCP
Message-ID: <998@lln-cs.UUCP>
Source record: 239001

I tried to install gnuemacs v18.55 posted some months ago in
comp.binaries.atari.st on my ST (2Mb), but I still have some problems:

1) Shell problem:

When I press the <Return> key in a shell-mode buffer (*Shell*), I
always get the following message:

%: not found
cmd exit code -33

although my ESHELL env-var has the value "c:\gnu\gulam405\gulam.prg".
(I have a copy of gulam under "c:\bin\sh" too)
If I replace the "(insert "\n% ")" line of shell.el by "(insert "\n ")",
commands seem to be sent to the shell but the results dont go into the *Shell*
buffer. This append whatever the value of ESHELL is (!?). By the way,
shell-command work fine.
What must I do to get it work (like what I'm used under Unix) ?

2) Keyboard and mouse problem:

The function keys and the keypad keys return key codes such as
"#0", "#1" ... The mouse left and right buttons return "#l" and "#r"
respectively... It seems to me that they should return "ESC-#l" and "ESC-#r"
because when I press the "ESC" key before pressing the mouse button gnuemacs
does what I expected. Any solution ?

Andre April E-mail: aa@info.ucl.ac.be
Unite d'Informatique
Universite Catholique de Louvain
B-1348 Louvain-la-Neuve
Belgium

1476. 8-bit digital audio

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 07:39:15 UTC
From: ao@lne.kth.se
Message-ID: <0093BDD2.3E210680@lne.kth.se>
Source record: 239093

Hi there!

Could anyone tell me what format the ST uses to create
8-bit audio files. I own an IBM PC/AT and have tried
Richard E. Zobell's "REplay", which plays ST audio
files on the PC-speaker.

I have a couple of 12-bit PCM files which I would like
to convert to ST-format so that I can play them on my
IBM PC/AT.

I suspect that it is some kind of ADPCM format, but I
need the algorithm.

Thanks in advance,

Anders Ohlsson

1477. Arcgsh 3.1

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 08:03:46 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Aug28.100346@heike.informatik.uni-dortmund.de>
Source record: 239096

I just submitted Arcgsh 3.1 to comp.binaries.atari.st. It contains a few minor and one major fix: The parameter string to the user-defined editor and the user-defined pager was restricted to 32 bytes, which caused problems when one wanted to edit or to look at files deep down in the file hierarchy. This has been fixed.

Thanks to Roland Schreier (schreier%eaecl1@tuvie.uucp) who drew my attention to that bug.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1478. Re: Decompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 08:20:00 UTC
From: woju@mist.UUCP
Message-ID: <5657213@mist.UUCP>
Source record: 239094

In <6823.26d45f9a@umiami.miami.edu>, dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
|I want to download some sounds from terminator, but most of them and with
|a .Z extender.. which I think means a TAR file.. but anyhow, how can
|I uncompress these files on a VAX or on my ST?

Just use that Compressprogramm c16(which is an 16 Bit Compress for TOS)
you can get that thing(i think it is PD) from my Mail Server if you want it
but first send a mail with 'send help' Just try to get a mail thru

Greetings Wolfgang

PS:the netaddress for my Mailserver is :server@mist (get your mail into the
SUB-Net, there exists another machine called mist on this small world,
perhaps try:server%mist@tmpmbx.sub.org(or just try another way to getto the
SUBNET, there are several gateways for doing that)

--
#===#
Wolfgang Jung Email:woju@mist.UUCP
Bang:..!tmpmbx!unlisys!image!mist!woju
#===#

1479. Re: Rt_Move problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 08:51:25 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1425@ruunsa.fys.ruu.nl>
Source record: 239098

I got Rt_move to 'work', but although I do have tos1.4, it tells me
I do not have tos1.4 and refuses to do anything.
(could this have to do something with a European version vs. an American
version of tos or something?)

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

1480. Wanted: metafont

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 09:37:36 UTC
From: crs@oxygen.siesoft.co.uk
Message-ID: <1990Aug28.093736.12799@siesoft.co.uk>
Source record: 239095

Does anyone have a copy of metafont for the atari st? I remember seeing it in the atari group a while ago (a year or more?), but I didn't need it at the time so I didn't save it (damn).

Thanks in advance

--
==========
Chris Smith ...!mcvax!ukc!siesoft!crs
<crs@siesoft.co.uk>
==========

1481. Can anyone give me info on the mail server at terminator?

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 15:01:49 UTC
From: dac@ukc.ac.uk
Message-ID: <5362@harrier.ukc.ac.uk>
Source record: 239100

Around June I read something about a mail server being operational at
the Terminator archive. Infomation on this mail server (ie address and
usage info) would be appreciated. I've been out of it for a while so
I don't even know if it's running. Back in June I think it was on test.

Thanks.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.ukc>
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.

1482. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 15:33:08 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug28.153308.11588@newcastle.ac.uk>
Source record: 239011

In article <2421@laura.UUCP> atoenne@julien.informatik.uni-dortmund.de (Andreas Toenne) writes:
>Ah, talking about the TT.... it sucks!
>According to specifications it should run at 32Mhz. Actually it houses
>a 68030xxx33 chip as I found by opening one (which is even more difficult
>than on the ST. Lots of shieldings and lots of screws. One screw holds
>the harddisk and when we removed it the disk dropped on the desk, oops :-)
>However, it is only slightly faster than a Mac II somewhat at 16Mhz
>which is rather disappointing (even then the TT is a reasonably priced
>machine comparing it to the price of Macs in Germay). I guess the other
>hardware was designed for 16Mhz only and cannot keep the pace.
>(rams are 100ns for instance)

At present the system as sold to developers is an 8Meg machine with 33Mzh CPU but clocked at 16Mhz. The final release version will be clocked at 32Mhz. I am not sure if this will involve the whole machine running at 33Mhz or if a cache method similar to HyperCache or Turbo16 on the ST will be used. Either way the performance increase should be significant.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1483. How much is a non-Seagate 60Meg SCSI drive?

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 15:39:02 UTC
From: mike@abekrd.UUCP
Message-ID: <1371@abekrd.UUCP>
Source record: 239014

I'm thinking about buying a hard drive for my ST. I'm quite happy with the idea of connecting a bare drive to an adaptor and putting it all in a box.

Sooo, how much should I be looking to pay. Who gives best value for money? I'm willing to be flexible on the drive capacity.

If you don't want to post mail me at:

mike@abekrd.co.uk

Thanks, Mike.

1484. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 16:01:11 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug28.160111.12097@newcastle.ac.uk>
Source record: 239012

In article <SUHONEN.90Aug27174349@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>In article <1990Aug27.133140.14808@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
> Shouldn't be much of a chore if they have a workable Ethernet connection
> for the beast. I've heard some talk of TCP/IP being developed for the
> ST by some third party. It probably would be a trivial task to port it
> to a 68030 ST.

The ST has a PD package that uses tcp/ip the KA9Q package it is on
terminator with sources. Porting this to use a VME ethernet or SCSI
eternet card connected to the TT should not be to hard. NB: the ST
version uses serial ip (SLIP).

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1485. Re: ST Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 17:04:20 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug28.170420.13294@newcastle.ac.uk>
Source record: 239015

In article <1990Aug28.045821.29561@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>- BTW, does anyone know where I could get a copy of SPUFILE? I'd like
>- to put some full-disk demos on terminator.
>
>I've never heard of SPUFILE. I've used Magic Shadow Archiver for
>sending disks as files. There's also Ultra and Chaos Disk Compacter,
>but I don't use them.

Are these programs PD? If so could you please upload them also and/or post them to the binaries.

>- If you've got any good demos, please put them on terminator!
>
>I have a few full-disk demos I could upload to terminator, like
>Snowman, Whattaheck, and the TNT-FNIL demo. I have a few others,
>like the Union and the Carebears Cuddly Demos, but I don't think I
>can save them as a file. I've already uploaded a couple of STe demos
>that I was surprised weren't up there already.

It would be good to see a few more good demos about so yes please upload them. I have hords of screeming UG's after whatever they can get.

While on the subject of demos, Has anybody got the STe ACID demo that they can upload.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1486. Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 18:00:57 UTC
From: talaga@oxy.edu
Message-ID: <108571@tiger.oxy.edu>
Source record: 239003

Does anyone have any information about getting Appletalk to work with Spectre GCR? The most recent update (2.65) came out last spring with rumors and breathings of a future Appletalk connection. Is there any more word on this? Does anybody have a means by which s/he has found a way to get Appletalk to work? (additional hardware?) Thanks

David Talaga talaga@oxy.edu
Occidental Chemistry
Los Angeles

1487. Re: dead mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 18:37:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5129@brahma.cs.hw.ac.uk>
Source record: 239013

In article <2051@idunno.Princeton.EDU> tasayco@phoenix.Princeton.EDU (Tasayco Hakia) writes:
>Hi! Yesterday my monitor died, or at least it seems that way. It seems
>to be still getting power because the green light is on, but the
>screen is totally blank. I would appreciate any help like hints of
>what could be wrong and how to fix it or advice about sending it to
>Atari for repair, or whether any TV repairman would repair it, or any
>experience you have had with dead monitors.

Well I guess this as good a time as any to voice my sorrows too.
We have two SM124 monitors here with the same problem. We have carefully checked them against working ones and it looks like the line output transformers are dead. We have been waiting for months for a local Atari dealer to get us replacements but nothing has turned up yet. The dealer has quite a few SM124s waiting for repair and says he can't get the LOPTs for them. However he can get LOPT's for SM125's (The Tilt 'n Swivel monitor) but they are no use to SM124's.

Unless we can get our hands on SM124 LOPT's we might have to buy new monitors and I don't want to get SM124's if I can't repair them. SM125's seem not to be on sale any more.

BTW SM124's are made for Atari by Goldstar. Anyone know if they will supply the parts?

> Francisco Figueirido

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

1488. Re: ST Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 21:29:59 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug28.212959.4925@ecst.csuchico.edu>
Source record: 239004

```
- I've put two ST demos (they work on the STE as well) in the
- atari/new directory at atari.archive.
-
- They are:
-
- amigajok.arc AN Cool's Amiga Joke Demo (needs 1 meg)
- acid2.arc AN Cool's Acid Burn 2 Demo
```

AMIGAJOK was pretty funny. Acid2 didn't work on my STe though. It loaded in fine, but then started to play the music and I got four bombs. Any ideas?

1489. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 21:59:19 UTC
From: focke@gmdzi.UUCP
Message-ID: <3263@gmdzi.UUCP>
Source record: 239002

os9paul@gkcl.ists.ca (Paul Good) writes:

>I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance
>with Tempus II. The contents of the scroll bar in the file selector are
>shifted to the left. If I click on the slider, the red dotted box that
>indicates the moved slider is in the proper location. So far, everything
>else in Tempus appears to be OK.

>Has anyone else seen this? Is there a patch available?

It's a known bug.

You need the new version V 2.10.

Stefan Focke

1490. Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-28 22:57:55 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug28.225755.5441@ecst.csuchico.edu>
Source record: 239005

I have just uploaded these demos to /atari/new at terminator.
Hopefully they will be moved to /demos soon.

coldemo.lzh - displays 512 (or more) colors in medium resolution
fujiboin.lzh - Fuji symbol bouncing around, like Boink, but better
genesis.tos - Landscape fractal generator
magiceye.lzh - psychedelic fractals and music
marbles.lzh - marbles bouncing around
shinybub.lzh - the classic Shiny Bubbles marble demo

Larger (300-500K) demos to come.

BTW, what's the general rule for uploading stuff to Steve Grimm to be
posted in comp.binaries.atari.st?

1491. Help with sector editors

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 00:58:44 UTC
From: SONORAN@tecmtyvm.mty.itesm.mx
Message-ID: <90240.185844SONORAN@tecmtyvm.mty.itesm.mx>
Source record: 239006

I have a 520STFM with 1 MB and a single sided external drive that was originally the internal one, I merely bought a 314 drive and swapped them. So far, no problems, but lately the single sided drive corrupted the first sector of the directory of TWO diskettes, which is strange as the single sided drive was the more reliable one. I need a program to save a group of sectors to a file, as the sector editors I have (disk doctor, seced, mechanic, duex) only save tracks and sectors directly, not to files.
Oh, yes, I detected the sectors to save with Diskmap.
Thanks a lot for your help to a desperate soul!
Pedro Galvan
Hermosillo, Sonora, Mexico
sonoran at tecmtyvm.mty.itesm.mx
sonoran at tecmtyvm.Bitnet

1492. Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 01:17:35 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug29.011735.6050@ecst.csuchico.edu>
Source record: 239007

I have just sent SNOWMAN and FINALCUT demos to atari.archive. Snowman replays a short story of a boy and a snowman with digitized sound and animation. FinalCut is a hacker demo; press the reset button on your ST when you are finished seeing the demo, for another one.
sig

1493. Anyone seen STDWIN for the ST via FTP anywhere?

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 02:42:38 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990Aug29.024238.11971@cs.wayne.edu>
Source record: 239008

I'm trying to find the STDWIN C libraries for the Atari computer, either for the Lattice or Turbo C compilers (as these are the only compilers that is rumored to be available for, is MWC now among them?). Anyone know where this might be available via FTP in the U.S.?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

1494. Re: Anyone seen STDWIN for the ST via FTP anywhere?

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 04:07:16 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Aug29.040716.1710@murdoch.acc.Virginia.EDU>
Source record: 239010

In article <1990Aug29.024238.11971@cs.wayne.edu> pbh@pandora.cs.wayne.edu (Patrick B. Haggood) writes:
>I'm trying to find the STDWIN C libraries for the Atari computer, either
>for the Lattice or Turbo C compilers (as these are the only compilers
>that is rumored to be available for, is MWC now among them?). Anyone
>know where this might be available via FTP in the U.S.?

gatekeeper.dec.com: pub/misc/stdwin.

I played with this a long time ago... the biggest non-portable thing
it did was pass structures by value into AES calls instead of passing
the individual arguments. This is something Lattice(?) allows and
Laser C doesn't. I also found that declaring the WIN *'s as register
WIN * when they're passed into routines reduced the code size by
10%... ah, for an optimizing compiler.

--
"Fuck you, Wumpus." -- Joe Stong

1495. Re: showdvi fonts?

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 06:38:35 UTC
From: dinolt@wdl1.wdl.fac.com
Message-ID: <1100002@wdl1.wdl.fac.com>
Source record: 239017

```
This is really a note from Jeff Long (longj@LONEX.RADC.AF.MIL). He
asked me to post it for him. Comments, etc. should be addressed
directly to him. (dinolt@wdl1.wdl.fac.com)
--------------------------------------------------------------------------

A while back someone posted a note asking for help getting SHOWDVI to load
the fonts it needs. I have spent a couple of days getting my show/print
dvi set-up and working with my monochrome system and 30 meg drive and
HP-DeskJet printer.
I took 1.5 Meg of PK fonts from my Sun at work and d/led them and
then moved them into single fonts files using FLIB.TTP (which came with
the showdvi distribution I got from Terminator). I still use the same
fontlib for the screen that was included in the file showdvifnt.zoo, but
that zoo file had only enough fonts for the screen driver, not any 300dpi
fonts for my deskjet.
Anyway, the point of this is to present my general findings on using
show/printdvi. I have the fontlibs in a directory like I:\fonts\screen
and I:\fonts\printer and each of these folders has the fontfiles for the
resolutions needed. I believe the screen directory has PK0083 thru
PK0144 in single magsteps. My printer directory has a very complete
collection of 300dpi fonts from PK0300 to PK0622.
I boot show/printdvi from the root level of my F: drive (using
Neodesk :-)) and have the showdvi.fnt and printdvi.fnt files located on C:
drive in a folder labeled C:\CONFIG\. The two font config files are just
modified versions of ones that came with the distributions.
They look like this:
; the fonts for the ATARI SM 124
flib 100 I:\fonts\screen ;magstep 0
flib 110 I:\fonts\screen ;magstep half
flib 120 I:\fonts\screen ;magstep 1
flib 144 I:\fonts\screen ;magstep 2
flib 173 I:\fonts\screen ;magstep 3
flib 207 I:\fonts\screen ;magstep 4
flib 249 I:\fonts\screen ;magstep 5
; now the fonts for the HP-DESKJET
flib 300 I:\fonts\printer ;magstep 0
flib 329 I:\fonts\printer ;magstep half
flib 360 I:\fonts\printer ;magstep 1
flib 432 I:\fonts\printer ;magstep 2
flib 518 I:\fonts\printer ;magstep 3
flib 622 I:\fonts\printer ;magstep 4
flib 746 I:\fonts\printer ;magstep 5
; now single fonts
pk_str %d\%s
```

;--------end of config file-----------

NOTICE: I had to CHANGE THE LAST LINE to read as shown!! It originally
was different (I don't remember exactly how), and I couldn't get either
program to locate my individual pk fontfiles when they were located as separate
font files. Before I moved all the fonts into fontlibs, I had each
pk file in folders like:
I:\fonts\tex\fonts\300\cmr10 (where "cmr10" was the individual pk file)
and with the last line of the config file changed to read as shown, it
could locate the files.

I would strongly recommend working from fontlibs, as it keeps your
directory tree much cleaner! As a service, I would be willing to provide
copies of my 300 dpi fontlibs to someone if they send me 3 ds/dd disks in
a mailer that I can use to return them in, along with $2.00 to cover the
return postage. Like I said, the printer fontlibs amount to a little over
1.5 Meg, so I don't think it is practical to post them to the net!!

By the way, about a year ago, I posted a port of BibTeX for the ST to the
net. I would appreciate it if anyone who has used it could at least give
me feedback on how it is working for them!
My new net address is:
longj@lonex.radc.af.mil
and if anyone wants the fonts, mail the disks and stuff to me at:
Jeff Long
3003 Saturn Drive
Rome NY. 13440
(home)(315)-339-6096

jkl

1496. Re: Wanted: Chinon Floppy Drive Horror Stories

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 09:53:08 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3348@syma.sussex.ac.uk>
Source record: 239009

From article <RALPH.90Aug24125733@orion.laas.fr>, by ralph@laas.fr (Ralph P. Sobek):
> Some time back there were numerous postings concerning the (in?)famous
> Chinon floppy drive. As I remember, many people had problems with its
> media change detection.
>
> What were the conlusions of those postings? My new Mega 4 ST has a
> Chinon Rev B F-354 EAA drive in it. It has been sent back to the
> dealer to fix the `media change problem'. I'm curious as to what
> official solutions that were made available.
>
> Suggestions are also appreciated. Is there a good test program for
> this problem?

I'm not sure about the current state of Chinon drives on the Mega, but the external floppy drive I bought recently had the 'media change' problem. It was sold by a large UK distributor, Evesham Micros, and I don't know how widespread it is elsewhere in the world, but it's made by a firm called Roctec and it's called something like RF 302. It's advertised as having a Teac or Citizen mechanism - I guess it depends on the batch. Anyway, it's now back with Evesham with a request for replacement.

The easiest way I found to test the existence of the problem is this:

1. Insert disk #1. Open any folder

2. Remove disk #1 and insert disk #2. You'll still see the drive window displaying disk #1's folder. This is normal.

3. Click on the top left corner of the window (the 'close box') to return to the top directory.

A fully-working drive will proceed to read the disk, recognising that the media 'might have changed' and will then show the top directory of disk #2. A faulty drive not read the new disk and will show the top directory of disk #1.

You can force the ST to read the new disk in a faulty drive by pressing 'escape' (at least, this works on TOS 1.4 and above; I'm not sure if it works for all TOS versions). The fault is easy to spot if you're at the desktop, but might not be so easy if you're writing to a disk when inside an application. There's a considerable danger that you'll mess up the file allocation table on the 'new' disk, as the ST will think it's writing to the free space on the 'old' disk. The only mitigating factor is that if you had to swap disks because there was not enough free space on the old disk, the ST won't overwrite the new disk because

it will still think there's not enough free space.

Graham.
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1497. Re: Wanted: Chinon Floppy Drive Horror Stories

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 10:02:51 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Aug29.100251.11916@gdr.bath.ac.uk>
Source record: 239020

In article <RALPH.90Aug24125733@orion.laas.fr> ralph@laas.fr writes:
>Some time back there were numerous postings concerning the (in?)famous
>Chinon floppy drive. As I remember, many people had problems with its
>media change detection.
>
>What were the conlusions of those postings? My new Mega 4 ST has a
>Chinon Rev B F-354 EAA drive in it. It has been sent back to the
>dealer to fix the `media change problem'. I'm curious as to what
>official solutions that were made available.

I worked up a fix for the problem mechs at the time when Cumana was using them. I wrote to Cumana describing the problem and my fix; I got a letter back saying they'd discussed it with Chinon and my fix was 'suitable and appropriate'. Don't know if the publicised it. IF you are comfortable with taking your ST apart, what you do is:

Remove the drive mech. Looking into it, you'll see there are 2 little pin switches, one of which is located where the write-protect hole in the disk is, and a second right next to it. The first is the write-protect sense switch; the second is a 'disk present' switch. The internal circuitry of the Chinon drive means that the WP switch state doesn't get sent to the ST unless the disk present switch is closed.

The 'fix' is to make the disk-present switch be permanently closed. The way to do this is to solder a small jumper wire across its terminals on the bottom of the drives PC board. In my drive, both switches were in a single unit, but it was obvious which set of terminals went to which side.

NOTE --- I don't know if all Chinon drives with the problem are constructed the same way, so neither I nor anyone else I've mentioned can be held responsible if you try this and it breaks things. All I will commit to is that it worked fine for me... I've fixed 2 Chinon mechs that way. (It's a good way to get a reliable CHEAP mech -- there are a lot of them flying around, presumably because people have discovered they don't work on STs. Unless you perform the trivial modification.)

ALSO NOTE -- Not all Chinon drives have the problem. In particular, Cumana claimed that they were going to switch to a different model of Chinon mech which worked properly in this regard.

>Suggestions are also appreciated. Is there a good test program for
>this problem? Please try to reply to me directly and I'll summarize
>if anyone else is in the same boat, and interested.

There's a simple test _procedure_. Put a write-enabled floppy (little window closed) in the drive, and pop up a directory-listing window. Take the floppy out, reinsert it (or any other write-enabled floppy) and hit ESCape. If the drive spins, you're OK. If the drive does not spin, you've got the problem. The problem mechs only do the wrong thing with write-enabled disks. To be sure, try this several times .

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

1498. Re: Rodney's UUCP modules (was Re: Hard drive woes)

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 14:08:35 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Aug29160835@orion.laas.fr>
Source record: 239019

I have no problem communicating with Rodney and friends. Some
addresses that I've tried are:

rodney@merkur.gtc.de (Rodney Volz)
uunet!mcsun!unido!gtc!aragon!merkur!rodney

In addition, you may send to a friend of his (see following).
Included are instructions to get Mercury UUCP through FTP.

From: Kurt Jaeger aka PI <zrzr0111@rusux1.rus.uni-stuttgart.de>
To: ralph@laas.fr
Subject: Re: Mercury...
Date: 17 Aug 90 20:56:16+0200

Hi !

It seems that our mail-link does not like it very much :(

Try to ftp from rusmv1.rus.uni-stuttgart.de [129.69.1.12]

in /soft/atari/komm/*

So long, PI (for Rodney)

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1499. TOS 1.4 >> How many chips for a STfm?

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 15:49:23 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2777@vela.acs.oakland.edu>
Source record: 239016

I am considering a TOS upgrade, and have not had the gumption to tear open my ST yet to see what it would entail. Before I go off calling the computer store or hooting up Atari on the land line, is there any one that has upgraded their STfm that could tell me what I need? Who knows, maybe I could even buy one of the nice chip sets that have been for-sale on the net! I would also be interested in what soldering (if any) is required.

swood

--
Go ahead... FLAME ME!!!! | swood@vela.acs.oakland.edu
I am getting used to it. | swood@vela.acs.oakland.edu
Home-40 | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

1500. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 15:54:31 UTC
From: atoenne@exunido.uucp
Message-ID: <2427@laura.UUCP>
Source record: 239018

In article <1990Aug28.153308.11588@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>At present the system as sold to developers is an 8Meg machine with
>33Mzh CPU but clocked at 16Mhz. The final release version will be
>clocked at 32Mhz. I am not sure if this will involve the whole machine
>running at 33Mhz or if a cache method similar to HyperCache or Turbo16
>on the ST will be used. Either way the performance increase should be
>significant.

Are you sure ? really sure ?

If this is true, Atari Germany will have tons of problems. They sold those machines as 32Mhz *CLOCK SPEED*. Now all developers are pissed.
What is the use of a development machine if it runs only at 1/2 of the speed of the regular ones ? You cannot do performance tests, timing adjustments etc.

Andreas Toenne
atoenne@unido.uucp

/include/std/disclaimer:

1501. Re: Atari Stock Update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 19:57:19 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Aug29.195719.12384@rodan.acs.syr.edu>
Source record: 239022

In article <1990Aug23.160044.25447@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>Big deal. There are a lot of closely held companies out there that
>haven't dumped half of their value in the last week or so. BTW,
>ATC is trading at **2 5/8** as of 4pm Wednesday. What's your point?
>[...] They can't raise fund in the stock market
>because nobody wants to touch their stock. It dropped 1/2 point yesterday
>to 2 5/8 on 3.5 times its normal volume.
>
>Hehe, pull your head out of the sand and accept the numbers pal.

At yesterday's (Tue 8/28) close, Atari was at 3-3/4. That's a 40% increase
of just one week ago. I challenge you to find another stock that has performed
this well. Draw your own conclusions, etc...

>
>------------------------------+--------------------------
>Chris Mauritz |D{r det finns en |l, finns
>cmm1@cunixa.cc.columbia.edu |det en plan!
>(c)All rights reserved. |
>Send flames to /dev/null |
>------------------------------+--------------------------

1502. becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 20:46:48 UTC
From: jimh@ultra.com
Message-ID: <1990Aug29.204648.3852@ultra.com>
Source record: 239021

How does one go about becoming an official Atari
developer? I remember a while back someone posted
something to the effect that you called
Gail Johnson (?) at Atari and arranged it. Is that
still true?

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1503. More files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 22:12:57 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug29.221257.11967@ecst.csuchico.edu>
Source record: 239024

I have just sent these files to atari.archive.

foldrsrt.lzh - Folder resorter. Good for AUTO folder.
lostboys.lzh - Lost Boys Definitive Demo.
sbt6pach.lzh - Patch to fix upper/lowercase bug in SuperBoot 6.0
spaceace.lzh - The famous Space Ace demo. (There's one already there
from 1986 (???), ACEDEMO.ARC but it's nothing like
this one. You need Magic Shadow Archiver to extract
the file to disk once you unLZH it. I think the
filename on atari.archive is SHADOW.ARC in /utilities.
suprbt60.lzh - SuperBoot version 6.0.
deskmg31.lzh - A utility like SuperBoot, but SuperBoot seems to be
of more use to hard drive owners and DeskManager seems
easier for floppy users.

BTW, I haven't seen that Jon (weiner@atari.archive.umich.edu??) has
moved the other ones that I've sent, over to their proper directories.
I guess everyone must wait until he does so.

1504. Help with game DGDB wanted

Newsgroup: comp.sys.atari.st
Date: 1990-08-29 23:07:37 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <6834.26dc127a@uwovax.uwo.ca>
Source record: 239023

Hi! Recently I collected a game called "DGDB" from the archive site Terminator. Though the game starts up OK, I cna't get the little man on the screen to respond to anything that I do with my joystick. Is there someone out there who has gotten the game to work for them? Were you using TOS 1.0 or higher? If you got it to work with a version of TOS higher that 1.0, was there a trick to getting the man to move?

Thanx to anyone who can help.

Adele

--

Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539

1505. More sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 00:44:15 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug30.004415.13774@ecst.csuchico.edu>
Source record: 239038

These were just sent to atari.archive.

st_conn.lzh - ST Connexion Sound Demo. Uses SoundTracker modules.
Sooner or later I'll upload a program that plays these
modules in stereo for the STe. It doesn't have the
nice display that this demo has, however.

cybscape.lzh - Demo from Antic, showing one result of the use of
their programs, Cyber Control, CAD 3-D, Cyber Paint,
etc. This one's pretty good, despite my lame
description. :^)

I sure hope I'm not overwhelming this place. It's just that once my
BBS and school gets going, I don't know how much time I'll have to
send stuff like this. Hopefully, these and the other files are moved
over to /demos soon; each time I send a batch, I check and nothing new
is there. I have about fifteen disks of archived demos and I've only
gone through number four. :^)

1506. DC-Showit problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 06:18:54 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6854.26dc778e@umiami.miami.edu>
Source record: 239043

I am having a problem with DC-SHOWIT 1.1.

It is in my auto folder, and upon bootup, it says INSTALLED, but when
I view a file, it uses the old desktop viewew, so I have to install
it again by just double clicking it.

In my auto folder I have:

GDOS.PRG
AUTOFMC.PRG (Booter for cartridge clock)
TOS14FIX.PRG
MACCEL2.PRG
FOLDR100.PRG
LGSELECT.PRG
DSKMGR25.PRG
PINHED13.PRG

Atari 1040 st, 1 meg RAM, TOS 1.4, Atari Sh204 HD

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
----

1507. Using a mainframe to run gcc for atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 07:21:41 UTC
From: peewee@ucscb.ucsc.edu
Message-ID: <6428@darkstar.ucsc.edu>
Source record: 239025

Suppose I were to download the gcc source from an Atari archive, and compile it on a mainframe like a VAX or an ISI or a SUN. If I could get the compiler to run, would it make usable Atari ST program files? I mean, is the compiler written taking for granted that it will be run on an atari with specific bit widths for int, long, etc.

Would this work? has anyone done this before? And does anyone know for sure that I would be waisting my time...?

Paul Watson
peewee@ucscb.ucsc.edu

1508. Re: More sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 08:51:37 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug30.085137.6264@math.lsa.umich.edu>
Source record: 239045

In article <1990Aug30.004415.13774@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:
>These were just sent to atari.archive.

Cool... Thanks.

>I sure hope I'm not overwhelming this place. It's just that once my
>BBS and school gets going, I don't know how much time I'll have to
>send stuff like this. Hopefully, these and the other files are moved
>over to /demos soon; each time I send a batch, I check and nothing new
>is there. I have about fifteen disks of archived demos and I've only
>gone through number four. :^)

Keep 'em coming if you can. }-) I've been trying them out, and I think Jeff has moved 'em over every time he logs in.

General comments on recently uploaded demos....

genesis.tos bombs on my machine. Dunno why, haven't looked at it. Suspect TOS 1.4 incompatibility. The acid2.arc file is 360K in size, the single file within it is only 279K. Kind of a drag, that. The Space Ace demo is kind of cool, but the graphics aren't running in lock-step synchronization with the digitized sound. On my Turbo-16 equipped Mega 4, the animation sequence ends before the sound track should end, so the sound gets cut off abruptly. (And the laser blast sound effects don't occur when the shots are drawn onscreen. Just like watching a Japanese movie, but ... }-)
The color demo also doesn't work, due to Turbo-16, but that's no surprise. Most of the others have been OK. I haven't gotten the snowman demo to work yet, it crashes my system every try so far. (And it's awful good at wiping the FAT and root dir of my RAM disk every time, too. Quite tedious...)

Usually pretty fun stuff here, tho. Nice. Finalcut was pretty good.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1509. Re: How much is a non-Seagate 60Meg SCSI drive?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 10:28:44 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4614@baird.cs.strath.ac.uk>
Source record: 239026

In article <1371@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:
>
> I'm thinking about buying a hard drive for my ST. I'm quite happy with the
> idea of connecting a bare drive to an adaptor and putting it all in a box.
>
> Sooo, how much should I be looking to pay. Who gives best value for money?
> I'm willing to be flexible on the drive capacity.

Hmmm, well there is one place that sells 85Mb Seagate drive for about #300
(not including VAT) so I would imagine a price of about #250 or less for a
60Mb SCSI drive. 'Fraid I don't know prices for non-Seagate drives as
nobody advertises them...

_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

1510. Re: TOS 1.4 >> How many chips for a STfm?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 10:32:35 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4615@baird.cs.strath.ac.uk>
Source record: 239027

It all depends upon which revision you've got - but it's a 6 ROM upgrade
and if you've got a 2 ROM system then it'll entail removing the solder from
one set of holes and putting solder in another. For more technical info
try last months issue of Personal Computer World (The August edition).

_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

1511. Resourse Construction Set... Help needed!

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 10:37:01 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4616@baird.cs.strath.ac.uk>
Source record: 239028

HELP! I've just got my hands on a PD version of the RCS but I've run into a problem... with Edit boxes (ie EDIT:_____) all 3 fields seem to be used. The first one is what is displayed on screen, the second appears to be a template indicating what characters can be displayed and the third is a line of underscores (the first title I cannot remember, the second ends with TMPLT or summat and the last ends with TEXT or summat).

Can anybody help me with this (sorry for the lack of detail, but I forgot to note the names down...).

Thanx.

___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

1512. Re: Using a mainframe to run gcc for atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 13:18:07 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Aug30141807@zappa.FtCollins.NCR.com>
Source record: 239029

FWIW, I know of someone who took the sources to Sozobon C and coerced
them into running on a VAX/VMS system... The output was a .prg file
suitable for execution on an ST. So, I would assume that gcc could be
used to produce ST executables (probably with a little "massaging" of the gcc
code on your part. :^)

I _love_ software that comes with source code.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

1513. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 13:31:11 UTC
From: tkld@castle.ed.ac.uk
Message-ID: <6036@castle.ed.ac.uk>
Source record: 239030

In article <2427@laura.UUCP> atoenne@julien.informatik.uni-dortmund.de (Andreas Toenne) writes:
>In article <1990Aug28.153308.11588@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>>At present the system as sold to developers is an 8Meg machine with
>>33Mzh CPU but clocked at 16Mhz. The final release version will be
>>clocked at 32Mhz. I am not sure if this will involve the whole machine
>>running at 33Mhz or if a cache method similar to HyperCache or Turbo16
>>on the ST will be used. Either way the performance increase should be
>>significant.
>
>Are you sure ? really sure ?
>
>If this is true, Atari Germany will have tons of problems. They sold those
>machines as 32Mhz *CLOCK SPEED*. Now all developers are pissed.
>What is the use of a development machine if it runs only at 1/2 of the
>speed of the regular ones ? You cannot do performance tests, timing adjustments
>etc.
>

I read in the Guardian (UK) Computer section today that the "Atari TT030"
is on sale *now* in the UK and Germany.

UK price (2meg RAM, 40meg HD, colour monitor) L1990 + VAT
32 MHz processor (different, the article says, from developers versions
which are apparrently 16 MHz)

The article goes on to say that the Unix has been delayed another 6 months
due to a new Unix (AT&T SysV.4 instead of V.3), being ported by
a UK company (called Root or somesuch) . New window manager
(from some French Company - never heard of it before IXI's X.Desktop would
be a better move IMHO)
...and...
a switch to using the GNU compiler gcc (Hurray !! Rah!)

> Andreas Toenne

.Kevin.
<tkld@castle.ed.ac.uk> || <tkld@lfcs.ed.ac.uk> || <tkld@tardis.cs.ed.ac.uk>
...and he did not think it too many.
--
.Kevin.
<tkld@castle.ed.ac.uk> || <tkld@lfcs.ed.ac.uk> || <tkld@tardis.cs.ed.ac.uk>
...and he did not think it too many.

1514. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 13:34:00 UTC
From: tkld@castle.ed.ac.uk
Message-ID: <6037@castle.ed.ac.uk>
Source record: 239031

> I read in the Guardian (UK) Computer section today that the "Atari TT030"
>is on sale *now* in the UK and Germany.
>
> UK price (2meg RAM, 40meg HD, colour monitor) L1990 + VAT
> 32 MHz processor (different, the article says, from developers versions
>which are apparrently 16 MHz)
>
Forgot to say, this is with TOS 3.1 on ROM. Unix next year.

--
.Kevin.
<tkld@castle.ed.ac.uk> || <tkld@lfcs.ed.ac.uk> || <tkld@tardis.cs.ed.ac.uk>
...and he did not think it too many.

1515. ST flame - give me ammo

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 14:29:32 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2794@vela.acs.oakland.edu>
Source record: 238904

I was reading through or local newsgroup, and made a comment on how we should consider getting some ST machines for the computer lab with some insurance claim money we may be getting soon. I got a slew of ST flames back, the most prominent of which is filled with half-truths, etc.

I post it here, and please e-mail me with replies:

Path: vela!grevemey
From: grevemey@vela.acs.oakland.edu (Lord Mhoram)
Newsgroups: ou.general
Subject: Re: Dodge hall surprise computer cleaning
Message-ID: <2790@vela.acs.oakland.edu>
Date: 30 Aug 90 03:25:38 GMT
References: <2760@vela.acs.oakland.edu> <2762@vela.acs.oakland.edu> <2774@vela.acs.oakland.edu> <2785@vela.acs.oakland.edu>
Reply-To: grevemey@vela.acs.oakland.edu (Lord Mhoram)
Organization: Oakland University, Rochester MI
Lines: 31

(text cut...)

As for the Atari ST's, no way. Don't you think there are enough different platforms on campus to try to support without adding another one? vms, unix, ms-dos, windows, ultrix, primos, AT's, Pc's, macintosh, minix (unsupported), multics (anyone remember this?), 386's, etc.

Mr. Parker is very fond of the Amiga. This platform is at least a technologically superior product to either a pc or a mac, and given the right parts could function as either one. (so much for software support problems -- it could run it). The only thing I have a problem with is the fact that the major software firms do not have software available for it -- though they claim to be working on it.

In the case of the Atari ST, I haven't seen any claims for either software or hardware compatibility (bad word, but) even in the distant future.

I guess what I'm trying to get at is that if another type of platform is going to be considered, lets get one capable of adapting to our needs. The Amiga with it's X Windows support, tcp/ip support, NTSC video capability, and Unix capability would be a much better platform then the Atari.

-seg

p.s. maybe I should cross-post to ou.flame?

>>> end of post <<<

thanks guys!

swood

--
Go ahead... FLAME ME!!!! | swood@vela.acs.oakland.edu
I am getting used to it. | swood@vela.acs.oakland.edu
Home-40 | swood@nucleus.mi.org
The Notorious Tre' | Scott Webster Wood

1516. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 14:29:53 UTC
From: johnr@praxis.co.uk
Message-ID: <5340@newton.praxis.co.uk>
Source record: 239032

>In article <1829@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.ohiou.edu (Bill White) writes:
>>
>> I've seen a lot about the TT and I'm convinced I want one now.
>>I also want one with Unix; gnu is OK but frankly, I really hate gulam
>>and really want multitasking. So my question is,
>> - how much would the TT cost (realistically, i.e., including
>>discounts, etc.)
>> - how much does UNIX cost? (I can do the addition myself).
>>I'm hoping the whole bundle would cost under $3000. And no, I'm not
>>quite ready to shell out this much; I'm just dreaming.

Today's copy of the Guardian (a UK newspaper) says the TT was shown at last week's Dusseldorf Atari show. Atari apparently claimed the TT was available NOW in the UK and Germany, but of course no one will believe it until they actually see one. The article repeated a price I've seen before of 1990 UK pounds for a 2MB TT with 40MB disc and colour monitor, but said it definitely had a 32MHz 68030, the 16MHz version had only been sold to developers.

We await a definitive sighting.

News on UNIX timescales is not good. Atari have decided to scrap System V.3 and go for V.4. Unisoft are doing the port and it's scheduled for next year. They've also decided to go for shipping GNU C. The X desktop will be Motif-based and will be provided by a French company. (How much of this do you believe?)

Also "announced" were a low-cost laser printer and thick and thin Ethernet connections and networking for Mega STs (called Atarinet).

P.S. the new quarterly ST World has finally appeared in the UK. IMHO it's good and well worth 3 quid (but where's the free disc :-)

--
John Richards

1517. Re: DC-Showit problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 14:33:54 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1174@uhnix2.uh.edu>
Source record: 239033

In article <6854.26dc778e@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
>I am having a problem with DC-SHOWIT 1.1.
>
>It is in my auto folder, and upon bootup, it says INSTALLED, but when
>I view a file, it uses the old desktop viewew, so I have to install
>it again by just double clicking it.
>
>In my auto folder I have:
>
>GDOS.PRG
>AUTOFMC.PRG (Booter for cartridge clock)
>TOS14FIX.PRG
>MACCEL2.PRG
>FOLDR100.PRG
>LGSELECT.PRG
>DSKMGR25.PRG
>PINHED13.PRG
>
>Atari 1040 st, 1 meg RAM, TOS 1.4, Atari Sh204 HD
>
>-Frank
>
>--
> --
> Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
> --

Several things you should look for and be certain of:

1) DC SHOWIT _must_ run after GDOS or G+PLUS or AMCGDOS in the AUTO folder. Get one of the PD folder sorters to be certain. To reorganize your folder by hand:
a) Copy everything from your AUTO folder to another folder.
b) Delete your AUTO folder.
c) Create a new AUTO folder.
d) Copy the files into the new AUTO folder _one at a time_ in the order you want them to execute

2) If you are using Quick ST prior to version 2.0, you'll have problems. Come to think of it, I don't know if the hooks are in for 2.0. If not, the next release will hook into Quick ST 2.xx

3) If you are using Turbo ST 1.8 or greater, you'll have problems. Turbo ST 1.6 will work just fine. Talk to SofTrek to get versin 1.82d which is specially

designed for DC Desktop, but will also work with DC SHOWIT.

No set date for release of DC SHOWIT 1.2, but be patient, I have done some code rewriting.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

1518. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 14:56:10 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug30.145610.14234@newcastle.ac.uk>
Source record: 239034

In article <2427@laura.UUCP> atoenne@julien.informatik.uni-dortmund.de (Andreas Toenne) writes:
>In article <1990Aug28.153308.11588@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>>At present the system as sold to developers is an 8Meg machine with
>>33Mzh CPU but clocked at 16Mhz. The final release version will be
>>clocked at 32Mhz. I am not sure if this will involve the whole machine
>>running at 33Mhz or if a cache method similar to HyperCache or Turbo16
>>on the ST will be used. Either way the performance increase should be
>>significant.
>
>
>Are you sure ? really sure ?

Well probably.

>
>If this is true, Atari Germany will have tons of problems. They sold those
>machines as 32Mhz *CLOCK SPEED*. Now all developers are pissed.
>What is the use of a development machine if it runs only at 1/2 of the
>speed of the regular ones ? You cannot do performance tests, timing adjustments
>etc.

If the machine going to developers, is the final machine why the delay
in shipping? Perhaps german developers have got the 32Mhz machine but
if what you say is correct then the HW mod is juct like the JOTO
accelerater for the ST and does not offer that much exta performance.
I hope not :-(

Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

1519. Re: Wanted: metafont

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 15:05:23 UTC
From: darius@edm.isac.CA
Message-ID: <1990Aug30.150523.3583@edm.isac.CA>
Source record: 239035

In article <1990Aug28.093736.12799@siesoft.co.uk> crs@oxygen.siesoft.co.uk (Chris Smith) writes:
>
>Does anyone have a copy of metafont for the atari st? I remember seeing it
>in the atari group a while ago (a year or more?), but I didn't need it
>at the time so I didn't save it (damn).
>
>
>Thanks in advance
>--
>==
>Chris Smith ...!mcvax!ukc!siesoft!crs
> <crs@siesoft.co.uk>
>==

I have metafont, as well as a complete set of *.mf files for
generating every font you can imagine. I takes about 10-15 minutes to
generate one font on the ST, compared to about 30 seconds on the
SPARCstation 1 at work, so I don't think I'll use it a whole lot.

I got it from panarthea, I think. I may have gotten it from ruu
(mail-server@cs.ruu.nl) and I know that my *.mf set wasn't complete,
so I had to hunt down a few files at others places. I'm willing to
send it all to you if you don't want to hunt down all the pieces yourself.

--
Darius S. Naqvi uucp: darius%isagate.uucp@uunet.uu.net
ISA Corp. darius@edm.isac.ca
Edmonton, Alberta, Canada {uunet,alberta}!ncc!isagate!darius
(403) 420-8081 or (403) 441-4121 Home: (403) 439-1444

1520. Re: ZX81 Emulator was Re: Z80 cross assembler/Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 15:44:19 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750077@hpsad.HP.COM>
Source record: 239036

> Since the emulator your describe is PD, is there any chance that
>your could get ahold of a copy and send it to Steve Grimm at Panarthea?

Please do! I think alot of people over here would like to try it.

I had a ZX81 with a 64k ram pack!!

Randy (Can you top that?) Hosler

1521. Re: Wanted: Chinon Floppy Drive Horror Stories

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 15:57:17 UTC
From: storkamp@sj.ate.slb.com
Message-ID: <1990Aug30.155717.16384@sj.ate.slb.com>
Source record: 239037

In article <1990Aug29.100251.11916@gdr.bath.ac.uk> P.Smee@bristol.ac.uk (Paul Smee) writes:
>In article <RALPH.90Aug24125733@orion.laas.fr> ralph@laas.fr writes:
>>Some time back there were numerous postings concerning the (in?)famous
>>Chinon floppy drive. As I remember, many people had problems with its
>>media change detection.
>>
>>Suggestions are also appreciated. Is there a good test program for
>>this problem? Please try to reply to me directly and I'll summarize
>>if anyone else is in the same boat, and interested.
>
>There's a simple test _procedure_. Put a write-enabled floppy (little
>window closed) in the drive, and pop up a directory-listing window.
>Take the floppy out, reinsert it (or any other write-enabled floppy)
>and hit ESCape. If the drive spins, you're OK. If the drive does not
>spin, you've got the problem. The problem mechs only do the wrong
>thing with write-enabled disks. To be sure, try this several times .
>

One of the changes in TOS 1.4 is it now forces a re-read of the disk whenever you hit ESCape, even if a media change was not detected. This, unfortunatly, will not fix the problem if you change disks while inside of a program. It does make it much more difficult to tell if you have this problem. The procedure outlined above will work from Neodesk, since it does not force the re-read.

Mark Storkamp

1522. How does one "un-lzh" files?

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 18:59:21 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1468@unicorn.WWU.EDU>
Source record: 238906

I know how to unarc and "unzoo" files, but don't know how to extract
files in .lzh format. Any suggestions?

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1523. Re: Disk error, lost mail

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 19:00:00 UTC
From: rodney@merkur.gtc.de
Message-ID: <5375463@merkur.gtc.de>
Source record: 239039

In article <A1377506581@thelake.mn.org> steve@thelake.mn.org
(Steve Yelvington) writes:
>
> I lost the hard drive partition where my news and mail are stored,
> including about 140 mail messages to me and to st-mail-request.
> If you don't get a response, it's not because I'm ignoring you....

Steve,

for I didn't reach you via mail at all, I'd like to give
you a call. Please e-mail me your phone-nr.

Thankya,

-Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <==============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________ May your children and mine live in peace _____________/

1524. Re: Rodneys UUCP modules....

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 19:09:22 UTC
From: rodney@merkur.gtc.de
Message-ID: <2202736@merkur.gtc.de>
Source record: 239040

In article <898@beguine.UUCP> John.Bunch@samba.acs.unc.edu
(BBS Account) writes:
(Sender was: usenet@beguine.UUCP)
>
> To all those interested in the Mercury UUCP package in the us, I will be
> sending it to Steven Grimm to be posted to comp.binaries.atari.st. The
> only thing I ask is for the address to submit to him? Also, I would love
> it if someone would translate the docs from german to english.
>

Aw Fuck - PLEASE DON'T!!!!!

ya hear me,

D O N ` T!!

Anyone who know him personally, tell him not to do so!! The version I sent
to John some weeks ago is still buggy.

I've had a phone talk with Adrian Ashley yesterday, and we decided that
it would be a good idea if I send him Version 1.15 (newest one).

If one of John, Adrian or Steve Yelvington has the possibility to call
germany without having to pay the charge (say, from their offices? :-)
just gimme a call, so we can transmit the stuff via phoneline.

Hope to get things right.

-Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________ May your children and mine live in peace _____________/

1525. Re: Problems with gnuemacs v18-55 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 19:17:06 UTC
From: rvr@fctunl.rccn.pt
Message-ID: <RVR.90Aug30201706@host.fctunl.rccn.pt>
Source record: 239041

I also have anothre porblem with GNU-Emacs 18.55: Very often the
screen and cursor get confused when executing a "next-line".

Any solutions?

--

Rogerio Reis UUCP: rvr@nccup.pt
Centro de Informatica da Universidade do Porto EAN: rvr@ncc.up.ctt.pt
R.Campo Alegre, 823, 4000 Porto, PORTUGAL
Telef: +351 2 6001672

1526. GFA BASIC help

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 19:42:07 UTC
From: dhe@uafhcx.uucp
Message-ID: <5174@uafhp.uark.edu>
Source record: 239042

Does anyone have any suggestions for some good books for learning how to program with GFA BASIC (or a generic BASIC). I know someone who is trying to jump onto the programming train but lacks some good self-teaching books to get him started. Please Email any replies and send flames to /dev/null. Thanks.

-David

==========
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu Computer Science Engineering
"Parents of young organic lifeforms are warned that towels can be harmful if swallowed in large quanities." -The HitchHiker's Guide to the Galaxy
==========

1527. Re: DC-Showit problems

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 21:01:57 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug30.210157.18962@ecst.csuchico.edu>
Source record: 239044

```
- I am having a problem with DC-SHOWIT 1.1.
-
- It is in my auto folder, and upon bootup, it says INSTALLED, but
- when I view a file, it uses the old desktop viewew, so I have to
- install it again by just double clicking it.
```

Try changing the order of the files in your AUTO folder. Try putting DCSHOWIT as close to the last file as possible.

1528. Re: More sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 21:09:15 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug30.210915.19063@ecst.csuchico.edu>
Source record: 238908

This isn't Fidonet so I guess I gotta add whom I'm quoting.

Howard Chu writes:

- genesis.tos bombs on my machine. Dunno why, haven't looked at it.
- Suspect TOS 1.4 incompatibility.

Works fine on my STe. Maybe your Turbo-16.

- The acid2.arc file is 360K in size, the single file within it is
- only 279K. Kind of a drag, that.

Not my upload. :^) I noticed that too. There are a few others like
that, especially in STe demos in /ste. :^(

- I haven't gotten the snowman demo to work yet, it crashes my system
- every try so far. (And it's awful good at wiping the FAT and root
- dir of my RAM disk every time, too. Quite tedious...)

Have you tried it from a floppy? It may not like RAM disks.

1529. ATTENTION !!!!! Re: Decompressing .Z files SERVER@MIST

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 21:42:00 UTC
From: woju@mist.UUCP
Message-ID: <1037705@mist.UUCP>
Source record: 239046

```
|
|PS:the netaddress for my Mailserver is :server@mist (get your mail into the
|SUB-Net, there exists another machine called mist on this small world,
|perhaps try:server%mist@tmpmbx.sub.org(or just try another way to getto the
==========================
DON'T USE THIS !!!!!!!!!!!!!!!!!

JUST forget my server... it only produce trouble...

Greetings
Wolfgang
PS:This message should not be ignored!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
================================================================================

--
#=============================================================================#
# Wolfgang Jung Email:woju@mist.UUCP #
# BANG:..!tmpmbx!unlisys!image!mist!woju #
#=============================================================
```

1530. Re: Using a mainframe to run gcc for atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 21:48:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug30.214851.22529@math.lsa.umich.edu>
Source record: 238907

In article <6428@darkstar.ucsc.edu> peewee@ucscb.ucsc.edu (Paul Watson) writes:
>Suppose I were to download the gcc source from an Atari archive, and compile
>it on a mainframe like a VAX or an ISI or a SUN. If I could get the
>compiler to run, would it make usable Atari ST program files? I mean,
>is the compiler written taking for granted that it will be run on an atari with
>specific bit widths for int, long, etc.
>
>Would this work? has anyone done this before? And does anyone know for sure that
>I would be waisting my time...?
>
>Paul Watson
>peewee@ucscb.ucsc.edu

If you have a good enough compiler on your Vax or Sun, no problem. That's
how I compile most large programs for my ST these days. (I used a NeXT box
produce the executables for Fractint while I was porting it. I also used
it to produce my ST-Minix upgrade kit. Very handy.)

Specifically, you will need to transfer the source for the compiler,
assembler, and linker to your "mainframe" system, and you will also need
all the header files and library source code. After you compile the utilities,
you will need to compile the library using the ST header files, then you'll
be ready to produce ST executable files. Anyway, the gcc stuff from Jwahar
Bammi is already set up to allow creating this cross-development system, and
it works pretty well.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1531. help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 22:18:03 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2648@unccvax.uncc.edu>
Source record: 239047

I have a 20mb HD on my 1040st with an ICD SCSI adapter and a omti controller tying it all together. One of my partitions (10mb) is just about full, and write times to it are horrifying! We're talking a minimum of 7-10sec per file where the drive doesn't appear to be doing anything, then the red light will flash, and on to the next file. The mostly empty partition on the drive still responds just as fast as you would expect...
I thought it must be a fragementation-type problem, and lacking anything like the defraggers available for the PC, I backed up all my files to floppy with Turtle, restored them, and looked forward to a performace increase. Nope.

What's going on here? Any help would be appreciated.
Also, is there a PD program to complement Turtle? I mean something that restores to your HD and just prompts you for each disk. That would be a lot easier (and faster!) than copying them from the desktop....

Thanks in advance,
Brian Daniels
(cs63bld@unccvax.uucp)

1532. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 23:19:39 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <55918@iuvax.cs.indiana.edu>
Source record: 238912

In article <2648@unccvax.uncc.edu> cs63bld@unccvax.uncc.edu (b. daniels) writes:

>I thought it must be a fragementation-type problem, and lacking anything like
>the defraggers available for the PC, I backed up all my files to floppy
>with Turtle, restored them, and looked forward to a performace increase.
>Nope.

Did you actually zero the partition or did you just delete the files? That's
all I can think of...

>What's going on here? Any help would be appreciated.
>Also, is there a PD program to complement Turtle? I mean something that
>restores to your HD and just prompts you for each disk. That would be a lot
>easier (and faster!) than copying them from the desktop....

My, my, aren't you in luck! There exists "UnTurtle," (named with permission
of George Woodside) which allows you to do restores semi-painlessly. You
pick a floppy drive to restore from and a partition to restore to...then
hit return. When all files are copied, insert the next disk and hit return.
UnTurtle handles all of the folder creation and so on.

UnTurtle is up to version 1.3 and I've been using it with no problems for
years. Version 2.0 is supposedly on the way (rewritten from Personal Pascal
to Laser C, and with a nicer user-interface), but the author has other, more
pressing projects to finish first.

In keeping with the Turtle idea, UnTurtle is freeware. If it isn't up on
Terminator, I'll post it tonight.

Jeff

Jeffrey C. Burka	"At night they're seen
jburka@silver.ucs.indiana.edu	Laughing, loving,
jburka@amber.ucs.indiana.edu	They know the way to be happy" --KaTe

1533. single drive, .TTP woes...

Newsgroup: comp.sys.atari.st
Date: 1990-08-30 23:26:04 UTC
From: asedm@acad2.anc.alaska.edu
Message-ID: <1990Aug30.232604.18080@hayes.fai.alaska.edu>
Source record: 238909

I have only one floppy drive and have noticed that when a .TTP
file is invoked that expects a filename, giving it a B:\ ....
does not cause TOS(1.0 :-<) to ask me to swap disks.

this makes it hard to edit files without putting an editor on every disk.
is there a patch for this? if so where can I find it?

thanks in advance!

Ed Miller | Welcome to my nightmare, I think
| You're gonna like it...
Internet asedm@acad2.anc.alaska.edu | ...Alice Cooper

1534. STEDEMO sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 01:11:05 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug31.011105.20693@ecst.csuchico.edu>
Source record: 239048

I've just uploaded STEDEMO.LZH to atari.archive. It's a stereo player for Soundtracker modules, with some modules included.

When I list /demo, my demos aren't there. If everyone's getting the stuff I'm sending, where are you getting them from? I get soemthing like '#.unreadable' when I list /new, BTW.

1535. Emacs 3.9

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 01:15:19 UTC
From: bill@mwca.UUCP
Message-ID: <1697@mwca.UUCP>
Source record: 238913

Can someone point me to a copy of emacs 3.9 (not 3.10)? I'd like to use emacs from within a CLI (Quick Tools), but 3.10 is GEM based and keeps ringing the bell if you load it as emacs.tos - I've heard 3.9 is much less GEM oriented.

Please email offers to email me emacs (Wow! What alliteration!), or point me to it on terminator or panarthea (I didn't see it).

Thanks!!
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1536. Re: How does one "un-lzh" files?

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 03:59:33 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <25953@cs.yale.edu>
Source record: 239049

```
In article <1468@unicorn.WWU.EDU> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>
>I know how to unarc and "unzoo" files, but don't know how to extract
>files in .lzh format. Any suggestions?
Use "lharc".
--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

1537. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 04:08:38 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <25954@cs.yale.edu>
Source record: 238914

In article <2648@unccvax.uncc.edu> cs63bld@unccvax.uncc.edu (b. daniels) writes:
>
>I have a 20mb HD on my 1040st with an ICD SCSI adapter and a omti controller
>tying it all together. One of my partitions (10mb) is just about full, and
>write times to it are horrifying! We're talking a minimum of 7-10sec per file
>where the drive doesn't appear to be doing anything, then the red light will
>flash, and on to the next file. The mostly empty partition on the drive still
>responds just as fast as you would expect...
This was a problem with TOS 1.0 and 1.2 that is fixed in TOS 1.4. Used
to be that the FAT was searched from the beginning every time a new cluster
was needed. The fuller your partition, the bigger the FAT and the slower
the write. Fix: Keep your partitions small or get TOS 1.4.

>Also, is there a PD program to complement Turtle? I mean something that
>restores to your HD and just prompts you for each disk. That would be a lot
>easier (and faster!) than copying them from the desktop....
Try The Vault. It is easier to use and more flexible than Turtle and
comes with a companion restore program, The Key.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1538. TNT_FNIL demo creator sent

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 05:49:01 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug31.054901.21664@ecst.csuchico.edu>
Source record: 239050

I've just sent the TNT FNIL demo creator to atari.archive. This works on the ST and STe. It takes a while to create the demo, but it's worth it -- at least I think so. If I remember correctly, it may take the good part of five to ten minutes. And don't forget to "pump up the volume!"

BTW, I've found that running normal ST digitized sound though the STe sounds best if the tone, or equivalent, is turned down on your stereo; it eliminates a lot of the static and hiss. This goes for the Soundtracker modules too. For the STe digitized sounds, you can turn the tone all the up and it'll sound fine -- no hiss at all.

1539. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 05:49:56 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <38514@shemp.CS.UCLA.EDU>
Source record: 238901

In article <1990Aug30.145610.14234@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
[other references deleted]
>If the machine going to developers, is the final machine why the delay
>in shipping? Perhaps german developers have got the 32Mhz machine but
>if what you say is correct then the HW mod is juct like the JOTO
>accelerater for the ST and does not offer that much exta performance.
>I hope not :-(
>
>Dave Halliday.
>(D.C.Halliday@newcastle.ac.uk)

Remember that the 68030 has internal instruction and data caches (256 bytes each?) so it can do quite a bit without even looking at the memory. I don't know what the system speed wil be, but speeding up the 68030 would still do quite a bit for performance. The TT also supports burst mode transfers for filling that cache in the "TT-RAM" which isn't shared by the video and sound subsystems so it'll be able to perform fairly well.

As I understand it (if I'm wrong, send me _MAIL_ and I'll correct myself), the Amiga A3000 25MHz version still runs with a 16MHz memory system as well.

Have fun!

--Steve

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1540. HD Backup

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 05:56:49 UTC
From: Seitz@cup.portal.com
Message-ID: <33416@cup.portal.com>
Source record: 238902

I'm lookin for recommendations for a HD file backup program and a HD sector backup program. I'll be using only ATARI and PC-DITTO/IBM partitions, no Spectre/MAC.

Thanks,
Matt Seitz
Seitz@cup.portal.com

1541. Thanks to all for the .LZH answers! And now for a TOS 1.4 question...

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 06:37:35 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1478@unicorn.WWU.EDU>
Source record: 238903

Thanks for all the answers on how to restore .lzh files back to their original state! I have downloaded the proper program from termi-- oops, atari@archive. Whatever. :)

Today I got my TOS 1.4 roms and have happily upgraded from TOS 1.0. (I'll have to see how much of my software is incompatible with 1.4 before I finalize my judgement on how good the buy was...)

The first thing I noticed was how fast screen graphics are! I know that TOS 1.0 had it's graphics routines written in compiled C; are TOS 1.4's graphics routines written in "pure" assembly or something? And does anyone have any stats on how much faster the graphics actually are compared to TOS 1.0? And how much of a difference speedwise are the disk access times (for both floppy and hard drives)? I have heard that these times have been increased as well.

Thanx in advance for the stats (if they exist),

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1542. ATARI 520 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 09:08:11 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <1507@ozz.oasis.icl.stc.co.uk>
Source record: 238915
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

Hi There,

FOR SALE

Atari 520 STFM:
Atari computer with:
68000 Motorola chip
8 Mhz clock
0.5 Mbyte memory
built in 1 Mbyte 3.5 inch disc drive
built in TV modulator
lots of ports of various types
huge software base

All yours for 175 pounds - I'll even throw in a mouse _AND_ mouse mat!

Contact Steve Strong:

0344 424842 extn 2560 daytimes
0734 788405 evenings and weekends
Mail Address:
35 Barkham Road
Wokingham
Berks
RG11 2XR
England
Email Address:
srs@icl.stc.co.uk
--

Steve Strong email: srs@icl.stc.co.uk

1543. Re: Using a mainframe to run gcc for atari

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 12:52:30 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Aug31.125230.14955@diku.dk>
Source record: 238921

peewee@ucscb.ucsc.edu (Paul Watson) writes:

>Suppose I were to download the gcc source from an Atari archive, and compile
>it on a mainframe like a VAX or an ISI or a SUN. If I could get the
>compiler to run, would it make usable Atari ST program files? I mean,
>is the compiler written taking for granted that it will be run on an atari with
>specific bit widths for int, long, etc.

>Would this work? has anyone done this before? And does anyone know for sure that
>I would be waisting my time...?

I've used GCC 1.37 (loaded of dsrgsun.ces.cwru.edu) as a cross compiler
hosted on a SUN4 running SunOS 4.0.1, no problem. The only problem was
an alignment problem in the tool "size", j.bammi sent me a pacth, I don't
know if the patch made it into the distribution (or when).

The size assumptions are OK for running on a SUN4 (or so it seems).
I compiled the doodle demo program, and the PCCTS compiler-compiler tool.
These worked straight out of the box. The only thing i don't think
I tried was floating point. As the SUN uses IEEE itself, it should be okay. I
haven't got the executables for the SUN anymore, so I can't check it..

Jens

Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1544. Re: More sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 15:15:59 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6062@castle.ed.ac.uk>
Source record: 238916

In article <1990Aug30.210915.19063@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>- The acid2.arc file is 360K in size, the single file within it is
>- only 279K. Kind of a drag, that.
>
>Not my upload. :^) I noticed that too. There are a few others like
>that, especially in STe demos in /ste. :^(

I'm sorry about the larger ARC size. Most of the STE demos I uploaded were already packed and de-pack at runtime. ARC justs stores files which it doesn't compress, the extra length is probably the ARC header.

I'll use lharc in future if it gives better performance.

Keep uploading the demos!!!!

--Mark.

1545. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 16:03:50 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2148@lzsc.ATT.COM>
Source record: 238905

In article <2648@unccvax.uncc.edu>, cs63bld@unccvax.uncc.edu (b. daniels) writes:
>
> I have a 20mb HD on my 1040st with an ICD SCSI adapter and a omti controller
> tying it all together. One of my partitions (10mb) is just about full, and
> write times to it are horrifying! We're talking a minimum of 7-10sec per file
> where the drive doesn't appear to be doing anything, then the red light will
>
> What's going on here? Any help would be appreciated.
> Also, is there a PD program to complement Turtle? I mean something that
> restores to your HD and just prompts you for each disk. That would be a lot

1. S L O W was a real TOS 1.1 problem. TOS 1.4 fixed it.
The problem is in writing, and the wrong algorithms used in TOS1.1 to
access the FAT to find a block to write into.

2. There is a PD program called restore that quickly restores the disk from
a turtle backup. Works real good!

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

1546. dead power supply

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 16:16:01 UTC
From: bud@ms.uky.edu
Message-ID: <15920@s.ms.uky.edu>
Source record: 238922

Hi guys,
The other night I was happily slogging along on my
1985 vintage 520ST, upgraded to 2.5 meg, when my
screen went black. I checked everything I could,
and it looks like the power supply to the ST (external one)
is shot. Anyone have any experience with getting repairs
or replacements? Please reply by email since I'm going
out of town for 2 weeks. If there's interest I'll summarize
later.

Thanks

Bud

--
William K Glunt | Are you ABNORMAL?
U of Kentucky Math Dept.| Then you are probably better than most people!
606 258 8864 | Are alien space monsters bringing a STARTLING NEW
| WORLD? from _The book of the SubGenius_

1547. ST->MAC in Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 16:22:44 UTC
From: melton@mcnc.org
Message-ID: <2531@speedy.mcnc.org>
Source record: 238918

Has anyone out there succesfully transeferred TEXT only files from ST
disks to MAC disks using Spectre GCR's Transverter Program?

The file transfers and shows up but looks like a bunch of junk to any
Mac Application. Even when you tell the more intelligent ones like
MS-Word that this is a TEXT only file it still looks like gobbledy gook.

Any advice?

Matt Melton
melton@mcnc.org

1548. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 17:37:57 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440129@hplsla.HP.COM>
Source record: 238929

```
|
| All three of these online services will be charging
| monthly access charges withing a month or two. CIS has
| been doing it for a while, Delphi announced they will
| start, and GEnie also announced they will start.
| ----------

This is very disappointing. I'll probably be quitting GEnie. I think all
these services have an inflated view of their value. If enough people "vote
with their feet", maybe they'll check-in with reality!

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Andy Cassino %
% Hewlett-Packard - Lake Stevens Instrument Division %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

1549. Virus-like screen problem

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 17:40:00 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Aug31.174000.25263@cs.dal.ca>
Source record: 238932

I've just run into a problem with my ST that looks disturbingly like a virus, although I am running on a recently reformatted Quantum HD.

The problem appears only with VIP Professionsl. The menu bar has a broken appearance, as though someone had scratched X's on the screen. The menu is a bit erratic on pull-down, otherwise VIP functions correctly and works OK.

No problems with other programs as yet. Any ideas?
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1550. Cuddly Demos

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 18:59:00 UTC
From: bates@ptolemy.arc.nasa.gov
Message-ID: <7291@ptolemy.arc.nasa.gov>
Source record: 238926

I'm trying to get a hold of the Care Bears' Cuddly Demos disk, because I heard that it's really impressive. Does anyone know of an FTP site where I could pick it up? Also, FTP sites for ANY demos would be appreciated.

I'm trying to jump-start my Atari back into use, after long months of non-use, and some great graphics demos might once again grab my interest...

Thanks!

Andy Bates.

1551. Re: dead mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 19:07:03 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <25386.26de6f08@kuhub.cc.ukans.edu>
Source record: 238930

> Hi! Yesterday my monitor died, or at least it seems that way. It seems
> to be still getting power because the green light is on, but the
> screen is totally blank. I would appreciate any help like hints of
> what could be wrong and how to fix it or advice about sending it to
> Atari for repair, or whether any TV repairman would repair it, or any
> experience you have had with dead monitors. By the way, how much does
> a (new or used) mono monitor cost? And is there anybody willing to
> sell one? Thanks in advance!

I've had recent problems with my mono monitor; there is a capacitor that has blown 3 times! The first two times, it was replaced with a close but not exact one meeting the specs; this last time, my nearby atari dealer (in kansas city one hour away) got the correct one from california. So far so good. In any case, the symptoms where a black screen; if you open up the case, if it is blown capacitor you might see a mess since my literally exploded; there was also a smell.

GOOD LUCK!!

1552. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 19:46:20 UTC
From: blackbox@pfunk.UUCP
Message-ID: <a1196019@pfunk.UUCP>
Source record: 238910

From article <108571@tiger.oxy.edu>, by talaga@oxy.edu (David Scott Talaga):
>
> Does anyone have any information about getting Appletalk to work with
> Spectre GCR? The most recent update (2.65) came out last spring with

The german Distibutor "Fearn and Music" in Stuttgart has presented it's
Appletalk compatible Slotcard for the Mega ST. It is jacked in the MegaBus-
Connector and applies 2 Appletalk Connectors to the ST under Spectre.
On the Atari Trade in Duesseldorf they presented some Mac's and some ST's
beeing connected under Appletalk. Work's fine.
The price is 550 DM, which is about 300 Dollars. But I heard roumors, that
Dave Small himself has developed a Appletalk Emulation Card for his product.
He planned to come to the Atari Fair, but he didn't appear.

Bye...Mike

--

listen to the coolest !	Michael kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Radenwisch 82
!!! P-Funk !!!	West Germany /++ 49 40 550 65 56

1553. Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 19:49:55 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6859.26de8723@umiami.miami.edu>
Source record: 238919

What EXACTLY do I need to VIEW a file with a .TEX extender (Basically,
the file in question is the documentation to arcgsh3.0)

I don't want the complete TeX or LaTeX or whatever if not needed.

Only something to VIEW TeX files.

What and WHERE can I get them?

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1554. Re: DTP Traceing program

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 19:52:24 UTC
From: blackbox@pfunk.UUCP
Message-ID: <a1222905@pfunk.UUCP>
Source record: 238911

From article <4155@crash.cts.com>, by bradm@pro-grouch.cts.com (Brad Martin):
> A few months ago I saw a magazine add for an autotracing program that turned
> bitmaped images into (I believe) GEM objects. Has this program ever come out,
> or does anyone know of any programs that will do this?

There are 2 programs, which can do this for now. First there is PEGASUS,
which only works with bitmaps of 640x400 size. It does it's job perfectly
including all types of mod-tools, which are needed for this kind of work.
The second PRG is TMS Vektor, which runs also with larger bitmaps, but
doesn't seem to work optimal, because the vectorized PIC's look not so close
to the original. They are both available in Germany only.

Bye...Mike
--

listen to the coolest !	Michael kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Radenwisch 82
!!! P-Funk !!!	West Germany /++ 49 40 550 65 56

1555. Slow motion problem FIXED-Summary

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 22:07:25 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2656@unccvax.uncc.edu>
Source record: 238928

Many thanks to all the people who responded to my call for help!

It appears that the slowness of writing to large GEM partitions on a
HD is caused by a TOS 1.0 bug. It can be patched by running FATSPEED.
FATSPEED.ARC should be available at any large archive site. The improvement
is impressive!

Thanks again,
Brian
(cs63bld@unccvax.uucp)

1556. Re: TOS 1.4 >> How many chips for a STfm?

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 23:11:06 UTC
From: shiba@sgi.com
Message-ID: <1990Aug31.231106.28764@odin.corp.sgi.com>
Source record: 238927

In article <4615@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk writes:

>and if you've got a 2 ROM system then it'll entail removing the solder from
>one set of holes and putting solder in another. For more technical info
>try last months issue of Personal Computer World (The August edition).
>

Really? So i can't just drop the 2 set right in?? Hmmm, guess i
need to check out that article...

1557. Ethernet (was How much would a TT ...)

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 23:12:23 UTC
From: fnddr@acad3.fai.alaska.edu
Message-ID: <1990Aug31.231223.8818@hayes.fai.alaska.edu>
Source record: 238931

In article <5340@newton.praxis.co.uk>, johnr@praxis.co.uk (John Richards) writes...
> ...
>Also "announced" were a low-cost laser printer and thick and thin Ethernet
>connections and networking for Mega STs (called Atarinet).
> ...
> John Richards
A networking product from Atari? I'd like to know more about this, and soon.
I've almost given up on getting STs on ethernet. How many other machines on
the market are so totally lacking in connectivity? I couldn't think of any.
Even the little laptops have the Xircom gadget that plugs into their printer
ports.

I'm typing this on an ST, with a thinwire cable running behind it to the spot
where a workstation will be next week. When that is up and running, this
ST will be retired. Other STs now in use will be moving to terminal servers to
be used as terminals. It is extremely hard to justify buying any new machine
that cannot be networked. I hope Atari realizes this and bypasses their
traditional one-year post-announcement waiting period and starts selling the
stuff now. With software...tcp/ip, ftp, telnet, all the usual stuff, please?
Nice and standard. Nothing weird or mutated. Please?

Don Rice Internet: fnddr@acad3.fai.alaska.edu
Geophysical Institute E-mail: fnddr@alaska.bitnet
University of Alaska Phone: (907) 474-7569
Fairbanks, AK 99775 Loran: 64.86N 212.16E
(Coming soon...ddr@flux.fai.alaska.edu)

1558. Source code routines for picture loading/writing wanted

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 23:33:21 UTC
From: stabl@trillian-gw.fmi.uni-passau.de
Message-ID: <STABL.90Sep1003321@trillian-gw.fmi.uni-passau.de>
Source record: 238917

For an extension of the program showdvi (displays TeX-DVI files on ST monitors, available on various hosts for anonymous 'ftp'ing) I'm looking for source code routines (in C) in order to read the various ST picture formats. At the moment I've only implemented the GEM-IMG picture format (loading only).

I'm looking for routines for loading the pictures into a bitmap and storing a bitmap as given picture.

Please do not send such routines directly via e-mail since we have to pay for every *received* email, references and hints are welcome.

Some examples for picture formats:
TIFF, IFF, GIF, GEM-Metafiles, IMG (storing), ...

Since showdvi (and dviprint, this programs prints DVI files on various printers) allow a flexible page size the picture format should not be fixed to screen size.
--
>>>>>>>>>> Robert Stabl <<<>>> stabl@unipas.fmi.uni-passau.de <<<<<<<<<<

1559. Re: becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 23:34:39 UTC
From: towns@atari.UUCP
Message-ID: <2262@atari.UUCP>
Source record: 238935

in article <1990Aug29.204648.3852@ultra.com>, jimh@ultra.com (Jim Hurley) says:
>
> How does one go about becoming an official Atari
> developer? I remember a while back someone posted
> something to the effect that you called
> Gail Johnson (?) at Atari and arranged it. Is that
> still true?
>
> Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
> Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

I don't know all the specifics, but give Gail Johnson a call at
(408)745-2568. She should be able to provide you with the information
you need.

-- John Townsend ames!atari!towns
Systems Software, Atari Corporation

1560. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-08-31 23:35:44 UTC
From: chris@tharr.UUCP
Message-ID: <932@tharr.UUCP>
Source record: 238924

In article <2648@unccvax.uncc.edu> cs63bld@unccvax.uncc.edu (b. daniels) writes:
] [..]
]tying it all together. One of my partitions (10mb) is just about full, and
]write times to it are horrifying! We're talking a minimum of 7-10sec per file
]What's going on here? Any help would be appreciated.

You either need FATSPEED or TOS 1.4 , or the latest version of the ICD utilities
Any of these will sort out this problem.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

1561. Re: Thanks to all for the .LZH answers! And now for a TOS 1.4 question...

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 00:53:24 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.005324.3141@ecst.csuchico.edu>
Source record: 238933

```
- And does anyone have any stats on how much faster the graphics
- actually are compared to TOS 1.0? And how much of a difference
- speedwise are the disk access times (for both floppy and hard
- drives)? I have heard that these times have been increased as well.

Get a copy of Quick Index. It'll tell you. It sounds like you also
need Quick ST or Turbo ST. They are both commercial programs and
well worth their price. Quick Index is PD. An old version, which I
don't think supports TOS 1.4, is on terminator as BENCH.ARC.
```

1562. BBS in the buffalo area

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 02:16:57 UTC
From: v051lpqa@ubvmsb.cc.buffalo.edu
Message-ID: <34448@eerie.acsu.Buffalo.EDU>
Source record: 238934

Hello,
I am a student out here at the university of Buffalo. I was wondering if there is anyone that has a list of BBS's in the Buffalo area (716). Any help will be greatly appreciated.
Please respond through E-mail.

Thank you,
Dough

P.S. If anyone else is interested in the list, send mail to me. I will forward any information that I receive.

1563. Hisoft C Interpreter

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 04:46:37 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6861.26df04ee@umiami.miami.edu>
Source record: 238936

I Am about to embark on learning C on mt St. I will basically be teaching myself, but anyhow, here's my question.

I just read about HiSoft C Interpreter.

Does anyone recommend/not recommend this?

If You recommend it, can it be used in conjunction with Sozobon C, or will I have to buy some other C package?

All help appreciated.

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1564. Slow? Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 06:06:17 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6862.26df1799@umiami.miami.edu>
Source record: 238937

I just downloaded ICD's RATEHD program from panarthea, and ran it on my system: Atari 1040st, TOS 1.4 and Atari sh204 20 meg HD, 2 partitions of 16MEG and 4MEG. The Access time I got was 115ms.

Now I know NOTHING about hard drives, but isnt this extremely slow? From what I've seen in computer shopper arent most hard drives between 24ms and 40ms?

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1565. Re: dead mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 07:28:45 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3858@sactoh0.SAC.CA.US>
Source record: 238940

About dead components, have you tried using Atari's replacement service? This is where you send them your dead whatever, a small fee, and they send you a brand new unit.

I've known those who have sent in dead 1050 drives and got back XF354, 1027s and got back XDM121s, and even dead Megas, and got new Megas back. So, contact Atari, send them your dead SM124, and they'll send back a new one.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1566. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 09:07:21 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <3281@gmdzi.UUCP>
Source record: 238920

cs63bld@unccvax.uncc.edu (b. daniels) writes:

>I have a 20mb HD on my 1040st with an ICD SCSI adapter and a omti controller
>tying it all together. One of my partitions (10mb) is just about full, and
>write times to it are horrifying! We're talking a minimum of 7-10sec per file
>...

>What's going on here?
>...

The problem I know. I think You dont't have TOS 1.4. Before TOS writes a new
file, it searches from the beginning of the partition for the first free
cluster and in the older TOS that needs that time. In TOS 1.4 that is much
faster, so it doesnt bother.
When I had the older TOS, I made me a program, that worked interactively
and could find all files that lie in the first 256k and then shift them to
another place on the partition. If the beginning of the partition is free,
writing new files is very much faster.
For first help You can save all files to another Partition or archive,
free that partition, write a file as filler to that partition, restore the
partition and then delete the filler.

Regards

j.k.

Jelske Kloppenburg, kloppen@gmdzi.gmd.de, (++49 2241) 14-2433
German National Research Center for Computer Science (GMD)

1567. Re: ST->MAC in Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 12:54:20 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Sep1.125420.15363@cs.dal.ca>
Source record: 238923

In article <2531@speedy.mcnc.org> melton@mcnc.org (Matthew Stickles Melton) writes:
>Has anyone out there succesfully transeferred TEXT only files from ST
>disks to MAC disks using Spectre GCR's Transverter Program?
>
>The file transfers and shows up but looks like a bunch of junk to any
>Mac Application. Even when you tell the more intelligent ones like
>MS-Word that this is a TEXT only file it still looks like gobbledy gook.

I have successfully transferred binhex files (from comp.sources.mac)
which I downloaded on the ST to Spectre and extracted the Mac binaries
with Stuffit 1.5.1, so the problem is not with the transfer, it is with
the applications you are using.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1568. VIP Problem due to AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 14:13:12 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Sep1.141312.16944@cs.dal.ca>
Source record: 238925

I recently posted a problem about damaged menu appearances in VIP Professional. The problem turns out to be due to loading AMCGDOS.PRG in my AUTO folder -- no AMCGDOS, no problem.

I did verify that the VIP was not damaged -- running from the original disk (write-protected of course) showed the same problem.

Also, ALTBOOT did not work with AMCGDOS installed -- I though ALTBOOT came first, but I will have to check. I'd hate to have to choose between VIP and Gemini!

--

William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1569. SAM_FOX.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 17:36:29 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.173629.7952@ecst.csuchico.edu>
Source record: 238939

I've just sent SAM_FOX.LZH to atari.archive. It's a Samantha Fox
slide show with An Cool-sampled sound playing in the background.
It's PG rated.

1570. Atari ST DS/DD 3.5" drive and OmniRes for sale

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 17:43:53 UTC
From: levi@psuvax1.cs.psu.edu
Message-ID: <Fgp?u_?1@cs.psu.edu>
Source record: 238938

I have the following for sale:

OmniRes $15

Chinon Model F-354 EAT DS/DD
internal Disk Drive (straight
out of my 1040STfm) This drive is
not working properly. Sometimes it
works. Sometimes it doesn't. There
must be an alignment problem.
$20 or best offer

Reply to:
Alan M. Levi

levi@cs.psu.edu

1571. Re: Rodneys UUCP modules....

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 19:25:58 UTC
From: elim@dragos.uucp
Message-ID: <1990Sep1.192558.5227@dragos.uucp>
Source record: 238941

In article <2202736@merkur.gtc.de> rodney@merkur.gtc.de (Rodney Volz) writes:
>
>I've had a phone talk with Adrian Ashley yesterday, and we decided that
>it would be a good idea if I send him Version 1.15 (newest one).
>
>If one of John, Adrian or Steve Yelvington has the possibility to call
>germany without having to pay the charge (say, from their offices? :-)
>just gimme a call, so we can transmit the stuff via phoneline.
>
I cannot call Germany directly (well, I COULD, but I'm poor already) but when
I receive the software from Rodney via good old Canada Post, I will
immediately mail it to Steven Grimm for posting to comp.binaries.atari.st.
I would mail a copy to Steve Yelvington as well, except that I've never been
able to get mail to him -- it keeps bouncing.
--
Adrian Ashley in Edmonton, Alberta, Canada | "We in the Surrealist Party
UUCP: {alberta, uunet!myrias}!dragos!elim | feel that the Rhinos are
Citadel: {poopsie, C-86 Test System}!secret!elim | far too moderate, and
BBS: (403) 425-1779 / 24hrs / 2400bps | therefore, pumpkinfish!"

1572. SIMMFIX

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 20:43:24 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.204324.8942@ecst.csuchico.edu>
Source record: 238943

Can someone please send me or post to atari.archive the SIMMFIX
program for the STe? Thanks

1573. More demos sent

Newsgroup: comp.sys.atari.st
Date: 1990-09-01 20:50:36 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.205036.9088@ecst.csuchico.edu>
Source record: 238942

I've just sent these files to atari.archive.

QUARTET.LZH - Demo of the music program, Quartet. This just plays a song, no exciting graphics.

MICROMX1.LZH - MicroMix demo number one. This one doesn't allow you to play along like the second one. I think the second one is listed as mm2.lzh in /demos. You could probably swap sound samples though.

I have one more I can send. (The others have strange disk formats that make it difficult to copy.) It's Whattaheck Demo and should be in the neighborhood of 600K.

1574. Cleve.Free-Net Atari SIG

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 01:55:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.015553.26556@usenet.ins.cwru.edu>
Source record: 238944

Hi everyone.

I would like to tell you a little bit about Free-Net.

Free-Net is a system much like Compuserve but is completely free to use.

It also has an Atari SIG which isn't as active as it should be but
contains great information including recent online magazines.

If you are interested in trying out Free-Net, the IP Address is:

"freenet-in-a.cwru.edu"

I am uploading two issues of the Atari SIG's recent newsletters to tell
you more about the Atari SIG. They are pretty long so you may just
want to abort them before reading it all but it does contain some pretty
good information.

Free-Net is once again completely free to use.

I do not want to take users off this system and have them use the Atari SIG
instead but I wouldn't mind seeing some people use it as well.

Len

--

1575. CLEVE.FREE-NET ATARI SIG NEWSLETTER VOL.I No.1

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 02:02:19 UTC
From: aa399@cleveland.Freenet.Edu
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Atari SIG, P.O. Box 21815, Cleveland, Ohio, 44121

Contents

Words from the Editor.....Len Stys
What to do About Atari.....Kevin Steele
The Atari Portfolio (Review).....Tony Thomas
The "Atari Advantage" is a real advantage.....Len Stys
Free-Net Online Magazines and Z*Net.....
Sparta DOS X (Review).....Doug Wokoun
Police Quest II (Review & Hints).....Robert Stys
Alpha Music Utilties (3 Reviews).....Michael & George Polly
What is new in the Cleveland Atari World?.....Mark Leair
Free Registration and Membership Offer.....
New Sierra Games for the Atari ST.....
Lynx and new Lynx game cards.....
About the Cleveland Free-Net Atari SIG.....

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Words from the Editor

Happy Father's Day and welcome to the first issue of the Cleveland Free-Net Atari SIG's On-Line Newsletter. WE hope you enjoy it and will continue to bring you news, reviews, and articles every other month.

It may seem a little ironic that we would start a newsletter at probably one of the most depressing times in almost every Atarian's life but that is exactly why we started one. In this newsletter, we will not concentrate on what Atari is doing wrong but instead we would like to concentrate on what great things there are for your computer and how you can better use your Atari.

The Lynx is out and it is being advertised by Atari and just in time. It seems as if Nintendo, NEC, and Sega are all bringing out new portable game systems. Each of these new portable systems will be able to run games from their existing home system - something I'm sure Atari didn't think they would do. But Atari has a chance if they get in a lot of America's homes by this Christmas. The Stacy's hard disk drive problem is being fixed and already the Stacy is said to be the ultimate MIDI tool not to mention an ultimate Mac Portable! Rumor has it that the "Atari Advantage" package will be out by Fall in the U.S. and will consist of the STe (hopefully!) and a bundle of software to be sold in K-Mart type stores. A few rumors have it that a multi-million dollar advertising campaign to promote the STe and Stacy computers in the U.S. has indeed been signed. Of course, I cannot guarantee that all of this is true but is seems as though it is about time that rumors like these start becomming true. The last bit of hope that I can give you is

from Sam Tramiel himself. I received a letter from him about two weeks ago that said, "Please keep the faith strong in Atari" and "you won't be disappointed at year's end." I believe I won't.

Hmmm. What do we have for you in our very first issue? Everything.
We formally introduce the Portfolio by giving you a review on it.
A review for probably the most powerful product for the Atari 8-bits that brings you past MS-DOS is SpartaDOX X. SpartaDOS X as you will find out is why 8-bitters are still 8-bitters- it is probably the best kept secret.
We bring you tons of reviews of software and products for the Atari ST.
We bring you an article on what to do about Atari. What new titles are coming out from Sierra for the Atari ST. And much much much more!

Len Stys

What to do about Atari?

by

Kevin Steele

Recently, with the continuing slide of Atari's US market share, there have been a large number of angry voices crying out, demanding that Atari get its act together and release all those wonderful new machines it has been promising for the last two years. Many have threatened to sell their equipment and get Macs or clones if the new computers aren't out in this month or that month. For those of you bemoaning the current status of the ST market in the United States, I'd like to propose a little experiment:

1. First, sit down in front of your ST. Okay, are you seated?
2. Next, say these words directly at the monitor:
"Atari has abandoned the US market!"
3. Observe any reaction from your ST.

Did your machine stop working? Did it evaporate before your eyes? Did it run screaming from the room, spewing floppy disks? I thought not. Point is, odds are your ST neither knows nor cares what the current state of the U.S. ST market is--no matter what kind of strangeness goes on down in Sunnyvale, odds are your ST will continue to do what it has always done, unperturbed by rumors or vaporware, undaunted by the now-famous Atari 'revolving door' employee policy.

You have to ask yourself one very important question:

"Does my current computer meet my current computing needs?"

If it does, then there is no reason for you to panic every time a new computer is a couple of months or years late. Why be panic-stricken that the STe, Stacy, TT, or whatever is late when you really aren't going to buy one right away anyhow? I don't know about you, but my current system more than meets my needs, and I'm not going to start worrying about which computer to buy until such time as I see a genuine need to buy a new computer.

My ST system has more than enough muscle for my needs, and my needs are pretty big. As a freelance technical writer, I spend eight hours or more a day in front of my ST, churning out page after page of manuals, diagrams, invoices, and such. I've gotten nothing but positive remarks on the quality of the work I've created with my Atari ST, and as long as I can continue to produce professional-quality work in an expedient manner with this system, I see no reason to waste time worrying about what my next type of computer will be.

However, don't interpret any of the above as any sort of 'glossing-over' of the current status of Atari and their US policy -- my personal views of Atari's management style really aren't that positive. However, unlike many notable ST owners, I've made a conscious decision to stay out of the pulpit when it comes to the ever-popular "Atari-Bashing" sermon. If you've owned an ST for more than a month, you're bound to have heard it -- that endless diatribe on the evils underfoot in Sunnyvale, about the doom that each of us faces if Atari doesn't tow the line and submit to our wishes.

Why do I avoid "Atari-Bashing" when I share the same negative views? Well, think of it as a cost/benefit analysis: what will bashing cost me, and in what way will I (and others) benefit from it? In my opinion, bashing tends to simply make one look like a whiner, especially since it really doesn't yield any tangible benefits. If you're not a member of Atari Corp., you're powerless to instigate changes, and all of your angry Atari-Bashing screaming is just so much hot air in the wind. You'll save yourself (and others) an ulcer by avoiding this practice. Owning an Atari computer these days is discouraging enough with the scarcity of dealers and support--there's no need to add to the doom and gloom with endless tirades on the evils of Atari Corp.

The ST user community would be greatly enhanced if everyone who is currently spending their evenings "flaming" about Atari on local BBS's would instead upload a PD program, send in a shareware payment, participate in a user group, or spend a minute or two with another user who needs some help with their system. Take things in stride -- if your ST isn't affected by the current antics at Atari, then you shouldn't be either!

Kevin Steele

The Atari Portfolio (Review)

by

Tony Thomas

If you were to tell me a few years ago that there would be a full-function, 8088-based computer that you could hold in the palm of your hand, I wouldn't have believed it. Yet, I'm writing this article on just such a marvel of computer technology - the Atari Portfolio.

The Portfolio redefines the word "portable". When I bought my first portable computer - a CP/M-based Kaypro 2X - over five years ago, it weighed in at a hefty 25 pounds! Soon thereafter, I picked up another "portable" - a NEC 8201 (similar to Tandy Model 100) - which was a vast improvement, weighing in at about 5 pounds. The Portfolio, by contrast, tips the scales at just over a pound! In fact, I was even able to weigh it myself on a tiny Pelouze postal scale!!

Now, the obvious question is: Just how powerful is it? While the Portfolio won't do away with the desktop computer, it is the perfect portable supplement to it. Since it fits into a coat pocket and runs for more than fifty hours on a single set of batteries, the Portfolio is the perfect traveling companion that will be at home on a plane, in a hotel room or even at the beach.

Files can be transferred to and from the Portfolio to your desktop computer via the optional serial interface or to an IBM-PC or compatible via the optional Smart Parallel interface. Long term storage is also available via memory cards - an expensive medium (about $2-3 per Kilobyte) - limiting the Portfolio's usefulness as a stand-alone computer.

How compatible is the Portfolio with a PC? First of all, its internal memory is only 128K, making it only possible to run the most miniscule PC applications. Secondly, its operating system - DIP DOS - is similar to MS-DOS 2.11 in nearly every respect, except in the area of graphics. Since it does not permit direct screen calls and since the screen is only 40 characters by 8 lines), only simple programs that address the screen through DOS can be used. They mostly fall into the category of simple utilities.

The Portfolio, however, does contain some very useful application programs which replicate some of the more powerful mega-programs. The word processor is a simple ASCII editor with basic cursor movement and search and replace functions. It is adequate for routine tasks or for material that will be later edited and formatted on a desktop computer (though the Portfolio does offer some print formatting options allowing material to be printed directly from that machine). The spreadsheet emulates the basic functions of Lotus 1...2...3 Release 1A. Lotus spreadsheets (memory permitting) can be loaded into the Portfolio and vice-versa. The other applications (Address Book, Diary, Calculator) are similarly

straightforward and simple to use.

Is the Portfolio worth it? If you need desktop power in a tiny package, the answer is a resounding yes! While not as powerful as laptops like the Toshiba T1000, the Portfolio stands head and shoulders above PIMs (Pocket Information Managers like the Sharp Wizard and the Casio Boss) which are an electronic replacement to a Day Runner - address book/notepad/dairy. The Portfolio is a palmtop powerhouse that will enable you to untether the capabilities of your desktop computer and take it with you.

Tony Thomas

The "Atari Advantage" is a real advantage

by

Len Stys

In the beginning of this year, I wrote Sam Tramiel, President of Atari a letter. In this letter I stressed the fact that the "Power Pack" as it was then called was a great idea. The "Power Pack" now called the "Atari Advantage" was to consist of a 520STfm with a bundle of software to be sold at K-Mart type stores. What???! Put the precious Atari ST in K-Mart stores to make it a game computer? What about dealers? What about beig a serious business computer? How could I dare to even condone such a thing? Calm down and I will explain my reasoning.

Let's face it folks, Atari has no more than two dozen dealers in the U.S. and almost half of them rip us off because we have no one else to turn to. Need a TOS 1.4 chip installed? Sure, that will be $150 please. Or how about a 512k memory upgrade for your fm? That will be $250 please. I have never purchased hardware from my dealer that wasn't at retail price. The small number of Atari dealers may also explain why we don't see national commercials or magazine ads for the ST computer. Everyone is yelling, WHEN IS ATARI GOING TO ADVERTISE! What I would like to know is- how does Atari suppose to make any money when they advertise and their dealers only have a handful of computers on hand! They would not make enough money to pay back for the advertisements let alone make a profit. If Atari advertises in a city and there are one hundred people who want the computer and there is only one dealer with ten computers on hand, Atari will be losing out. They must have enough computers in a city to meet the demand when the advertisements create it. This brings up another question: why doesn't Atari just recruit more dealers? They have been trying but a lot of dealers would rather play it safe and stay with IBM and compatibles.

The big cry about the Atari Advantage package is that faithful dealers will get hurt by it. I do not see the logic in this whatsoever. I believe that Atari dealers will make out the best out of this deal. It is safe to say that these discount stores will not sell all the extras involving the ST line

of computers. Even if they do sell floppy drives, printers, and color monitors, they probably will not sell removable hard disks, hard drives, modems, laser printers, and monochrome monitors. As a new Atari Advantage user wants to expand his or her new system, they will go to Atari dealers to do it. So in this case, the Atari Advantage is really an advantage for dealers. Professional users who are into Desk Top Publishing or MIDI will no doubt go to Atari dealers for professional advise and help. This is where dealers will be able to sell the Mega ST professional computer system not to mention the Portfolio and hopefully new TT computer.

As for the ST becomming a serious business computer- you can forget it- or at least in large corporations. The new IBM and Macintosh computers have past the ST up in technology not to mention the new Amiga 3000. Why would a business purchase an Atari ST when they can buy faster and better computers from well known business computer companies? The TT will have to attack this market alone.

What about becomming a game computer? This is probably not a bad idea. Atari has equipped the new STe with 6 joystick ports, 4,096 colors, stereo sound, and better scrolling. I believe Atari will be trying to drive out the kiddies from Nintendo to the ST computers. Have you noticed? There are NO home/personal computers on the market? Remember what happened a few years ago? The video game market crashed and everyone who owned a video game system flocked to home computers. With the ST looking so attractive to children as a possible video game system and parents seeing the ST as taking their kids out of video games and into serious computers, Atari may have something hot here. The ST may be another C64 or even another Nintendo in the personal computer world but without competition for now.

The Atari Advantage package may be a way of getting some desperately needed users in the Atari world. With more users, there is more software, with more software, there is more users. I for one am willing to give up my ST as a professional system with only a few users to talk to in exchange for a personal/home system with thousands of users to talk to. I have seen user groups dwindle in size, I have seen Atari magazines go out of business, I have seen bulletin board systems close up due to lack of users, I have seen it all and I am getting tired of it. It is time Atari gets the ST out of its prototype stage and into America's homes.

The only thing that I was concerned about was the fact that the "Power Pack" was to introduce the 520STfm into the package. This would leave users with 512k even though most software being produced now requires 1 meg. This would actually put Atari back a step when they have the 1040STe ready to go. The STe would be perfect in the Atari Advantage package for it can be expanded easily in memory and has tons of nice features. I am glad to say that I am now hearing that the STe will be in the package instead and to me this was a great move by Atari.

The final question is when will this Atari Advantage be out? It should be out this Fall. The only thing holding it up is contracts with software manufacturers that Atari wants to include the STe with. Rumor has it that Atari has signed many major stores to carry the Atari Advantage already. A

rumor also has it that a multi-million dollar advertising campaign has also been given the OK for the STe, Megas, and Stacys. So you may want to consider saving up your money for this new package by Atari and get it for yourself, your children, or for me- it looks as if it will be a hit.

The Atari Advantage package should retail for around $400 and will include a disk drive, and tons of software.

Len Stys

Cleveland Free-Net with Z*Net

Several weeks ago, the Cleveland Free-Net became a proud official carrier of Z*Net Online Magazine as well as having an article about Free-Net published in Z*Net. Z*Net is one of the nation's best resources for recent news about Atari.

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We also carry ST Report Online magazines as well as any other publication when they become available. They can be found in the

On-Line Magazine section in the Atari Library.

The SpartaDOS X cartridge
a review

by Doug Wokoun

The SpartaDOS X cartridge is the latest incantation of SpartaDOS for the 8-bit Atari and very possibly the most powerful Disk Operating System available for any 8-bit computer.

The SpartaDOS X cartridge consists of 64K of ROM, with 48K (or 6 cartridge banks) formatted into a ROM-disk, and the remaining 16K used as the main DOS core. The ROM-disk contains files and drivers used by the system and SpartaDOS X versions of several utilities found in the SpartaDOS ToolKit. It also contains a very versatile ARC utility package.

Some of the new features of SpartaDOS X (referred to as SDX):

o built in, memory resident FORMAT utility. Old versions of SpartaDOS could only initialize Atari format disks using 'AINIT'. To initialize a SpartaDOS disk required the loading of a program called 'XINIT'. Now, any time an XIO #254 call is made, the SDX format menu is brought up. With this, you can select a variety of disk densities and types. It will also allow "1-second" formatting by simply rewriting the root directory on a formatted disk.

o High speed disk I/O with U.S. Doubler, Atari XF551, and Indus GT disk drives.

o New file loader supporting relocatable files (certain disk based commands can be held in memory and later removed) and symbol linking.

o Probably the lowest MEMLO of any DOS. The DOS can load drivers under OS-RAM, into extended memory on an XE or at MEMLO on an 800.

o Environment variables: user definable PROMPTs, search PATHs, parameter passing on batch files, and a CARtridge or BASIC memory save capability will retain programs even if the machine is shut off.

o The ability to go from a cartridge to internal BASIC without rebooting. The CAR command enters the external cartridge, "BASIC" enters internal BASIC. You can go from Turbo BASIC XL to Atari BASIC to BASIC XE without rebooting! (with some provisions)

o Support of up to 1 Meg internal memory as a RAMDisk.

o "Persistent" batch files. Continued batch file processing even after loading binary programs.

o Fast, powerful, versatile ARC utilities. Supports ALF files. With these, you can Add files to an ARChive, Move (delete after Adding), Freshen (update files by date), Update (Freshen with Add capability), Delete files from an ARChive, View files in ARC, eXtract files, and Print ARC'd files to screen. The ARC utilities

also support password encryption and can function
with the screen off to increase speed. Also, all files are sorted
in alphabetical order when added to the ARChive.

o A new MENU program very similar to the MS-DOS XTREE.EXE program. This
program allows multi-file operations and displays the entire
directory tree, so files anywhere on a disk can be accessed easily.

o Command compatible with MS-DOS. Directory commands have several
aliases. CWD from disk based SpartaDOS can also be accessed
as CHDIR, or CD from SDX.

o Drives can be referred to by letter or number.

o Drives can be remapped. D1: can be SWAPped with D2:, etc. and from
that point on, any referrences to D1: will be sent to D2: and vice
versa.

SDX can be configured to take advantage of different hardware. A file
placed on D1: called CONFIG.SYS is used for this, or the default configuration
can be used. SDX can be configured to use OSRAM, or an extended bank of memory
for its drivers. With the right setup, MEMLO can be pushed to below memory
location $1000!

SDX uses a series of drivers to control most disk functions. SPARTA.SYS
is the main driver and must be installed. 'DEVICE SPARTA' is used in the
CONFIG.SYS file to do this. The number of sector buffers and file buffers
can be control by passing parameters to this driver. Another driver is
ATARIDOS.SYS used to read Atari DOS 2.x disks. Not installing this driver
saves memory, but then Atari DOS disks cannot be read. The SDX cart also
contains a RAMDisk driver which can be used to install up to 3 RAMDisks of
any size. An INDUS.SYS driver is used to program the INDUS GT to operate
at high speed. There are also two clock drivers, used depending on whether
or not you have an R-Time 8 cartridge.

A major change with the X cart is the way devices are addressed. Since
ICD wanted drives to be addressed by letter or number, conflicts would have
occured with existing devices. Also, ICD wanted SDX to be more similar to
MS-DOS, so those conventions were adopted. E: has become CON:, P: has become
PRN:, and D1: D2: and D3: are A: B: and C:. Switching between an IBM
machine and SpartaDOS X is much easier with these changes.

Another feature of SDX is its I/O redirection. With this, you can send
the output of a program to another device. Ex: DIR >>PRN: would do a
directory, but the results would be sent to the printer. Also, you can
use a file to "feed" a program with input redirection. Ex: BASIC <<file.ext
would call up internal BASIC and send it file.ext as if the contents of
that file were being typed into the machine. This would be used in place
of batch files because you can no longer send input to BASIC from a batch
file.

SDX recognizes two new file attributes in addition to protected, hidden
and archive. Hidden files do not appear in the directory, and archive is

used to mark files for backup. This is normally used with a hard disk backup program. When a file is updated, the archive bit is cleared, telling a program like Flashback that the file needs to be backed up. All of these are set with the ATR or ATTRIB commands (same thing). You can also scan directories for files with certain attributes.

Two new commands, PEEK and POKE make many operations easier. Instead of going to BASIC to execute these commands, they can be sent to the command line. PEEK will also display the value of the memory word stored at that location and the one following in hex and decimal.

Parameters can now be passed to batch files. In the batch file itself, these are referred to as %1 through %9. With this, you can create general purpose batch files to automate tasks.

Internally, SDX is very different from earlier versions of SpartaDOS. All of the files on the cartridge are relocatable and can be held in memory. COMMAND.COM, the command processor is one of these files. It is non-resident in nature and is unLOADed from memory when binary files are run. This saves about 4K of memory. It is reLOADed when the program is exited to DOS. Disk based programs written in relocatable format could be loaded at MEMLO, and held, eliminating the need to reload from disk each time. Unfortunately, information on how to write these modules is almost non-existant, so for now, only the programs on the cartridge can be held.

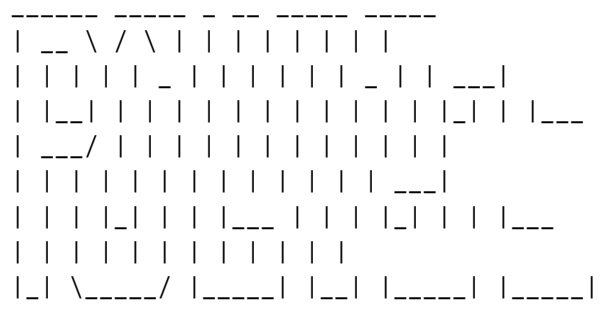
Some of the new commands and changes with SDX not mentioned above:

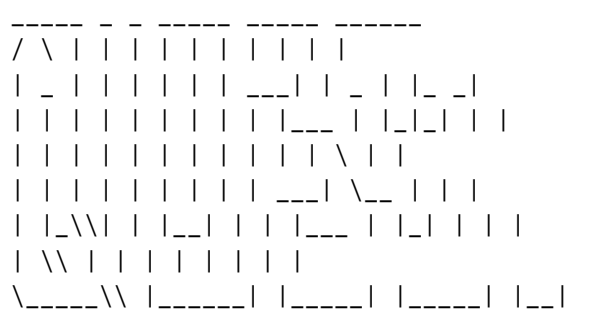
CHTD/CHVOL - now built in
COPY - now checks to see that there are two files specified. Files could be lost with disk based SpartaDOS by accidentally not specifying a second filename
DIR - /p directive pages output, /c directive gives file count.
DUMP - Hex dump of file
FIND - search all drives for filename
MEM - displays banks available, extended memory
PATH - Set search path
PROMPT - set system prompt with meta-strings
RS232 - now built in
SET - display/set environment variables
UNERASE - restore file(s)
X - load file/disable cartridge (for long binary files)

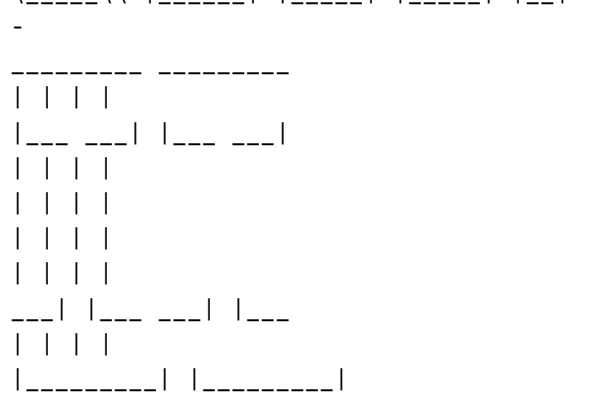
This is an incomplete listing of the features of SpartaDOS X. There are many others and new uses for the functions appear constantly. While learning to use SDX will take some time, it is well worth it in the end.

SDX is available direct from ICD. The ICD BBS contains a listing of ICD products available direct at prices much lower than through a store or even mail-order. Check for the latest price. ICD BBS: 815-968-2229.

Doug Wokoun







Review & Hints

by

Robert Stys

In Police Quest II, you are Sonny Bonds, a promoted Police Officer from the first Police Quest to Homicide Officer. You are to capture or kill escaped criminal Jessie Bains. In the first Police Quest game, you put Jessie behind bars for his criminal activities and he is out to get anyone who had anything to do with sending him to jail.

I would first like to say that I enjoyed Police Quest II completely. I thought it was great and well worth the money I spent for it. It had great graphics and great sound. If you happen to have a musical keyboard, I would strongly advise you to hook it up to your ST and have the game play the music through the keyboard. And if you don't have a keyboard and play a lot of Sierra games, I suggest you get any kind that you can plug MIDI cables into from your ST into it. You will find hours and hours of enjoyment before finishing the game and when you do, you will say to yourself, this was a great game. If you like danger, romance, mystery, and excitement, Police Quest II is for you.

Is there anything that I didn't like about it? No, I can't say there is. Everything down to the Homicide Officer's Guide that comes with it is great. I wish however that Jim Walls, the designer of Police Quest would reconsider making a Police Quest III. He has just recently made Code Name: Iceman and it is suppose to be a big hit. He claims that he has run out of ideas but I can think of many. Perhaps he can try getting all the drug pushers off the streets or maybe gangs. I wouldn't even mind if some of the things he used in Police Quest I & II were repeated as long as they were in a different situation.

I have put together a list of hints for you in order to get through the game. In order not to spoil the game, I put them in the order of how you would need them.

1) Save your game often!

2) Try looking on the Captain's desk.

3) Try turning over the card that you have.

4) A bin is in the hall by counter that holds things.

5) Try going to the shooting range and adjusting your gun about 3 times during the entire game.

6) In the car, if the captain keeps calling you back, try getting in the car and type where you want to go before he starts calling you.

7) Be careful at Cotten Cove someone might be waiting for you...

8) Don't mind the stink, search it anyways!!!

9) Look at each tank and get the one that measures 2200lbs before diving.

10) Search the waters carefully for evidence.

11) Try looking in one of the toilets for a surprise! -not what you think.

12) Try drying the gun some how.

13) Remember- every officer even at an Inn may need backup sometimes, and if it helps, a search warrant wouldn't hurt!

14) Be careful when openning that door!!!

15) Have you looked in any jackets or under any turbans lately? It may just save a lot of people!

16) When all else fails, go to the bathroom! If that fails, go look for some towels! Only 70 seconds left, hurry!

17) Do the opposite of that of what you read.

18) Contact Keith when the mugger appears.

19) Look for the sewer hole, keep going even when you feel the gas is getting to you, then find the mask.

20) Tell your girlfriend to keep quiet for once!

If you need anymore help, send the Atari SIG a letter and I will be glad to help.

Robert Stys

Alpha Systems Music Products
(Reviews)

by

Michael and George Polly

When it comes to making the ST into a sound digitizer one of the best programs out is Digisound ST Professional by Alpha Systems. In the package comes a digitizer which slides into the card slot, the main program and a play routines for your own programs. The digitizer has 2 inputs, one for a mic and the other for any normal audio signal. It has 2 knobs, one to control the input level and the other to adjust the level of the output. The program itself has many options and many ways to manipulate the sound. It supports full editing, fade in, fade out, reverse, echo, pitch change, volume change and many others. You can play a digitized sound or sample at various pitches by pressing different keys on the computer or by way of a MIDI connected keyboard. Digisound can sample at rates from 5000 to 40000 samples per second and store the sound on disk in Digisound, ST replay, or Hippo formats. For testing the input level, an oscilliscope is built in. I find it fun to just stare at it or see what your voice looks like in the mind of the computer. A real time echo can be applied to the input which is quite interesting. All of this is tied together in GEM windows for easy use. I have used Digisound for a long time now and I still find it fun and somewhat useful to use.

Beat Box, also by Alpha Systems, is a drum machine that uses sampled sounds from Digisound or other digitizing programs to make drum patterns and sequences. Beat Box can play 4 sampled sounds at the same time from a selection of 11. Making the pattern is as easy as pointing and clicking. Playback is through either any digitizer hardware or the ST monitor.

The final product of this series, Jam Master, turns your ST into a four voice polyphonic sampling keyboard. Jam Master allows a MIDI keyboard to play sounds sampled by Digisound. The included four track MIDI sequencer lets you play along with a previously recorded song. You can even define the keyboard to play up to 32 different sounds depending on the keys pressed. As with Beat Box, Jam Master works with ST-Replay and Hippo hardware and sound files.

Michael and George Polly

What is happening in the Cleveland Atari World?

by

Mark Leair

Press Release - Pro! BBS News Returns - Press Release:
Back by popular demand! Pro! BBS News, an official online newsletter for Pro! SysOps and users is returning. Issue one of volume two should be available for download July 1,1990, and should be available on the support board (assuming it's up...) and The Basement BBS node x127 216-381-7859 3/12/24oo bps. Once again PBN will like to hear from users and SysOps of BBS Express Pro! BBSs, articles gladly accepted to be considered for publication. The newsletter will also run bi-monthly/6 times a year.

Atari S.I.G.'ware: All summer volunteer programmers are working on public domain programs for the Atari computer. The idea behind this project is simple. To spread the word on the great service the Cleveland Free-net has to accomodate for Atari Users and to hopefully add some more enjoyment to Atari computers. If you would like to volunteer to write a public domain program for this great project, contact Mark Leair via Free-net at aa338 or on The Basement BBS (telephone number above).
Lastly, if you don't program, but would like to help, contact Mark on details on how you can write a game with no programming knowledge or for other positions.

-Editor's Note:
You can also contact Mark through the Atari SIG's address in the beginning of this newsletter.
-

TCP BBS II: Just as a lot of Atari boards are going down, TCP is being enhanced to a new and better version. Call the old TCP BBS for more information at 216/228-7335.

Time Zone: Time Zone is a new Cleveland BBS that seems like it will stick around for awhile. The SysOp has also just added an 8-bit section to the board so Atari 8-bitters won't feel left out. The number for Time Zone is 216/786-1701 at 300/1200/2400bps.

Free-Net Registration Fee Waiver and Free Membership!

Now for a limited time only! You may sign up for an account with the Cleveland Free-Net for absolutely no charge. And if you hurry, you may be one of our lucky users to get a free membership account. This means no timely fee for use of the system. To show the Cleveland Free-Net Administration how big the Atari community is, please include that you are an Atari computer user. Thanks!

---------- Start of first page

INSTRUCTIONS

Thank you for downloading this registration infor-
mation for the Cleveland Free-Net--a free, open-access,
community computer system brought to you by Case Western
Reserve University School of Medicine, in conjunction with
the Information Systems Division of AT&T and University

Hospitals of Cleveland.

The registration process is very simple. Below you will find three forms. The first of these is an agreement--the terms, if you will, of your participation on the system. This form MUST be signed and dated. The second is the registration form which provides us with, among other things, the information necessary to set up your "account" on the system and to enter you into the user directory. The third form is an optional one, but one we think is very important. It provides us with the basic information necessary to study the system and its utilization.

To register, simply fill out these forms and mail ALL THREE of them to:

The Cleveland Free-Net Project
c/o Community Telecomputing Laboratory
Wickenden 319
Case Western Reserve University
Cleveland, Ohio 44106

There is NO CHARGE for this registration process and NO CHARGE to utilize the system.

We will send you your ID number, a temporary password and a brief Users Guide as soon as possible. In the meantime, feel free to use the Free-Net as a visitor. The number is (216) 368-3888 (300/1200/2400 baud).

Thank you.

T.M. Grundner, Ed.D
System Administrator

---------- New Page

AGREEMENT

In exchange for the use of the Cleveland Free-Net Computer System, I understand and agree to the following:

1. That the use of the Cleveland Free-Net is a privilege which may be revoked by the administrators of that system at any time for abusive conduct. Such conduct would include, but not be limited to, the placing of unlawful information on the system, and the use of obscene, abusive or otherwise objectionable language in either public or, upon registration of complaint, private messages. The staff of the Cleveland Free-Net will be the sole arbiter of what constitutes obscene, abusive, or objectionable language.

2. That the Cleveland Free-Net reserves the right to review any material stored in files or programs to which all users

have access and will edit or remove any material which the Cleveland Free-Net, in its sole discretion, believes may be unlawful, obscene, abusive, or otherwise objectionable.

3. That all information contained on the Cleveland Free-Net is placed there for general informational and entertainment purposes and is, in no way, intended to refer or be applicable to any specific person, case, or situation.

4. That the Cleveland Free-Net does NOT warrant that the functions of this system will meet any specific requirement you may have; nor that it will be error free or uninterrupted; nor shall it be liable for any indirect, incidental or consequential damages (including lost data, information or profits) sustained or incurred in connection with the use, operation, or inability to use the system.

5. To abide by such rules and regulations of system usage as may be promulgated from time to time by the administrators of the Cleveland Free-Net.

6. In consideration for the privilege of using the Cleveland Free-Net and in consideration for having access to the information contained on it, I hereby release the Cleveland Free-Net, its operators, and any institution with which they are affiliated for any and all claims of any nature arising from my use of the Free-Net.

_____
Signature

_____
Date

---------- New Page
ID#: _____
_____ Ent: _____
Dte: _____

DO NOT WRITE ABOVE THIS LINE

REGISTRATION FORM

Except where indicated, the following information will appear in the system's directory of users. "Affiliations" and "Interests" are optional, but we would like to suggest you fill these items out. The ability to easily locate others with interests and affiliations similar to yours is a major feature of this system and of telecomputing in general.

Please PRINT each item as you wish it to appear but, please, no "handles" or obvious false names or cities.

Required Items: (Please PRINT)

Name: _____

City (add State
if NOT Ohio): _____

The following information is requested in case you should lose your ID or password. (It will allow us to identify that you are really you.) THIS INFORMATION WILL NOT BE SHOWN IN THE USER DIRECTORY.

Mother's Maiden Name: _____

YOUR Date of Birth: _____

To where/whom should we send your ID number and temporary password: THIS INFORMATION WILL NOT BE SHOWN IN THE USER DIRECTORY (And, again, PLEASE PRINT)

Name: _____

Address: _____

_____

City: _____ State: _____ Zip_____

---------- New Page

OPTIONAL PERSONAL INFORMATION

The Cleveland Free-Net is essentially an experimental system. It is a significant "first" in the field of computing and, because of that, we believe it will be the source of a great deal of study in the years to come.

To help facilitate our ability to learn more about this system and how it is used, we are asking that all registered users complete a brief questionnaire about themselves. This information will be kept completely confidential. At no time will it be made available in a form that is linked to your name, nor will it be made available to anyone for commercial purposes.

Answering these questions is optional. You will still be a fully registered user of the system if you do not fill them out. However, because of the unique nature of the system and the unusual opportunity we have here in Cleveland to study it properly from the beginning, we would like to urge you to help us out by completing these items.

Please fill in or check off the following:

1. What is your age? _____

2. What is your sex? _____ 1. Male
_____ 2. Female

3. What is your race?
_____ 1. White
_____ 2. Black
_____ 3. Asian
_____ 4. Hispanic
_____ 5. Other (Please specify _____

3. What is your educational background?
_____ 1. Completed a graduate degree
_____ 2. Completed a 4 year college degree
_____ 3. Completed at least one year of college
_____ 4. Completed high school
_____ 5. Completed the 10th or 11th grades
_____ 6. Completed the 7th, 8th or 9th grades
_____ 7. Completed less than the 7th grade

4. What is your occupation? (Please PRINT)

_____

5. What is your total approximate household income?

_____

THANK YOU FOR YOUR HELP!

---------- End of page

New Games from Sierra for the Atari ST
(Reprinted from Sierra News Magazine Vol.3, No.1)

Three New Products for ST Coming Soon!

At a time when many publishers are discontinuing or cutting back development on computers other than MS-DOS and Macintosh, Sierra On-Line is moving outside of these large markets to increase; development for the Atari ST, both in the U.S. and in Europe.

In the first quarter of 1990, Sierra has plans to ship no fewer than three new Sierra titles, with two of these planned between April and July. Due out soon are new Hero's Quest, Leisure Suit Larry 3, and The Colonel's Bequest. Later in the year, Conquests of Camelot and Codename: Iceman will be released for the ST in the U.S. and European markets (the ST is a particularly strong contender in Europe, especially in Germany).

According to Sierra Marketing Analyst Tony Caudill, "Although the Atari ST continues to be the smallest software market Sierra sells to, we are still looking for continued growth. In the U.S. the rolleplaying game cateogry, which is the cornerstone of Sierra's Atari ST business, is one of the few gaming categories that saw actual growth in the last 12 months. With our imminent release of German language versions of our most popular adventure games, we see great promise in our international ST business in the next year as well."

-
Editor's Note:

I have contacted Sierra and they tell me that most of these games should be out by the end of this month. I also heard that Space Quest IV is on its way!!!! For the ST, look at the beginning of next year.

I would also like to remind you of ONE VERY IMPORTANT THING... remember to send back your warranty registration card. This tells Sierra how many ST software titles have exactly been sold. The more of these they receive back, the more faster you will see new titles for the ST.
-

Lynx and new Lynx game cards

The Lynx is the only color portable video game system available. It has 4,096 colors, a 16-bit chip, 4 channel sound, super zoom and scrolling. The most fascinating thing about the Lynx is that you can connect up to 8 other Lynxs together to play real great games with each a different perspective. Other portable systems are in the works to challenge the Lynx but they probably won't be here until next year and with a higher price tag.

The Lynx has a retail price of $179.95 but can be purchased for cheaper. What a Christmas gift!

What good is a portable? The next time you are in a traffic jam, the next time you are waiting for your wife to get done shopping, the next time you have to wait for something with nothing to do, think to yourself that you could have had a Lynx.

Title available for the Lynx now are:

California Games, Blue Lightning, Electrocop, Gates of Zendocon, Chip's Challenge, & Gauntlet- The Third Encounter

New game cards coming by this Christmas include:

Flying Ace, 720, Paperboy, A.P.B, Rygar, Football, 3D Barrage, Road Blaster, Super Soccer, Checkered Flag, Tournament Cyberball, Zarlor Mercenary, Xenophobe, Klax, Rampage, Vindicators, Ninja Gaiden, Slime World, Turbo-Sub, Junkyard Dog, Ms. Pacman, and many more...

Up to 25 new game titles will be available by the end of the year.

Rampage - You're a huge monster trashing 175 different cities. The army will try to stop you, so eat as many soldiers and tanks as you can. Burp.

Klax - The latest arcade hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.

Chip's Challenge - Help Chip through 144 challenging levels without getting nailed by cherry bombs, water traps, and literally hundreds of other hazards.

Gates of Zendocon - the hideous spider Zendocon has sent you deep into its web of 51 deadly universes. Survive each universe if you hope to return home.

Vindicators - 2 player version of the Atari Games Arcade hit. Drive your tank through alien stations to find and destroy main control areas.

Blue Lightning - You're flying the top secret Blue Lightning combat jet. But you have to survive missiles, ice fields, canyon walls and the dark of night.

Zarlor Mercenary - Fight your way through multi-layered 3-D landscapes. Fight well, and you will be rewarded with better armor and weapons.

Guantlet - The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Xenophobe - Four player version of the arcade hit. Aliens have infested the space stations. You lead an ill-equipped group of Astronauts to abolish the Alien Menace.

About the Cleveland Free-Net Atari SIG

The Atari SIG is a Special Interest Group servicing all Atari computer users. In the Atari SIG, there are many different sections which you may use.

One of the first sections that you may use is the User Group Information listing. Here you will be able to access information pertaining to the Atari user group meetings for the Cleveland area. It will contain the time, location, and date of the meetings.

The Atari News section is the place to go for all of the latest news being released that is related to Atari.

The General Bulletin Board is the place for Atari computer users to meet and discuss any problems, suggestions, or experiences that they might have.

The Specific Computer Boards option leads to several bulletin boards of different computer types. It doesn't matter what Atari computer you have, the Cleveland Free-Net Atari SIG supports it.

The Programmers' Forum is a section of the Atari SIG dedicated to all of the Atari programmers. This is where programmers can discuss with other programmers about any problems or solutions that they might have dealing with programming.

The Wanted & For Sale Board is the market place for Atari users. This is where users may post messages to sell their equipment or just let others know what they are looking to buy.

Another section which you may select is the Software/Product Information section. This part of the Atari SIG contains information on all of the software and products available for the Atari computers. This section includes reviews, summaries, and discounts on various

software and products.

The Atari Library section is a place where you can get old Atari SIG information, On-Line Magazines, and User Group Newsletters. You may also find various documents in the Information Base.

The Help-Line is the place to ask specific technical questions about your Atari computer. The SIGOps manning the Help-Line are ready, willing and able to help. Your question will be answered as soon as possible.

And finally there is a directory of all the Atari SIG members. This section is a database of all the Atari SIG members.

If you have any articles, reviews, product releases, or news that you wish to contribute to this newsletter, you are welcome to send them to us. We cannot guarantee that your contribution will be published in the next newsletter but probably will be. If you wish to send us a letter, or your contribution, you can send it to us by our U.S. mail address, Internet address, Bitnet address, or Free-Net address that can be found in the beginning of this newsletter. You will receive full credit for any contribution published.

SysOps of the Atari SIG are: Phillip M. Chow, Jim Haynes, Mark Leair,
_____ Scotty Meredith, Len Stys, Doug Wokoun,
Cleveland Free-Net Atari SIG| and honorary SysOp Kevin Steele.
Newsletter (c) 1990 |

The Cleveland Free-Net Atari SIG Newsletter is a bi-monthly released publication covering the Cleveland Atari Community as well as nationally. Opinions and commentary included in this newsletter are that of the authors and do not reflect those of the Cleveland Free-Net Atari SIG in any way. The Cleveland Free-Net Atari SIG Newsletter is copyright 1990 by the Cleveland Free-Net Atari SIG. Any article included in this newsletter may be reprinted as long as they remain unedited and the Cleveland Free-Net Atari SIG, Issue Number, and author is included at the top of the article. The Atari name and symbol are copyrighted by Atari Corp. This newsletter is in no way affiliated with Atari Corp. Information contained in this newsletter is believed to be correct but cannot be guaranteed.

Thanks and until next time, keep the faith strong in Atari.
Your Atari computer is and always will be #1.

--

1576. CLEVE.FREE-NET ATARI SIG NEWSLETTER VOL.I NO.2

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 02:07:29 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.020729.27276@usenet.ins.cwru.edu>
Source record: 238946

(aka C.A.I.N. - Cleveland Atari Information Network)

216/368-3888 | 300/1200/2400 bps | type 'Go Atari' at any menu

Atari SIG, P.O. Box 21815, Cleveland, Ohio, 44121

Contents

Words from the Editor.....Len Stys
Atari SIG Mini-Expo.....Len Stys
Responses from first Atari SIG Newsletter.....
Blood, Sweat, and Smears.....Kevin Steele
Computer Packages available in Europe.....
Cleveland Free-Net Atari SIG related news.....
SEX (Synchro Express) (Review).....Scotty Meredith
A recession/depression- will Atari survive?.....Len Stys
Two different versions of the STe?.....
The Children of War Campaign.....Mark Leair & Joyce Brabner
The Jin GOLDENImage Mouse (Review).....Kevin Steele

Accessing Free-Net by Internet- IP address: "freenet-in-a.cwru.edu".

Sending Atari SIG e-mail from Compuserve or other systems through Internet:
>INTERNET: xx004@cleveland.freenet.edu

Sending Atari SIG e-mail from BITNET systems usually found in colleges:
xx004%cleveland.freenet.edu@cunyvm

Words from the Editor

As you may have heard, the Atari SIG was going to and did have a Mini-Expo. Was it a success? What happened at the Mini-Expo? What would we do that we didn't do this year if we have another expo next year? All of these questions will be answered in a special Atari SIG Mini-Expo report in this newsletter.

Also in this newsletter is going to be some information on why Atari shouldn't get frustrated yet over the upcoming depression that experts say we are headed for. We will have information on the new Atari STe and how there might actually be two versions of the same machine out in the U.S. - one that works and one that might be full of bugs- both being sold to you. We will give you information on some new things going on with Free-Net and how we can take advantage of Free-Net Version 2.2. A way to get around the lack of a file transfer section on the Atari SIG? It seems as if we have figured a way and two Atari SIGOps are organizing it. The Computers for Children of War campaign is taking off and we will have more information on that. A time, date, and channel to converse in multi-user chat for Atari users! Yes, multi-user chat is in place and we are taking advantage of it!

We also have some reviews such as the one about SEX (not what you think) by Scotty Meredith. Also a reprint of a few articles by Kevin Steele from NOAH Newsnotes. Kevin is not only the editor of NOAH Newsnotes but he is also the Atari SIG's new SIGOp on Free-Net. As a writer and desk top publisher who needs a computer that can crank out diagrams and charts that look professional he has a lot of experience using the ST for professional use. He should be pretty helpful to anyone that has any questions on how powerful

the ST is in a business.

The Atari SIG users listed in the user directory on the SIG will be receiving a special version of this newsletter concerning some recent information released from Atari concerning Cleveland. And again- this newsletter promises to be yet another informative issue for Cleveland and U.S. Atari users.

Len Stys

****

The Atari SIG Mini-Expo
By Len Stys

The Atari SIG Mini-Expo is now over and it was an expo that was very unique. Unlike other expos, the Atari SIG Mini-Expo didn't go to a motel or gymnasium and invite the public to come special for it, the expo went to where the public was going to be already. It was held during the Slavic Village Harvest Festival that was suppose to attract 100,000 people. Unfortunately, it rained a bit that weekend which not only drove a good number of people away but also Atari users as well. The main idea behind the expo was to get Atari users in the Greater Cleveland community together while also showing off some very nice Atari computing and Lynx equipment to the public who weren't aware of what Atari's could do outside the 2600. The Mini-Expo was publicized by Atari User Group newsletters (NOAH specifically), flyers, Z*Net Online Magazine, and surprisingly a subscribed Atari user group newsletter called NEO-STAG. All of these things promised great user attendance but many thought that the rain cancelled the festival thus cancelling the expo. The festival however wasn't cancelled and neither was the Mini-Expo. It did not even rain in the area of the festival as much as it did throughout the rest of the city. The expo was also located inside of a store so even even if it did rain bad, we wouldn't be effected by it.

What went on at the Mini-Expo? We got to finally Lynx-Up with other Lynx owners which was pretty incredible and in my opinion - the Lynx is ahead of its time- way ahead. I believe even with NEC's Turbo Express around the corner, it still won't beat the Lynx in linking up with other systems. By the way, a good number of kids came down and played and played with the Lynx vowing that they would get one or ask for one from Santa. There were also ST and XE computers set up by myself, Scotty Meredith, Doug Wokoun, and John Dernar. There were two STes at the expo supplied by Len Olenik from a company called, "TGIA Computers" which stands for Thank Goodness It's an Atari! I think that title says it all. Len sold software and products at about 30% off or better than retail. He claims that he will match any price of any mail order so as long it isn't ridiculous. He also sold European magazines for only $9 with disk! Monitor stand power surge protectors for only $20! And special Mini-Expo deals on software at the cost of only $10 each! Len said that he will continue the 30% discount or better on software and special deals on hardware for Atari SIG users only. So if you are on the SIG's directory then I think you are about to save some

money... His number is in the area code 216 but is still long distance
so you must first dial a 1 then 336-2215 when calling. Please note
that you should still support your local dealers but if you were going to
buy mail order anyways, you may want to give him a call... He was the only
vendor that cared to show up for the expo and we didn't charge him a vending
fee.

Overall, the Mini-Expo was a success. We showed people who came
in the store what Atari's can do and they were glad they came by. The
people that didn't make it are now hearing that it was pretty good and
wish they came. Hundreds upon hundreds of people walked past the store front
and looked through the window and read the signs stating ATARI COMPUTER
DEMONSTRATIONS but did not come in. But by us being there and those signs
being there, we made aware these people that Atari sells computers!
We also had some pretty big poster signs (thanks to Mark Leair's sister,
Sue) on top of the store stating Atari POWER Computing Demonstrations
that could be seen down the street by thousands... The only real misfortune
that we had was unexpected and that was several tents placed in front of the
store in which the expo was in. These tents belonged to the street vendors of
the festival and had never been placed there in the 12 years of the festival
before. This blocked most of the store from view and many people weren't even
aware that we were there. But overall, we had fun and the Atari users that did
show up didn't leave disappointed. And the Atari vendor that showed up assured me that it
was worth his time and effort and that the other dealers
didn't know what they were missing- especially future customers.

Will we do it again next year? You bet if the store is still vacant
and if no one thinks of a better idea. We will also take care of some problems
that we had this year. We will make sure that there is no obstruction in
the way of the store front. We will have speakers on top of the store
window playing the STe's stereo sound and perhaps even pass out some helium
Atari balloons...

****

What people thought of the first Atari SIG Newsletter

-Message #6 (47 is last):
-Date: Tue Jun 19 19:39:24 1990
-From: af611@cleveland.Freenet.Edu (Anthony V. Fernando)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

When I first joined Free-Net, I ran an Atari 800 personal
computer with 48k. About a year ago I got an 130XE.

I'm supprised that Atari has begun to give up support of the
Atari ST line. The ST quickly phased out the 8-bit Atari's.
In short, I'm glad the Sig still exists.

Anthony Fernando
af611

-Message #7 (47 is last):
-Date: Sat Jun 23 15:11:04 1990
-From: ac165@cleveland.Freenet.Edu (Robert R. Coulter)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

Thank you for the newsletter. I'm very strong into using the
Atari for all my needs. In fact the school where I teach will be
converting to the ST during the school year 1991 - 92. I've had
an ST in my room, social studies, for three years now and other
teachers began to realize the power of the ST. The computer
teacher was so amazed that he began the process of converting. It
took a lot of convincing to get the administration to approve the
switch from Apples to Atari's. As of this year there are six ST's
in our school and by the end of the upcoming year there will be
about 15. Maybe sometime you might be able to start an
educational column. If so, maybe I can be of help. I do have
some educational software that I use in class. I'm always
looking for more. Once again, thanks.....

Bob Coulter ac165

-Message #8 (47 is last):
-Date: Sun Jun 24 18:26:16 1990
-From: ae143@cleveland.Freenet.Edu (Mr. William H. Sindelar)
-Subject: Re: Atari SIG Newsletter Vol.I No.1
-To: xx004@cleveland.Freenet.Edu

I still own the ST and use it just about every day. I can see that you have
done some homework and recruited a number of good people to help with this
SIG. If you need any other help, just let me know.

****

Blood, Sweat, and Smears
(or: How I Got Started in Atari DTP)

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(Reprinted from NOAH Newsnotes by author)

Okay, so I finally did it--I quit my job and went Freelance
on a full-time basis. This step was similar to stepping out
of a 17th-story window on the assumption that someone below
will just happen to have a safety net in their pocket, ready and
eager to save your stupid skin. My previous jobs, namely thati]
of Documentation Specialist and Technical Editor, had already
introduced me to the wonderful world of publishing, and all
of the erratic rules thereof. I was prepared for any
potential publishing problem thrown my way, my head swelling
with terms like 'pica,' 'keyline,' 'repro,' and 'kerning.'

What I was not prepared for were things like project
proposals, quarterly estimated taxes, and devious little

things called 'penalty clauses' hidden deep within contracts. Well, to make things short, I managed to live through the experience, but after the smoke cleared, the problem still remained of how to equip my new 'Home Office' (actually, the second bedroom in my apartment) with all the necessary high-tech goodies and still somehow manage to eat on a semi-regular basis.

Step one was buying a computer. I was once given some very good advice on buying a computer: first, figure out what it is you want to do with a computer, then find the software that will let you do what it is you want to do, then find the computer that runs the software that lets you do what you want to do. Quite a mouthful, but good advice nonetheless. When the time came to equip my home office with a computer, I took that maxim to heart. As a writer, I wanted a 'friendly' computer to primarily use for writing and desktop publishing--so I wanted a Macintosh, right?

Wrong. My specialty is technical writing, and I had been trained on Ventura Publisher, which is a wonderful system for long documents. Okay, then, should I buy an IBM? I couldn't bring myself to buy one--I hated to have to give up all those wonderful Mac programs that have made it the top contender in the desktop publishing market. Should I buy both? This was completely out of the question, as I was on a very, very tight budget, and couldn't even afford to buy a basic Mac system, let alone both a Mac and an IBM computer. My solution? I bought an Atari Mega ST.

To someone unfamiliar with the Atari ST, this step would have seemed like buying a Yugo because you couldn't decide between a Ferrari or a Porsche. Luckily, I knew better. Like the Volkswagen GTI, the ST packs a lot of power under an unassuming front. I bought the ST primarily because of the emulators available, as I had serious plans on using IBM and Macintosh software for business, and maybe, just maybe, using the computer in standard ST mode to play a few games. As of this date, I have yet to use an emulator for any serious business application.

The reason I have sorely neglected my emulators is that the ST has met all of my writing and desktop publishing needs, and at a very reasonable cost. Sure, I could have gone out and bought Ventura Publisher, but why bother when an ST program like PageStream or Calamus meets my needs for $500-900 less? Like a bargain-hunter gone mad, I have found myself drawn again and again back to ST software over equivalent Mac and IBM software. The best part is, that quite often the ST version of a software package has features superior to the corresponding IBM or Mac version.

For instance, take WordPerfect on the ST. It includes such 'revolutionary' features as drop-down menus, mouse control, and re-sizable windows. The latest version of WordPerfect on the IBM, namely 5.1, has just now added mouse-controlled menus, and it still doesn't offer the same versatility with windows as the ST version. Another desktop publishing package that has superior features to the corresponding IBM or Mac counterpart is PageStream. With PageStream, you can rotate text and graphics, work on up to six documents at the same time, and produce color separations with crop marks. You can do none of these with PageMaker. With impressive ST packages such as these, I have had no need to buy the pricier, less-powerful IBM or Mac equivalent.

Since starting my writing career, my ST has been used to write manuals, articles, and stories; produce technical diagrams, maintain client lists, and track overdue invoices; and kill a few Dungeon Master baddies now and then (hey, all work and no play...). In all of these endeavors, I have managed to gain a detailed, nay, an intimate relationship with my software packages, and all of their associated bugs. Normally, a bug is nothing more than a minor annoyance. However, when your livelihood depends on your computer, each bug somehow suddenly manages to become a deep personal crisis. There's nothing like seeing two hours of work go 'poof!' the night before a project is due to help speed up the balding process, let me tell you from personal experience.

Well, I hope that this article has helped to provide you with the 'big picture' on my background, and how I got started in the fun-filled world of Atari DTP. I've managed to make a living as a freelance writer with my Atari computer now for almost two years, and I see no reason that my ST and I can't continue working together for years to come. In the final analysis, the true acid test of a business computer is whether or not it can produce the kind of professional-caliber results that you require. The ST may not be considered a serious 'business computer' by most, but don't tell that to my Mega!

****

What computer packages are being sold in Europe?

***** 520 STfm Discovery Package *****

High quality, good value package based around the 520STfm computer including 512k RAM, 1MB Drive and built-in TV modulator. Also supplied is

STOS Game Creator
Carrier Command
Space Harrier

First BASIC
Outrun
Bomb Jack
Neochrome
Atari ST Tour
plus "Discovering your Atari ST" book

All for around $450 American money

******* 520STe Power Pack *******

Includes the latest 520STe with 1MB drive, joystick, mouse, user guide, 5 disks of public domain software, plus an incredible selection of chart-topping software (value of around $800 American money). Sofware List includes:

R-Type
Afterburner
Double Dragon
Super Hangon
Space Harrier
Overlander
Pacmania
Starglider
Super Huey
Eliminator
Predator
Bombjack
outrun
Bombuzal
Xenon
Guantlet II
Black Lamp
Starray
Nebulus
Stargoose
First Music
First Basic
Organiser

All for around $550 American money

**** 1040STe Professional Package ****

Superb starter package consisting of a 1040STe with an excellent selection of starter software. Pack includes:

Kuma Wordprocessor
Kuma Database
Kuma Spreadsheet
Kuma Business Graphics
First BASIC
Hyper Paint
'Prince' game

STAC Adventure Creater

All for around $750 American money

-
These seem pretty good but Atari isn't the only one selling packages.
Here's a few from its rival- Commodore:

***** Flight of Fantasy - Amiga *****

Includes 512k RAM, 1MB disk drive, mouse, T.V. modulator, workbench software, Basic Language disk, F29 Retaliator, Rainbow Islands, Escape From The Planet Of The Robot Monsters.

All for around $700 American money

****** Batman Pack - Amiga ******

Includes 512k RAM, 1 Mb Disk Drive, mouse, T.V. Modulator, Workbench software, Basic Language disk, Deluxe Paint II, Batman the Movie, New Zealand Story, Interceptor.

All for around $700 American money

****

Cleveland Free-Net Atari SIG Related News

___Atari Conferencing using Multi-User Chat!___
_____

The Atari SIG users will be chatting online every Sunday at 8:00PM
on channel 1040.

The multi-user chat has just been implemented on Free-Net and we are
going to take advantage of it! Be there!

___Atari SIG founder retires as SIGOp___
_____

Jim Haynes, one of the first original Atarians and founder of the
Atari SIG on Free-Net will no longer be a SIGOp for the Atari SIG. However,
you will still see him around the Atari community and hopefully the Atari SIG.
Thanks goes out to him especially for getting the ball rolling.

___File Transfer? On Free-Net?___
_____

As you know, the Cleveland Free-Net does not have upload/download
sections for computer users but individual file transfer has just
been implemented.

Scotty Meredith is working on an ST P.D. file list for Atari SIG users.
Doug Wokoun is working on an 8-bit P.D. file list for Atari SIG users.
If you see a file you want on the list, you would make a request for it to them
and they will send it to you through file-mail. Also, if you have a file
that you don't see on the list then you would send it to them through file-mail

for them to place on the list and give to other users who may want it.

When asked when they would complete their list, Scotty and Doug
both stated that Free-Net will first have to increase the time the file
stays in a person's account. It is presently at 1 day before deletion
and that is really just too short. It needs to be there for at least several
days.

___New Free-Net version goes on-line!___
_____

1) Multi-User Chat
NOTE: Due to the nature of multi-user communication
(ie. lots of people typing at the same time) this
program requires the use of a "smart" terminal.
(for example vt52, vt100 or ANSI)

2) Kermit and Xmodem will be made available to everyone.
This will allow you to upload and download files to
your private work areas and transfer files among
yourselves. Because there is a limited amount of
disk space available there will be a limit on the
size and number of files you can put in your work
area. Also the files in your work area will be
deleted after 24 hours. Due to security issues that
we are not prepared to deal with, we will NOT provide
a "public" area for the uploading/downloading of
files at this time.

3) The ability to have your mail sent to another address.
For those of you that have accounts on another system
on Campus or on the Internet, you can have your Freenet
mail sent to you there.

4) The ability to create private mailing lists.
You will be able to create your own list of mail aliases
so that you can mail to groups of people easily.

5) Minor additions to the news reader:
o Search and backwards scrolling within news articles.
o Marking articles as unread.

6) Improved Help files.

7) Database feature

8) SIG Directories installed

___Recent news now availabe on Free-Net daily___
_____

<<< THE NPTN/UPI NEWS CENTER >>>

1 About the Electronic News
2 Almanac and Headlines
3 International News
4 U.S. National News
5 Editorials and Commentary
6 Special Reports
7 National Business News
8 The Sports Desk
9 UPI's "Today's People" Column
10 Entertainment
11 Health News
12 Education Today
13 Computer and Technology News
14 The Weekly "Tops"
15 Weather: Ohio and the U.S.
16 The Rest of the News...

___Atari SIG directory now installed___
_____

The Atari SIG directory of users is now installed and users listed are
receiving special benefits such as discounts on software and hardware plus
a special version of the Atari SIG's On-Line Newsletter.

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Synchro Express
Review by Scotty Meredith
(C) 1990

I have owned an Atari ST for several years now. When the ST
first came out, I heard how powerful it was. This machine can do
it all! I saw the graphics, sound and all the other features that
the original eight bit system could not match. After getting the
system home, Unpacking it, and putting it all together, I was
ready to "Unleash the power" of this fantastic machine. After
buying some software to take advantage of the features, I ran in
to a problem. There was no real disk copier that would back up
these valued gems. How could this be??!! The eight bit line has
a happy drive to copy ANY disk, and this new machine with all it's
power does not? "It will only be a matter of time" I said to
myself. "Surely with all that memory and power they will have
something"! Finally, a program called ProCopy came along.
ProCopy was fine, but with new software titles came new
protection, witch lead to new ProCopy's. Soon there were a dozen
versions of ProCopy. Another problem was, when you bought an older
title (Don't laugh, I just bought Infocomm's The Witness last
week!!) you would have to try each version of ProCopy until you
found which version copied it. Contrary to popular belief, the
latest version of ProCopy will not copy every title that older
versions would. Micro League Baseball is another problem. I am
not giving a course on how to pirate software, but Micro League

Sport's Association has a really good method of copy protection. Before you ask, YES, I OWN THE ORIGINAL! I still have not sent my warranty card in..... But I do have a store-bought original. If you copy the disk, and load the copy, it works! or does it? Sometimes you can make it through a complete game with no problems, other times (95% of the time) you are'nt as lucky. Mid-way through the game, the scoreboard will say "WXYZZZ DOES NOT WORK!" and the players will run out of the stadium, out in to left field. It is disappointing to be throwing a no-hitter in the bottom of the ninth, and never know what would have happened.

Then a friend introduced me to SEX. No, not the kind that teenage girls are discovering at a younger age, but SEX on the computer. How can you have Sex on a computer? The average male weighs 200 lbs. and the average female 120. That is 320 lbs!! Can the ST support all that weight??!! The fact is, I have had SEX on my computer for a couple of month's now, and it has never ran better! Even a backup copy of Micro League Baseball works! Ok, before I get the parent's of America sending me nasty letters, let me explain. SEX is short for Synchro EXpress. A new disk copier from Coast to Coast Technologies. The package comes with a disk, and a over-sized printer connector with a disk drive socket and a tail with a disk drive plug on it. I have heard of a similar device called the BLITZ cable, that you can make yourself. I cant bring myself around to believe that a disk copier that claims to copy it all, would be free (except for parts). I have had bad dreams about BLITZ, actually being a hardware virus. THIS IS NOT A FACT OR AN OPINION, IT IS ONLY A DREAM. I am not saying it is or is not, I just cant figure out, why someone would develop a product as wonderful as this, and release it for free. Getting back to SEX (sorry), Synchro Express. This is the disk copier I have been waiting for. I have only ran across one program that it would not back up. That being GUNSHIP. I don't know why, but I could not copy it. I even tried twice. but it DID copy dozens of other programs. The real advantage to SEX, is it does it FAST! A single sided disk is copied in 22 seconds. A double sided in 44. The destination disk does not even have to be formatted! I have two Indus disk drive's on my system, and it was something to see both track indicator meters displaying the same number all the way through the entire copy. As i Said, Synchro Express plugs in to both the printer and disk drive port of your ST. If you are one of the poor souls (like myself) that have the old 520, there is a problem. You plug Synchro in to the printer port, but the drive connector plugs in to the back of your second disk drive. In other words, you leave drive A plugged in to the back of your ST, Synchro plugs in to the back of drive A, and drive B plugs in to the back of Synchro. You have to set drive A on top of your computer (by the function keys). Since I do not make daily back-ups, I can live with this small inconvenience. If you have any other model ST, you have a relatively easy setup. The one problem

I was disappointed to find out is, You can not leave Synchro connected. You will not be able to access drive B. If you do not use drive B for anything, you can leave it connected, but I have other uses for my second drive. All in all, Synchro is a great product. It works as advertised. Also included on the disk is a program to format your disk's to load quicker. I personally have not tested it. I am happy with the standard TOS format. If you have any questions on Synchro Express, you can write me at Internet: AA519@Cleveland.Freenet.edu.

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A recession/depression will Atari survive?
By Len Stys

Ok, everyone? Ready for a recess? Oh, don't get depressed on me just because our economy is falling flat on its face! Atari's stock this Thursday dropped to an all time low of $2.50 a share! That is certainly one way to end a companies future in a country. But if I was Atari, I wouldn't get depressed over this just yet. You see, in playing the stock game, there are two pretty safe type of companies to invest in during a depression and that is a toy company and a candy company. The reason for this is because parents are usually willing to give up something that they want for what their children want even during a depression out of love. And children usually want candy and toys... And Atari does make an incredible toy but the question remains! Do parents love their children enough to dish out $179.95 on a video game unit especially when $179.95 will look like $1079.95 during the depression?? We'll have to see. But that certainly isn't my main hope for Atari! My main hope for Atari is the fact that they sell actual Macintosh and IBM look alikes (but are better of course) for about 2-3x less! Will a company buy one Macintosh or three STes during a depression especially when both do the same thing??? Will a company buy one IBM or three STes during a depression especially when both do the same thing? Or even 2 STes with IBM and Mac emulation? Atari can make money out of this depression if they play their cards right. During a depression, you play by different rules and Atari better be finding out what those will be.

****

Two different versions of the same machine?

Two interesting things that were found out during the Mini-Expo that may be of interest to you. The first thing is that the STe was running the software version of PC-Ditto with about the speed of a regular IBM PC/XT! Yes, the new STe has speed and it has power. The only other thing that needed to give it some help was a program called Quick ST II by Branch Software. Who needs any PC hardware emulation with the new STe???
The next little fact that is "seemingly" the case and we have reason to believe is true is that there were two versions of the STe released. One version seems to have major compatible problems, DMA problems, and anything else that you can think of. This version may have been sold to some Atari dealers for a special low price since it is a bugged up version.

The dealer then sells it to you for an amazingly low price (around $600) and you end up with a buggy computer while the dealers blame Atari. However, there is a fix disk you can get seperately which can help it with the software incompatible problem but the DMA problem still exists. The other version is a good version in which is being sold by Atari at a higher price tag (for around $700). This version seems to have no DMA problem and with the fix disk, no software compatible problem. We put the STes through the test at the Mini-Expo and it ran EVERY SINGLE TITLE! Believe it or not! So if you are thinking about buying an STe then you may want to (A) Bring a whole bunch of ST software and hardware with you to test on the machine. (B) Ask your dealer if he/she has found any problems with the machine. (C) Make sure the price tag isn't too low unless you have tested the machine out yourself and find nothing wrong with it. (D) Check with all Atari dealers' STes in your community to make sure you are getting the same computer from wherever you might buy it. (E) Do all the above- my best advice.

Atari still hasn't confirmed if they will indeed replace all TOS 1.6 chips with TOS 1.62 so you will not need the fix disk.

If you are an Atari dealer and have a buggy STe and figured all were alike then you might want to look into the fact that people are claiming bug free DMA STes and find out exactly what is going on.

****

The Children of War
Constructed by Mark Leair from
information provided by Joyce Brabner

Every two years since 1984 young people from countries like South Africa, Isreal, Palestine, Cambodia, El Salvadore, Northern Ireland, and the U.S. get together to tour several American cities, and talk about what it's like to live in a war zone. This year's tour also included environmental disaster areas -- three Russian teenagers from Chernobyl, and kids caught up with the cycle of gang violence, from places like East L.A. and South Boston. (Why? Anywhere kids are being shot in the streets is considered a war zone.)

What happened? Young people who have seen family or friends killed, who have themselves survived torture, or been imprisoned, who have had to flee their countries and start over as refugees, got the chance to ask other young people in the U.S. for help waging peace. They also formed very close friendships with each other during the tour.

These friendships are very important. Someone from El Salvador, who lost family to death squads knows what it's like for a Cambodian teenager to live with memories of "the killing fields." A teenager of Palestinian student's hurt, when classmates make fun of the "terrorists!". An inner city gang member got his head put on straight after hanging out with two South African teenagers.

What are we doing. Well, since the Children of War tours ever two years, many children are far away from these friendships they have established, and many times are back in the war zones that they have grown up in. To many of

these children, a simple phone call is affordably impossible, and a simple letter either takes too long, or never is received by the addressee. In an effort to allow these friendships to continue, a very small group of people in Cleveland, which include members of the Cleveland Atari Information Network (C.A.I.N.) that runs the Atari SIG on Free-Net are putting together small-inexpensive Atari computer systems for these children to hook themselves into Peace*Net. Peace*Net is an international nonprofit computer system that people from all over the world can access from their homes via a telephone modem hook-up on their personal computers.

How can you help? In order to subsidize the cost of these computer systems we are asking for donations. This can be in many forms. A cash donation of any amount can be mailed to the Children of War Project P.O. Box 21815 Cleveland, Oh 44121. Checks and mail-orders can be made payable to the Children of War. Lastly, any computer hardware donation will be considered. If you have any computer equipment (preferably Atari equipment, but other computer hardware will be considered) that you would like to donate you can send us a list to the address above or the Atari SIG telecommunication address located at the beginning of this newsletter. Please be sure to include your name, address, and telephone number. Donations are tax-deductable! Write to the above address for further details.

****

The Jin GOLDENImage Mouse
Review by Kevin Steele
(Reprinted from the NOAH Newsnotes by author)

Mouse reviews have got to be some of the most subjective reviews in the computing community. I mean, if the mouse works as advertised, what else is left for the reviewer to comment on besides how the mouse "felt" during use? The mouse used by your ST is, by design, the main interface between you and your computer. How it feels when you use it can make a major difference in how well you "interface" with your computer.

Ideally, the mouse should be "invisible" during use--that is, you should be able to concentrate on using the computer, and not be concerned with how you are handling the mouse. "pointing and clicking" with your mouse should be simple, intuitive, and almost second nature.OK^?

Which mouse design appeals to you depends on what you hold to be important in a mouse. Since this is going to be a very subjective review, let me fill you in on what I find important in a mouse.

First, the mouse should fit well in my hands. I like a smooth, sculpted design. Second, the buttons should be large (so I can hit them without feeling around for them), easy-to-click (I hate having to really push down a mouse button), and should have a solid, positive "click" feel when they are pressed (so when the computer doesn't respond to your double-clicks, you know it's the computer's fault and not yours). Third, the mouse should have a high tracking resolution. In simple english, this means that the mouse should be capable of tracking even very minute movements. It should

also mean that the on-screen mouse cursor moves all the way across the screen without having to lift the mouse and reposition it on the mouse pad.

The Jin Golden Image mouse fits all of these requirements, and also just so happens to be one stylish-looking piece of hardware. The mouse sports a zippy 280 dpi tracking resolution, meaning that very little movement is needed to send the cursor soaring across the screen. After the sluggish Atari mouse this may seem a bit hard to control, but after a week or so of using the Jin mouse, you'll find the Atari mouse unbearably lethargic. Unfortunately, the Jin mouse does not have a very high tracking speed, meaning that you may find the mouse cursor occasionally "going crazy" when you move the mouse too fast. (This problem is easily fixed by installing the Public Domain MACCELL2 mouse accelerator program, at the slow setting, into your AUTO folder.)

The Jin mouse has very light, responsive mouse buttons with large tops. These buttons have a nice, solid click, making double-clicking a breeze. A six-foot cord was a bit much for my needs, however. The mouse doesn't come with any instruction manual (some would ask if a manual is even needed), but the Jin mouse does come with its own mouse pad, a small smooth-surfaced pad that I found let the mouse glide over it like a wet icecube.

As you can tell, I've become rather enamored of the Jin GoldenIMAGE mouse. I'm not going to try and justify my feelings, as they are just that--feelings. I'd recommend you play around with this mouse a bit before you buy one. I'm fairly certain you'll like it, and since it retails for the same price as the Atari mouse ($49.95), it makes a wonderful replacement if your Atari mouse should ever scurry off to rodent heaven...

****

If you have any articles, reviews, product releases, or news that you wish to contribute to this newsletter, you are welcome to send them to us. We cannot guarantee that your contribution will be published in the next newsletter but probably will be. If you wish to send us a letter, or your contribution, you can send it to us by our U.S. mail address, Internet address, Bitnet address, or Free-Net address that can be found in the beginning of this newsletter. You will receive full credit for any contribution published.

Cleveland Free-Net Atari SIG | Your Atari SIGops are:
---------------------------- |
| Phillip M. Chow, Mark Leair, Scotty Meredith,
Newsletter (c) 1990 | Kevin Steele, Len Stys, and Doug Wokoun

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newsletter is believed to be correct but cannot be guaranteed.

Thanks and until next time, keep the faith strong in Atari.
Your Atari computer is and always will be #1.

--

1577. Gemini, AMCGDOS and GDOS Problelms (was Problem due to AMCGDOS)

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 15:24:44 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Sep2.152444.19431@newcastle.ac.uk>
Source record: 238948

In article <1990Sep1.141312.16944@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:
>I recently posted a problem about damaged menu appearances in VIP
>Professional. The problem turns out to be due to loading AMCGDOS.PRG in
>my AUTO folder -- no AMCGDOS, no problem.
>
>I did verify that the VIP was not damaged -- running from the original
>disk (write-protected of course) showed the same problem.
>
>Also, ALTBOOT did not work with AMCGDOS installed -- I though ALTBOOT
>came first, but I will have to check. I'd hate to have to choose
>between VIP and Gemini!

I to am having problems with AMCGDOS and GDOS. If I boot my system
with AMCGDOS then GEMINI works fine but other applications such as
TIMEWORKS moan about not being able to find font files after rebooting
with their assign.sys. If I use GDOS 1.1 all my applications work fine
but when booting with gemini's assign.sys all the additional fonts
gemini.fnt,courier.fnt,... apear as garbage.

Has anybody got any ideas? I thought AMCGDOS and GDOS where supposed
to be compatible. Would G++ solve the problem?

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1578. telnet 129.22.8.76

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 16:35:02 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep2.163502.5505@usenet.ins.cwru.edu>
Source record: 238947

Many people asked me for the numeric address for Free-Net so there it is.

129.22.8.76

Len

--

1579. Gnu cpp

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 19:34:28 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep2.193428.13722@doe.utoronto.ca>
Source record: 238949

I posted a message to this effect before, but then our system died and we lost news for a couple of weeks. I have the gcc 1.37 release from Terminator. I love it, but I cannot get the preprocessor to work correctly under MT CShell (it will send output to stdout, but not to a file). Before our machine died, I had managed to get the entire source code from Terminator. It took over a week to order the source piecemeal, and it is all gone now with the crash. In any case, I could make little sense of it.

Could someone send me the ACTUAL SOURCE, #ifdef's and all, used to create the gnu preprocessor, so I can find and fix the problem? Thanks. Dave Beckemeyer has already fixed the only problem I could find in RTX, so I do not know what could be causing this problem. I will inform D.B. when I find the cause.

David Megginson
david@doe.utoronto.ca
meggin@vm.epas.utoronto.ca

1580. media change detection problems (was: Wanted: Chinon Floppy Drive Horror Stories)

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 22:06:30 UTC
From: pierrot@tubopal.UUCP
Message-ID: <1738@troll.tubopal.UUCP>
Source record: 238953

Atari used to modify their built-in Chinon drives so that a media change
would be detected. A number of external floppy drives from `third party
vendors` and, as it seems to me from the `Wanted: Chinon Floppy Drive Horror Stories`
articles, some newer atari drives don't make that distinction.

One, rather boresome way to work around this problem is to change the state
of the write protect -thus forcing a media change.
Those who don't like the "disk out, toggle write protect, disk in,
disk out, toggle, disk in" method could do a little modification
to their drive. (or have their dealer do it)

It should be possible to use the eject button to simulate that change of the
write protect status by hardware.
I didn't try that yet, so I can't give you any specification on how to do the
job exactly, but it shouldn't put anyone with a minimum of hardware experience
to major problems.

-tatjana

--
Pierrot le fou | UUCP: pierrot@tubopal.UUCP (pierrot@opal.cs.tu-berlin.de)
Tatjana Heuser | ...!unido!tub!opal!pierrot (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!pierrot (World)
Ettaler Str.2 | BITNET: pierrot%tubopal@DB0TUI11.BITNET (saves $$$)

1581. Re: Slow motion problem FIXED-Summary

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 23:05:09 UTC
From: towns@atari.UUCP
Message-ID: <2263@atari.UUCP>
Source record: 238950

in article <2656@unccvax.uncc.edu>, cs63bld@unccvax.uncc.edu (b. daniels) says:
>
>
>
> Many thanks to all the people who responded to my call for help!
>
> It appears that the slowness of writing to large GEM partitions on a
> HD is caused by a TOS 1.0 bug. It can be patched by running FATSPEED.
> FATSPEED.ARC should be available at any large archive site. The improvement
> is impressive!
>
> Thanks again,
> Brian
> (cs63bld@unccvax.uucp)

Actually, a better solution would be an upgrade to the latest version
of HDX (currently 3.02) and the latest TOS, TOS 1.4.

This would make your hard drive MUCH faster and is much more reliable
than fatspeed.

-- John Townsend ames!atari!towns
Atari Corp, Systems Software

1582. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 23:07:28 UTC
From: towns@atari.UUCP
Message-ID: <2264@atari.UUCP>
Source record: 238951

in article <5440129@hplsla.HP.COM>, andyc@hplsla.HP.COM (Andy Cassino) says:
>
> |
> | All three of these online services will be charging
> | monthly access charges withing a month or two. CIS has
> | been doing it for a while, Delphi announced they will
> | start, and GEnie also announced they will start.
> | ----------
>
> This is very disappointing. I'll probably be quitting GEnie. I think all
> these services have an inflated view of their value. If enough people "vote
> with their feet", maybe they'll check-in with reality!
>
> %%%%

1583. Re: Ethernet (was How much would a TT ...)

Newsgroup: comp.sys.atari.st
Date: 1990-09-02 23:11:21 UTC
From: towns@atari.UUCP
Message-ID: <2265@atari.UUCP>
Source record: 238952

in article <1990Aug31.231223.8818@hayes.fai.alaska.edu>, fnddr@acad3.fai.alaska.edu (Rice Don D) says:
> News-Software: VAX/VMS VNEWS 1.3-4
>
> A networking product from Atari? I'd like to know more about this, and soon.
>...
>
>
> Don Rice Internet: fnddr@acad3.fai.alaska.edu
> Geophysical Institute E-mail: fnddr@alaska.bitnet
> University of Alaska Phone: (907) 474-7569
> Fairbanks, AK 99775 Loran: 64.86N 212.16E
> (Coming soon...ddr@flux.fai.alaska.edu)

As soon as more information is available I will pass it along. Rest assured, we are aware of the importance of networking in the relation to the use of our machines in the business workplace. We also recognize the important of the Ethernet standard.

All I can really say at this point is that we are working on it. As soon as we have something, we will let you know!

-- John Townsend ames!atari!towns
Atari Corp, Systems Software

1584. Mercury UUCP stuff....

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 00:48:08 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <983@beguine.UUCP>
Source record: 238954

I will be uploading it as soon as I can find a site around here(Upsate Albany) where I can send the files off to atari.archive and to that Guy(forgot his name) that moderates comp.binaries.atari.st.

The account here does not allow for any disk space, so it will have to wait a bit....

John

John.Bunch@samba.acs.unc.edu

1585. Re: Rodneys UUCP modules....

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 00:49:14 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep3024914@troll.cs.tu-berlin.de>
Source record: 238955

In article <898@beguine.UUCP> John.Bunch@samba.acs.unc.edu (BBS Account) writes:

To all those interested in the Mercury UUCP package in the us, I will be
sending it to Steven Grimm to be posted to comp.binaries.atari.st. The
only thing I ask is for the address to submit to him? Also, I would love
it if someone would translate the docs from german to english.
Exactly that is what is delaying two disks to the US and the UK...

Also I'm busy waiting for V 1.15 as there are some nasty bugs in V 1.10...

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1586. ST MIDI users

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 03:13:34 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2838@vela.acs.oakland.edu>
Source record: 238956

I am looking through the old mailing list that I created on ST midi users as I have access to a better mailer, and more mailing info. If you are on the list and don't receive the test message that I just sent, let me know so that I may check your path from my machine and get your address right on this end.
If you are not on the list and wish to be, now is a good time to send me your info!

swood

--
NO original ideas this week for | swood@argo.acs.oakland.edu
Unique signature message! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1587. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 04:37:31 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep3063731@troll.cs.tu-berlin.de>
Source record: 238957

In article <11895@ists.ists.ca> os9paul@gkcl.ists.ca (Paul Good) writes:

I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance
with Tempus II. [...]
Has anyone else seen this? Is there a patch available?
Yes. Yes. The Patch came over the German Mailboxnet Zerberus...
It was a description to change some bytes in the binary. I edited
a copy of tempus.prg and it worked.

Tech stuff: Tempus II version 2.07
Has anything changed between 2.05 and 2.07?

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1588. Re: Virus-like screen problem

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 10:03:55 UTC
From: rvr@fctunl.rccn.pt
Message-ID: <RVR.90Sep3110355@host.fctunl.rccn.pt>
Source record: 238958

In article <1990Aug31.174000.25263@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:

> I've just run into a problem with my ST that looks disturbingly like a
> virus, although I am running on a recently reformatted Quantum HD.
> The problem appears only with VIP Professionsl. The menu bar has a
> broken appearance, as though someone had scratched X's on the screen.
> The menu is a bit erratic on pull-down, otherwise VIP functions
> correctly and works OK.
> No problems with other programs as yet. Any ideas?

Are you using GDOS? VIP Professional doesn't like it!

--

Rogerio Reis UUCP: rvr@nccup.pt
Centro de Informatica da Universidade do Porto EAN: rvr@ncc.up.ctt.pt
R.Campo Alegre, 823, 4000 Porto, PORTUGAL
Telef: +351 2 6001672

1589. Re: Hisoft C Interpreter

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 10:17:06 UTC
From: rvr@fctunl.rccn.pt
Message-ID: <RVR.90Sep3111706@host.fctunl.rccn.pt>
Source record: 238959

HiSoft C Interpreter has some strange features (and some bugs too!).
One of the most strange and disagreable feature is that you can only
examine extern variables. The interpreter is absolutely blind about
automatic variables.

IMHO I would say that Aztec C with sdb (Aztec C source level debugger)
or Mark Williams C with csd (MW debugger), are mutch better
choices.

--

Rogerio Reis UUCP: rvr@nccup.pt
Centro de Informatica da Universidade do Porto EAN: rvr@ncc.up.ctt.pt
R.Campo Alegre, 823, 4000 Porto, PORTUGAL
Telef: +351 2 6001672

1590. Re: Gemini, AMCGDOS and GDOS Problelms (was Problem due to AMCGDOS)

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 10:37:18 UTC
From: rvr@fctunl.rccn.pt
Message-ID: <RVR.90Sep3113718@host.fctunl.rccn.pt>
Source record: 238960

GDOS and G++ have a strange feature!! They ignore the Motorola format flag. So all fonts must be in Intel (yaghh!) format (bytes are swapped in each word).

To use the gemini.fnt,... with GDOS, you mus convert it to the Intel format...

--

Rogerio Reis UUCP: rvr@nccup.pt
Centro de Informatica da Universidade do Porto EAN: rvr@ncc.up.ctt.pt
R.Campo Alegre, 823, 4000 Porto, PORTUGAL
Telef: +351 2 6001672

1591. (forward :) R/W PC&Sampler disks??

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 12:54:16 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2842@vela.acs.oakland.edu>
Source record: 238961

Could some-one please help. How do I use the Rwabs() or Floprd() to read from a PC disk? I'm planning to write a program to read and write samples directly on Roland sampler disks, and the format is almost the same as IBM PC disks.

Thomas Flemming, University of Oslo, Norway

Reply-To: thomasfl@ifi.uio.no (Thomas Flemming)

--
NO original ideas this week for | swood@argo.acs.oakland.edu
Unique signature message! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1592. ZX81 Emulator (Continued)

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 13:06:08 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <143.26e25541@brb.isnet.inmos.co.uk>
Source record: 238962

There seems to have been quite a bit of interest in the ZX81 emulator mentioned in my last post. I was away from work for the week and a half following the post, and as our system only keeps messages for a few days, I may have missed any messages posted to the net. I was pleased however to read the messages that were emailed to me. I will try and answer them as soon as possible.

A number of people have requested that I send a copy of the program (you masochists). I will be happy to oblige, but I need to check about the copyright situation. The emulator must hold a copy of the ZX81 ROM, and the programs supplied were originally commercial. I was shown the program by a friend, so I will have to get a copy from him first.

I will then try to figure out the best way to get a copy over to the US.

This is just a quick message, watch out for further postings.

--Gary

==
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X523 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==

1593. An article on accessing Free-Net through Internet

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 15:57:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1990Sep3.155757.18814@usenet.ins.cwru.edu>
Source record: 238963

I have been getting a lot of responses to my posting about the Atari SIG on Free-Net and many of you want to know exactly how to do it or what Free-Net really is about. So I dug out this article from Z*Net which explains more about it:

```
////// // // ////// //////
// \/ /// // // //
// /// // // // ////// //
// /\ // /// // //
////// // // /////// //
```

```
Atari Online Magazine Issue #530
========================================
(=) 1990 by Rovac Industries, Inc.
Post Office Box 59
Middlesex, New Jersey 08846
========================================================================
Z*Net Online 24 Hour BBS (908) 968-8148 3/12/24
CompuServe 71777,2140 GEnie Z-NET
========================================================================
JULY 27, 1990

==============================
CLEVELAND FREENET - FEEDBACK
==============================
by Francisco X DeJesus
```

About two months ago I read about the Cleveland Free-Net right here in Z*Net. You've probably heard something about it by now, including the fact it's absolutely free. However, if you live nowhere near Cleveland, you may be thinking how you can get to it without a not-so-free long distance phone call. All you really need is access to a computer system in the Internet network...

If your'e at college, the best way to connect to it is to use your ST as a terminal to a local computer system, for example, using Uniterm to call your campus computer system. Most colleges and universities nationwide have Internet access. If you have an account in that computer, log in as you usually would. From your system, it is a one-step process to get to the Free-Net. Type in:
"telnet freenet-in-a.cwru.edu" (no quotation marks). If it doesn't recognize the hostname, try using the IP number directly:
"telnet 129.22.8.76". Most mainframe operating systems (VMS, Unix, CMS, Music, etc.) support the Telnet command.

If you do not have an account on the local computer system, ask around to see if you may request a temporary account or if there is a 'guest' account available. Also ask about the kind of computer that answers the phone calls. If it is what is known as a 'terminal server', you have to connect from there to the actual computer that you want to use (for example, you type in something like 'connect LOCALCOMP' and then your'e asked for your username and password to log in). If this is the case, some terminal servers will allow you to use the Internet directly: type in "connect 129.22.8.76". A last resort is to visit some of the local microcomputer labs in your school. Find out if they are plugged into your campus network (usually thru ethernet). If they are, you may obtain PD Telnet software for both Macs and PCs.

Once you reach the Free-Net (it takes just a few seconds to connect from anywhere in the country) you will be greeted by the title screen and an ASCII pic of the 'electronic city'. You may log in as a guest user and begin to explore the system or apply for an account (they will send you the actual application by mail). As a guest user you can go anywhere and read anything in the system, but you can't leave messages, e-mail, or chat with the other users online.

The whole Free-Net is set up like a menu-driven BBS with a city motif, and well deserved since it is HUGE! The system is extremely easy to use, and online help is available. Do check out all the SIGs, especially the Atari SIG (type "go atari" at any arrow prompt). The Atari SIG is among the largest, and (as usual) Atari users are among the most outspoken in some of the other areas. Not all SIGs are computer-oriented, and there is more than one SIG for every interest (for a complete listing of the SIGs check out the Index under the Post Office's User Services).

In all, if you have the chance, I highly recommend you try out the Cleveland Free-Net. As a first impression, the Free-Net works like any small BBS, but on such a large scale that the sheer magnitude of it still awes me (how many BBS's do you know with 96MB RAM and over 2 gig HD space? - and it's growing!). It takes very little time to feel at home there, and it's free, so go online today!

ak662@cleveland.freenet.edu
dejesus@comus.cs.tulane.edu
GEnie: F.DEJESUS1

--

1594. UNIX windows for System V

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 17:13:40 UTC
From: darius@edm.isac.CA
Message-ID: <1990Sep3.171340.19210@edm.isac.CA>
Source record: 238964
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.os.minix

Hello all,

I recall reading some time ago, on one of these newsgroups, that someone had gotten the host (UNIX) part of UNIX windows to run under system V, instead of Berkeley UNIX. I recall that the person who posted also said he would be willing to send the diffs for his version.

Well, I'm interested. Whoever it was (sorry, I've forgotten your name and I didn't save the article) could you either get in touch with me via email, or post to comp.sys.atari.st.tech if you feel there is enough interest in this?

Thanks very much in advance,
Darius

PS: if you do try to email me, use the address "darius%isagate.uucp@uunet.uu.net", as most sites don't seem to know about our new address yet.
--
Darius S. Naqvi uucp: darius%isagate.uucp@uunet.uu.net
ISA Corp. darius@edm.isac.ca
Edmonton, Alberta, Canada {uunet,alberta}!ncc!isagate!darius
(403) 420-8081 or (403) 441-4121 Home: (403) 439-1444

1595. WhattaHeck sent

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 17:57:55 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep03.175755.19948@ecst.csuchico.edu>
Source record: 238965

I've just sent the WhattaHeck demo to atari.archive. It's 828K, not compressed and you must use Magic Shadow Archiver to spit it out to disk. Enjoy!

1596. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 18:19:12 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1639@uvm-gen.UUCP>
Source record: 238966

From article <11895@ists.ists.ca>, by os9paul@gkcl.ists.ca (Paul Good):
> I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance
> with Tempus II. The contents of the scroll bar in the file selector are
> shifted to the left. If I click on the slider, the red dotted box that
> indicates the moved slider is in the proper location. So far, everything
> else in Tempus appears to be OK.

> Has anyone else seen this? Is there a patch available?

Yes, same here, I would also like a patch for
it, but have been too lazy to even complain about it before this...
8-) 8-). I forget what exact version I have (V2.0?) and I have a
great many more auto folder programs active than Paul Good....

> Tech stuff: Tempus II version 2.07; AUTO folder contains POOLFIX3 and
> FOLDR100.PRG.
> Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

Bob Pegram
Internet: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

1597. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 18:26:45 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1681@van-bc.wimsey.bc.ca>
Source record: 238967

The other important thing to menton about the fixed rate for GEnie
(a mere $4.95US as J Townsend mentioned) is that they've dropped the 2400
bad charges by almost 1/2. Down to $6.00US /hr. I figure on a net savings of
of about $10.00US /month at my present GEnie usage.

John Henders
Vancouver,BC

1598. General Questions (was Re: Ethernet ...)

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 18:41:06 UTC
From: hulse@iris.ucdavis.edu
Message-ID: <1990Sep3.114106@Bloom.UCDavis.EDU>
Source record: 238968

In article <2265@atari.UUCP>, towns@atari.UUCP (John Townsend) writes:
|> in article <1990Aug31.231223.8818@hayes.fai.alaska.edu>, fnddr@acad3.fai.alaska.edu
(Rice Don D) says:
|> > A networking product from Atari? I'd like to know more about this, and soon.
|> >...
|>
[...]
|> All I can really say at this point is that we are working on it. As soon
|> as we have something, we will let you know!
|>
|>
|> -- John Townsend ames!atari!towns
|> Atari Corp, Systems Software

Oh, WOW! I'm not sure what to make of this. I guess I should say "I'll
believe it when I see it," but, just in case, could someone answer a couple
of questions for me?

(1) What is the max resolution for a monitor for a TT?

(2) Would a Mac external SCSI drive attach to the Atari's SCSI (For shame, I
got sick of waiting for the TT a year ago and bought an SE/30..) ?

I can see it now... In another year I could buy a (32 MHz?) TT with unix (BSD
extensions?), X11R4, _and_ Ethernet. I think I'm going to faint! I *know*
it's premature, but I want to believe it *so* bad!

Andy Hulse | ...just a graduate student...
hulse@iris.ucavis.edu | Facts are facts, opinions are mine.

1599. ACID2 problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 19:37:09 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep03.193709.20441@ecst.csuchico.edu>
Source record: 238969

Has anyone been able to get the demo from atari.archive, ACID2.ARC,
to work? It's bombed on my STe and a 1040 fitted with TOS 1.0.

1600. Gribnif's address

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 20:31:38 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep03.203138.20699@ecst.csuchico.edu>
Source record: 238970

I've been trying to reach Gribnif Software at GRIBNIF@Umass.BITNET, the address on their latest newsletter, and I get a Host unknown error. Can someone please tell me what I'm doing wrong? Or am I just out of luck? Thanks!

1601. Re: ACID2 problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-03 20:36:35 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep03.203635.20779@ecst.csuchico.edu>
Source record: 238971

I'll answer my own question about getting the Acid2 demo to work.

I wrote out a nice long message detailing how I figured out how to get it to work, and then I deleted it. Argh! So you'll get the abbreviated version. :^)

You must change the scan rate to 50Hz to get it to work. I loaded BoingSTe, quit it, and then loaded Acid2.

Is there any chance of damaging the monitor when changing the scan rate from 60Hz to 50Hz?

1602. Poskanzer progs

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 01:02:15 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1990Sep4.010215.11889@ibmpcug.co.uk>
Source record: 238972
Cross-posted to: comp.sys.atari.st,connect.audit

Has anybody ported either fbm or pbm to the ST?
I'd be very interested in a set of binaries.
Paul
--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--

1603. Need help on The Pawn

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 05:42:34 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <1858@oucsace.cs.OHIOU.EDU>
Source record: 238973

Well, after a lot of putting off, I finally decided to go back
and give The Pawn another shot. I'm stuck, as usual, and have a few
questions that I hope someone can answer. Please answer by email, my
address is: bwhite@oucsace.cs.ohiou.edu

I'd prefer hints over outright solutions.

1. Is there any real use for the following (yes or no):
- the marijuana plant
- the limbecks in the laboratory
- the flasks in the laboratory
- the wheelbarrow
- the teapot
- the carrot
2. Any hints on how to get past the dragon?
3. How about the demons in hell? (ie, how to get past them)
4. Should I just ignore Jerry Lee Lewis?
5. Is it OK to just let the princess go, or is she needed for
something (i.e., should I tie her to me or something)?
6. Should I have *anything* to do with Kronos at all? (should
I get the note from him; should I deliver it; should I
kill the adventurer, etc)

A lot of these I could figure out myself eventually, but I'd rather not
go through the tedium of finding out near the end of the game that the
flasks I dropped and broke were of value.

| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| MURPHY'S EIGHTH COROLLARY: |
| It is impossible to make anything foolproof because |
| fools are so ingenious. |

1604. Re: How much would a TT with Unix cost me (roughly)?

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 06:28:22 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <38583@shemp.CS.UCLA.EDU>
Source record: 238974

In article <38514@shemp.CS.UCLA.EDU> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
[actually accurate information deleted]
>As I understand it (if I'm wrong, send me _MAIL_ and I'll correct myself),
>the Amiga A3000 25MHz version still runs with a 16MHz memory system as well.
>
>Have fun!
>
> --Steve

As promised, I am correcting myself. Several people sent me mail to the effect
that the A3000 25MHz version does indeed have as faster memory system than
the 16MHz version, and that is the reason that they cannot be upgraded. I'll
do some research on my own as to how it works exactly and post later, but
I do wish to retract my erroneous statement now.

Howzat?

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1605. Re: Problems with gnuemacs v18-55 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 10:19:36 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <992@christopher-robin.cs.bham.ac.uk>
Source record: 238975

In article <998@lln-cs.UUCP> aa@lln-cs.UUCP (Andre April) writes:
> When I press the <Return> key in a shell-mode buffer (*Shell*), I
>always get the following message:
> %: not found
> cmd exit code -33
>although my ESHELL env-var has the value "c:\gnu\gulam405\gulam.prg".

Try setting ESHELL to be "/dev/c/gnu/gulam405/gulam.prg" instead.
GNU-Emacs uses Unix style pathnames (/) instead of Atari style pathnames (\),
and also 'fiddles' changing drives with '/dev/n' instead of 'n:'

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

1606. PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 11:30:42 UTC
From: ssmith@ac.dal.ca
Message-ID: <1935@ac.dal.ca>
Source record: 238976

I have a friend who has installed PC DITTO II in his atari. He said he has
been trying to make it work for a month now. I have no experience with atari
products but know somthing about ibm stuff.
Does anybody know if there are any tricks to making this product work.
Are there any jumper or switch setting to be concerned about?
Any hints or basic concerns (ie interrupts, dma, etc) wouldm be appreciated.
Please post to this list

Thanks, G. James

1607. Gribnif's address

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 11:48:52 UTC
From: TS0026@OHSTVMA.IRCC.OHIO-STATE.EDU
Message-ID: <9009041148.AA12981@nisca.ircc.ohio-state.edu>
Source record: 238977

The address you have gribnif@umass.bitnet is not directly addressable from the internet. You must use a "gateway" to get to them. I suggest gribnif%umass.bitnet@cunyvm.cuny.edu.

- -

Michael (Mike) L. Fidler (Internet):
Associate Director for Networking mlf+@osu.edu
The Ohio State University (BITNET): TS0026@OHSTVMA
Instruction & Research Computer Center
1971 Neil Avenue - Rm 406 Voice: 614-292-4843
Columbus, OHio 43210-1210 FAX: 614-292-7081

1608. Latest Atari HDX version

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 12:01:53 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3391@syma.sussex.ac.uk>
Source record: 238978

From article <2263@atari.UUCP>, by towns@atari.UUCP (John Townsend):
>
> Actually, a better solution would be an upgrade to the latest version
> of HDX (currently 3.02) and the latest TOS, TOS 1.4.
>

Can John or anyone else in the know tell us what are the differences between HDX 3.01 (the version without the disastrous bug in 3.00) and 3.02? I only recently rebuilt my hard disk after upgrading to HDX 3.01, and I'd like to know whether anyone thinks it's worth moving up to the newer version.

Thanks,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1609. Re: help! I'm in s-l-o-w m--o--t--i--o--n!

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 16:54:16 UTC
From: apratt@atari.UUCP
Message-ID: <2272@atari.UUCP>
Source record: 238979

cs63bld@unccvax.uncc.edu (b. daniels) writes:
> One of my partitions (10mb) is just about full, and
> write times to it are horrifying!

Get TOS 1.4. This is the chief user-visible improvement in TOS 1.4
over previous TOSes. Another of the improvements will help, too:
adding enough memory to the sector cache (with CACHEnnn, for example)
to hold all the FAT and root directory sectors on all your disks. That
way your disk won't constantly be reading the same stuff (the FATs) for
every file: it'll already be in memory.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1610. 1040 + Spectre = Mac?

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 17:09:15 UTC
From: boortz@sics.se
Message-ID: <1990Sep4.170915.3843@sics.se>
Source record: 238980

Posting this for a friend:

I have an Atari 1040, no memory expansion and think of buying the
Spectre board for running Mac software. I have some questions:

Where can I buy it cheapest by mail order (and with credit card)?
Is 1 M memory enough or do I have to expand it? Where do I get
cheap memory upgrades?
What system software can it run?
Any incompatibility problems with programs that can run on a SE?

Appreciate any comments

Sincerely,
Chris Loneberg

Reply by e-mail to:

Kent Boortz
boortz@sics.se

1611. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 17:45:25 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440130@hplsla.HP.COM>
Source record: 238981

```
|
| Geesh. It $4.95 going to break your budget? If you get any kind of
| mail at all or spend any time in any of the other 100 products that
| are now FREE due to the flat rate than you could easily SAVE yourself
| money over the long run.
|
| -- John Townsend !ames!atari!towns
| Atari Corp, Systems Software
| ----------
```

Yah, actually once I read GEnie's pitch I decided to "join" (e.g. not quit GEnie). There is a lot of value-added for the monthly fee that the original poster did not mention. I think it is a GOOD DEAL. Besides, GEnie is going to lower 2400 baud rates as well. Shows me for making decisions based on whining in comp.sys.atari!

%%%

1612. Re: Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 17:50:01 UTC
From: SONORAN@tecmtyvm.mty.itesm.mx
Message-ID: <90247.115001SONORAN@tecmtyvm.mty.itesm.mx>
Source record: 238985

As I am one of those poor souls that does not have access to huge machines with the complete TEX implementations, every time I get hold of a good program with TEX documents I don't even bother to decompress it. The time spent trying to tell the chaff from the wheat in the docs is just too much. PLEASE! Have pity. Put your docs in straightforward ASCII, so all of us can benefit from it. Thanx!

| Pedro A. Galvan Pompa | SONORAN@TECMTYVM.MTY.ITESM.MX |
| ITESM Campus Sonora Norte - Library | Hermosillo, Sonora, Mexico |
| LonelieST user south of the US-Mexico border... |
| Disclaimer: Normally, ITESM doesn't talk...I DO! |

1613. Finally! New Water-resistant Ink for DeskJet Printers!!

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 18:23:17 UTC
From: close@lunch.wpd.sgi.com
Message-ID: <1990Sep4.182317.22498@relay.wpd.sgi.com>
Source record: 238990

The new HP DeskJet 500 printer replaced HP DeskJets and DeskJet Plus printers today (Sept. 4). The old DJ printers are no longer being manufactured by HP, and existing ones will, of course, be fixed if broken.

Like the old DJ+, the DJ 500 produces up to three pages of text per minute and up to two pages of graphics per minute at 300-dpi resolution. However, the new DJ 500 is actually 3% to 10% faster at producing graphics thanks to an improved microprocessor chip.

The DJ 500 comes with two new resident fonts (CG Times and Letter Gothic according to a company spokesperson) and improved font spacing overall. Several new font cartridges have been created for the DJ 500.

BEST OF ALL, the DJ 500 has a new non-smearing ink! This new ink is resistant to highlighter. It's also resistant to repeated paper handling. It's resistance improves over time, as well! Note that no special paper is required. The DJ 500 uses plain paper just like all the rest of the DJ family of printers.

These new ink cartridges will be available to all DeskJet family and DeskWriter printer owners in November, when the current supply of old cartridges is expected to run out. These new cartridges are REPLACING the old ones, so no modifications are needed to older DeskJet and DeskWriter printers in order to use the new water-resistant cartridges.

The HP DeskJet 500 printer lists for $729 and the new water-resistant ink cartridges will list for $19.95. Call 800/752-0900 if you have any more questions.
--
Diane Barlow Close
close@lunch.wpd.sgi.com
also close@cygnus.com
I'm at lunch today. :-)

1614. How to read sectors in GFA Basic?

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 18:42:52 UTC
From: SONORAN@tecmtyvm.mty.itesm.mx
Message-ID: <90247.124252SONORAN@tecmtyvm.mty.itesm.mx>
Source record: 238986

I am still trying to recover the files I lost due to corruption of the first directory sector. Unfortunately, none of the sector editors will read sectors and write them to a file, they just copy sectors (to the same location). So it seems that I will need to do a little proogramming. Alas, I can't speak C! :-) (I will learn, someday, honest...).
In the book "Presenting the Atari ST" from Abacus, it says that there is a XBIOS function (number 8) that "Read diskette sector. This function reads one or more sectors from the diskette." As GFA Basic (2.0) can make XBIOS calls, can anybody tell me what are the parameters and correct usage of this call? Thanx in advance!
--
| Pedro A. Galvan Pompa | SONORAN@TECMTYVM.MTY.ITESM.MX |
| ITESM Campus Sonora Norte - Library | Hermosillo, Sonora, Mexico |
| LonelieST user south of the US-Mexico border... |
| Disclaimer: Normally, ITESM doesn't talk...I DO! |

1615. Time-out!

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 20:32:36 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2663@unccvax.uncc.edu>
Source record: 238988

I have a 1040ST with an ICD HD controller/battery backup clock board.
I am using ICD's non-resident timesetter program and I also have TIMEDRV3
on my system (the corner clock that shows drive access).

Here's the strange part:
After system bootup, the TIMEDRV3 clock shows the correct time, but the time
shown by FLASH, the Control Panel, and that the system writes to files is about
30 seconds behind.

If I reset the clock through the control panel, run the time program to update
the battery backup clock, and reboot, the same situation occurs!

What's going on here?!

Thanks in advance,
Brian
(cs63bld@unccvax.uucp)

1616. Re: Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 21:01:48 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <4495@tahoe.unr.edu>
Source record: 238989

In article <90247.115001SONORAN@tecmtyvm.mty.itesm.mx> SONORAN@tecmtyvm.mty.itesm.mx (Pedro A. Galvan Pompa) writes:
[As I am one of those poor souls that does not have access to huge machines
[with the complete TEX implementations, every time I get hold of a good
[program with TEX documents I don't even bother to decompress it. The time
[spent trying to tell the chaff from the wheat in the docs is just too much.
[PLEASE! Have pity. Put your docs in straightforward ASCII, so all of us can
[benefit from it. Thanx!
[| Pedro A. Galvan Pompa | SONORAN@TECMTYVM.MTY.ITESM.MX |
[| ITESM Campus Sonora Norte - Library | Hermosillo, Sonora, Mexico |
[| LonelieST user south of the US-Mexico border... |
[| Disclaimer: Normally, ITESM doesn't talk...I DO! |

Then those of us who do run TeX on our STs loose out. May I
suggest that you stache away a copy of dvi2tty (from
sun.soe.clarkson.edu ?) to make an ASCII version of the raw dvi
files? Or just get showdvi.zoo from the atari archives then you
can enjoy the typeset text without the TeX software.

~ _____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____|__RENO___NEVADA_____|

1617. Atari 1040 w/2.5M + mono + hard disk for sale

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 21:26:14 UTC
From: rich@sendai.sendai.ann-arbor.mi.us
Message-ID: <RICH.90Sep4172614@sendai.sendai.ann-arbor.mi.us>
Source record: 238982
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

```
Atari 1040 ST w/2.5M memory
Atari SM124 mono monitor
Atari SH204 20M hard disk

Best Offer(s). Will split it up if I can sell 2 of the three pieces.

Email to rich@sendai.ann-arbor.mi.us preferred, but I'm also usually
available at (313) 663-4808.
```

1618. Re: Gnu cpp

Newsgroup: comp.sys.atari.st
Date: 1990-09-04 21:56:52 UTC
From: david@bdt.UUCP
Message-ID: <4694@bdt.UUCP>
Source record: 238991

In article <1990Sep2.193428.13722@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) talks about problems using Gnu C with RTX / MT C-Shell.

J.R. Bammi has found and fixed one problem related to the GGC startup and RTX (and Mint etc.). He sent me a new crt0.c file which corrects the problem, and he told me that the current version of GCC on terminator has the fix. What's required is to re-compile the runtime code with the new crt0.c.

If anyone wants this new crt0.c, I can mail it to you. It's also available on the BDT BBS at (415) 530-9682.

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
P.O. Box 21575, Oakland, CA 94620 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

1619. Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 01:40:49 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1491@unicorn.WWU.EDU>
Source record: 238992

Hi, all!

I installed my TOS 1.4 last week, and have been slightly
bothered with a small bug with repsect to the window slide bars.

In TOS 1.0, if I cliked the shadowed area to the side of a
window's slide bar, the window would "jump" one windowfull of
text/graphics/whatever in the proper direction. With TOS 1.4, I have
noticed that in two of my programs (EMPIRE and ST-TALK Pro), clicking
the grey area on window's bar sends signals to the program that the
grey area has been clicked TWICE and overshoots the area which I want
to view. If I position the slider manually (click-drag-release) the
bar (and the windo info) adjust to the correct place. Is there a fix
for this window problem?

And one last question from a TOS 1.4 neophyte: What is the
name of the program that allows the right hand button to drag and MOVE
files on the desktop on atari@archive?

Thanx in advance (as always... :-)

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1620. Re: Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 02:39:35 UTC
From: mwjester@wsuiar.uucp
Message-ID: <310.26e41f17@wsuiar.uucp>
Source record: 238983

In article <6859.26de8723@umiami.miami.edu>,
dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
> What EXACTLY do I need to VIEW a file with a .TEX extender (Basically,
> the file in question is the documentation to arcgsh3.0)
>
> I don't want the complete TeX or LaTeX or whatever if not needed.
>
> Only something to VIEW TeX files.
>
> What and WHERE can I get them?

TeX files are just ASCII files, and you should be able to look at them with most file viewers. The most common problem seems to be with .TeX files created on a Unix-like system, with linefeeds terminating lines instead of a linefeed/return pair. I know this freaks out the vanilla Atari file viewer.

To solve this there are a couple of ways to go. One of the Unix-type editors (e.g. EMACS, STEVIE, etc. ... I use GNOME for this) can handle these files. You can view them within the editor; you can also save them in ST native format so that the desktop can handle them gracefully.

I don't recall if DCSHOWIT can handle them, but you could try it out and see. The TEMPUS demo from atari.archive might also be worth a shot.

Hope this helps.

Max J.

1621. Re: Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 03:12:43 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6889.26e434eb@umiami.miami.edu>
Source record: 239000

In article <4495@tahoe.unr.edu>, mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
> In article <90247.115001SONORAN@tecmtyvm.mty.itesm.mx> SONORAN@tecmtyvm.mty.itesm.mx
(Pedro A. Galvan Pompa) writes:
> [As I am one of those poor souls that does not have access to huge machines
> [with the complete TEX implementations, every time I get hold of a good
> [program with TEX documents I don't even bother to decompress it. The time
> [spent trying to tell the chaff from the wheat in the docs is just too much.
> [PLEASE! Have pity. Put your docs in straightforward ASCII, so all of us can
> [benefit from it. Thanx!
> [| Pedro A. Galvan Pompa | SONORAN@TECMTYVM.MTY.ITESM.MX |
> [| ITESM Campus Sonora Norte - Library | Hermosillo, Sonora, Mexico |
> [| LonelieST user south of the US-Mexico border... |
> [| Disclaimer: Normally, ITESM doesn't talk...I DO! |
>
> Then those of us who do run TeX on our STs loose out. May I
> suggest that you stache away a copy of dvi2tty (from
> sun.soe.clarkson.edu ?) to make an ASCII version of the raw dvi
> files? Or just get showdvi.zoo from the atari archives then you
> can enjoy the typeset text without the TeX software.

> ~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |

Everyting I have that came with docs in TeX format cam with the .TEX file,
so doesnt that have to be run through TeX to create the Dvi file?
If so, how about people including the DVI file as the doc.
--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1622. Re: Latest Atari HDX version

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 03:15:11 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6890.26e4357f@umiami.miami.edu>
Source record: 238851

In article <3391@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> From article <2263@atari.UUCP>, by towns@atari.UUCP (John Townsend):
>>
>> Actually, a better solution would be an upgrade to the latest version
>> of HDX (currently 3.02) and the latest TOS, TOS 1.4.
>>
>
> Can John or anyone else in the know tell us what are the differences
> between HDX 3.01 (the version without the disastrous bug in 3.00) and
> 3.02? I only recently rebuilt my hard disk after upgrading to HDX 3.01,
> and I'd like to know whether anyone thinks it's worth moving up to the
> newer version.
>
> Thanks,
>
> Graham
> --
> Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
> JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
> INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
> UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

Can anyone tell ME where to get HDX 3.01 OR 3.02? Im still using like
v1.0 or something!

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1623. Re: Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 04:19:58 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep05.041958.27099@ecst.csuchico.edu>
Source record: 238984

- I installed my TOS 1.4 last week, and have been slightly
- bothered with a small bug with repsect to the window slide bars.

The 'bug' you described is a feature for the rest of us -- or me at least. :^) It displays the responsiveness of the mouse and Rainbow TOS, if I may be so eloquent. :^) Perhaps adjusting the mouse-click response via a control panel would alleviate the problem. Or make it a habit to click on the arrows instead of the slide bar.

- And one last question from a TOS 1.4 neophyte: What is the name of
- the program that allows the right hand button to drag and MOVE files
- on the desktop on atari@archive?

RT_MOVE. Pick up the RAINBOW utilities from there if you haven't already. I especially like MACCEL2. Good job, Ken!

1624. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 04:24:45 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <12133@ists.ists.ca>
Source record: 238853

In article <RIPLEY.90Sep3063731@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>>In article <11895@ists.ists.ca> os9paul@gkcl.ists.ca (Paul Good) writes:
>> I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance
>> with Tempus II. [...]
>> Has anyone else seen this? Is there a patch available?
>Yes. Yes. The Patch came over the German Mailboxnet Zerberus...
>It was a description to change some bytes in the binary. I edited
>a copy of tempus.prg and it worked.

Ripley, or anyone else - Do you know whichs bytes must be changed? Or does anyone know of a site where the information may be found? I have checked DELPHI and CompuServe and found nothing. I am waiting for Tempus WP to be released, so I don't want to upgrade just yet. I would even appreciate the output of 'fc' (file compare) between the original and the patched version. Anything...

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1625. DeskJet Ink and Rutgers Dialups

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 05:05:22 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6891.26e44f52@umiami.miami.edu>
Source record: 238852

ABout the new ink for the inkjet printers, the new cartridges
will REPLACE the old ones in the older models on the DeskJet, Correct?

Just wondering because my friend is about to sell his DeskJet because
of the smearing problem, but now he may keep it.

Also,

Can someone from Rutgers give me the computer access #'s for telnet
service? Bically I need to connect to Umiami.miami.edu from rutgers.
This USED to be accomplished from 201-648-5790, but not any more.

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1626. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 05:40:22 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480008@hpdmd48.boi.hp.com>
Source record: 238858

The new Genie fee is a flat rate with no connect charges during access to the Star*Services areas. These include

- e-mail (which *may* file transfer between users)
- wire service
- several financial based services (Schwab, real estate related, etc.)
- Groliers Encyclopedia
- single user games including 550 point Adventure and several other Adventure games
- all the hobby related BB's (N.B. this does not include computer related BB's).
- closing stock quotes
- Offical Airline Guide
- EAASY SABRE - see what flights are available when
- Jerry Pournelle (ok, maybe they should pay you $4.95 a month instead :^)

You are probably wondering what isn't covered in the $4.95. I will quote from GE's press release:

"The rate for U.S. access to those GEnie serve products/services not covered under the flat rate -- such as all personal computing BB's , all software libraries, financial services, chat lines and real time conferences, Computer Assisted Learning Center (CALC), and multiplayer games -- have been set at $6/hr for all three access speeds (300/1200/2400)."

Canadian rates at C$5.95 and C$8/hr. The signup fee is currently being waived.

The 2400 baud rates have dropped to $6/hr also. I suspect that Prodigy is giving them fits. It does seem that the services are ones that are probably not too popular. I will probably try it for the 1st month anyway.

- Dave Ritchie

1627. SIMMS, 6888#s - STe

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 05:43:56 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <24052@dartvax.Dartmouth.EDU>
Source record: 238987

I ordered my 1040STe today!!! and I plan on popping in memory as soon as it gets here. I beleave that standard 1 Meg x 8 SIMMS will pop into the machine and you have at most 4 banks of them. Does the 1040STe generally come with 4 banks of 256K memory chips or does it have one bank of 1 Meg chips? i.e. do I have to order 4 megs of chips or only 3? Do I have to wait and see?

The STe can't take the 4 Meg chips right? (Do 4 Meg chips have more pins?)

Anybody have an idea where to get a 68881 or 68882? The magazines I flipped through (Byte, Comp Buyer's guide, STart) didn't have a single listing. What are the different FP chips that work with the STe and how much do they help with intense double precision calculations?

While I was looking through the mags for SIMM prices I also looked at the prices for 2400 Baud modems with MNP 5. Every place that had them for under $175 was sold out. Anyone know of a place to get one?

While I am asking questions.... Whats the latest version of Mark Williams C? Does it work on the STe? Does the Spector GCR work on it?

1628. How to connect a Priam V185A ??

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 06:36:23 UTC
From: bode@cip-s01.informatik.rwth-aachen.de
Message-ID: <3413@rwthinf.UUCP>
Source record: 238854
Cross-posted to: sub.sys.st,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Netlandians !

I am able to get a Priam V185a Harddisk !
Does anyone know how to connect it to my Atari St ?
Which bus does it have ? ST-506 or SCSI or ??
If anyone can help me he will be welcome.

Greetings

Marvin

1629. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 06:51:41 UTC
From: edgincd2@mentor.cc.purdue.edu
Message-ID: <13628@mentor.cc.purdue.edu>
Source record: 238855

I have the following for sale:

Atari 1040ST
Atari monochrome monitor
Commodore 1702 color composite monitor
Video Key RGB<->Composite converter
[The commodore monitor along with the Video Key make a nice
alternative to the Atari color monitor, plus the added benefit
of a larger screen.]
Many games: (ie: TV sports football, powerdrome, falcon 1.1, ...)
1 Year STart w/disk
many other ST magazines

All this for $650, you pay shipping.

Please respond to

edgincd2@mentor.purdue.cc.edu

or call (317)495-9674 and ask for Chris.

Thanks.

1630. Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 09:45:41 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep5.094541.1@simvax.labmed.umn.edu>
Source record: 238861

In article <1990Sep5.101244.7077@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

> I guess I don't see why none of these services (i.e. CIS,
> Delphi, or Genie) has offered the users the option to choose
> one option or the other, i.e. join the new system, or stay on
> the old way. It seems to me that would make everyone happy.
> --Gerry

My reading of the GEnie offer is that you -do- have a choice. If you prefer to pay for connect time to the services offered at the relatively low fee, you are most welcome to do so.

Likewise with Delphi. Their 20/20 plan appears to be quite nice for those of us who were paying lots of $ for connect time, and on-line charges for those who don't use the system that often is reflected in that structure.

The idea is to have a -steady- source of income, regardless of whether that income might sometimes be lower than peak usage in the past. You can plan budgets with a steady income; you can plan nothing if you get paid by the hour and are 'employed' on a relatively intermittent schedule. (Which is what the current system was like for the on-line services).

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1631. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 10:12:44 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep5.101244.7077@rodan.acs.syr.edu>
Source record: 238857

In article <5440130@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>| Geesh. It $4.95 going to break your budget? If you get any kind of
>| mail at all or spend any time in any of the other 100 products that
>| are now FREE due to the flat rate than you could easily SAVE yourself
>| money over the long run.
>|
>| -- John Townsend !ames!atari!towns
>| Atari Corp, Systems Software
>Yah, actually once I read GEnie's pitch I decided to "join" (e.g. not quit
>GEnie). There is a lot of value-added for the monthly fee that the original
>poster did not mention. I think it is a GOOD DEAL. Besides, GEnie is going to
>lower 2400 baud rates as well. Shows me for making decisions based on
>whining in comp.sys.atari!
> % Andy Cassino %
> % Hewlett-Packard - Lake Stevens Instrument Division %
Well, when I first mentioned this situation, I did mention
that Genie's deal looked the best; however, my main assertion
still stands, i.e. people who use Genie infrequently will be
subsidizing the cost to those who use if frequently. With
respect to John Townsend's message: what if you don't use
mail on Genie? and what if you only access Genie once every 4
months, say? As for Andy Cassino's comments: what if you
don't have 2400 baud?
Let's look at this another way? Would Genie be switching
formats if it would be worse for Genie?...I doubt it, so it
must be better for them. They claim it will be better for the
users as well, i.e. the users will spend less money (in the
long run). If the users will be spending less money, this
should be worse for Genie (I would think). Well, somebody has
got to be paying more...who? Exactly the people who would be
paying a monthly fee, but would only be using the service a
bit every few months. To tell the truth, I don't think I've
used $60 of connect time each year for the past few
years...and I imagine the same is true with others.
I guess I don't see why none of these services (i.e. CIS,
Delphi, or Genie) has offered the users the option to choose
one option or the other, i.e. join the new system, or stay on
the old way. It seems to me that would make everyone happy.
--Gerry
PS. There are no flames intended in this posting.

1632. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 12:41:29 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2149@lzsc.ATT.COM>
Source record: 238993

In article <1935@ac.dal.ca>, ssmith@ac.dal.ca writes:
> I have a friend who has installed PC DITTO II in his atari. He said he has
> been trying to make it work for a month now. I have no experience with atari
> products but know somthing about ibm stuff.
> Does anybody know if there are any tricks to making this product work.
> Are there any jumper or switch setting to be concerned about?
> Any hints or basic concerns (ie interrupts, dma, etc) wouldm be appreciated.
> Please post to this list
>
> Thanks, G. James

The scheme used by PC Ditto to clamp the header on the 68000 chip is awful.

SOLDER it to the 68000. This is not trivial, but is necessary for consistent
performance. I used a Weller constant temp iron with a very long tip.

Also, Don't forget the jumper on the Math Chip socket of the PCD II board.
It absolutely necessary.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

1633. scanned images > ST - what method is best?

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 13:25:56 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2886@vela.acs.oakland.edu>
Source record: 238860

OU acs has the scanner hooked up this semester. I have started using it.
I was wondering what would be the best method for converting scanned images to st format? I can save the scans in the form of pict (two formats - paint & I forget the other) or TIFF. I can also convert it to various other formats including GIF and standard mac bitmap (color scans have a few other formats that I can convert to as well)
What software do I need, and what formats should I go to for the software?
BTW the scanning accessory is Microtek

swood
--
NO original ideas this week for | swood@argo.acs.oakland.edu
Unique signature message! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1634. Re: Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 13:43:51 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Sep5.154351@heike.informatik.uni-dortmund.de>
Source record: 238856

In article <1491@unicorn.WWU.EDU>, n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
|> In TOS 1.0, if I cliked the shadowed area to the side of a
|> window's slide bar, the window would "jump" one windowfull of
|> text/graphics/whatever in the proper direction. With TOS 1.4, I have
|> noticed that in two of my programs (EMPIRE and ST-TALK Pro), clicking
|> the grey area on window's bar sends signals to the program that the
|> grey area has been clicked TWICE and overshoots the area which I want
|> to view. If I position the slider manually (click-drag-release) the
|> bar (and the windo info) adjust to the correct place. Is there a fix
|> for this window problem?

You should consider this a feature rather than a bug. Slider events (or how else they might be called) are sent as long as the mouse button is pressed while the pointer is in the grey area. This makes it possible to quickly scroll through a window.

However, you are still right: It is extremly difficult to issue exactly *one* slider event. There really should be a (configurable) delay between the first and following slider events! It should be like with the auto repeat function of the keyboard: If you hold your finger on a character key there is a delay between the first keystroke and subsequent auto repeated ones.

--
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1635. Re: Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 15:12:54 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <944@digi.lonestar.org>
Source record: 238994

In article <1491@unicorn.WWU.EDU> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>
>[... TOS 1.0 operation stuff deleted ...] With TOS 1.4, I have
>noticed that in two of my programs (EMPIRE and ST-TALK Pro), clicking
>the grey area on window's bar sends signals to the program that the
>grey area has been clicked TWICE and overshoots the area which I want
>to view.
>

I have noticed this problem in Flash (exact same symptoms) while using
Turbo ST (color monitor). (Apparently Flash is not fully GEM compatible.)
If you are using Turbo ST (or possibly Quick ST ???), try eliminating that
program. (If I remove Turbo ST, the Flash scroll bars return to normal
operation.)

Regards,
R.C.G.

1636. Re: VIP Problem due to AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 15:26:54 UTC
From: rdb@mtunf.ATT.COM
Message-ID: <1289@mtunf.ATT.COM>
Source record: 238995
Body handling: HTML body converted to readable text

In article <1990Sep1.141312.16944@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:

1637. assembly?

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 16:48:50 UTC
From: archbold
Message-ID: <48a2o1w163w@bluemoon.UUCP>
Source record: 238996

Hello, y'all! I'm kinda new here, so I got a few questions:

1) is there anyone out there programming in assembly on the ST?
2) are there any forums on MC68000 assembly out there?
3) I'm currently writing a program which converts resource files to assembly format... Would anybody be interested in BETA testing it (when it gets done)?

Archbold

1638. Is there an ENGLISH Turbo C Yet?

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 16:50:41 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6895.26e4f4a1@umiami.miami.edu>
Source record: 238997

Is Turbo C available in an ENGLISH (USA) Version yet?

If so where can I get it?

-Frank

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1639. Re: DeskJet Ink and Rutgers Dialups

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 16:57:30 UTC
From: close@sgi.com
Message-ID: <1990Sep5.165730.9295@relay.wpd.sgi.com>
Source record: 238998

In article <6891.26e44f52@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
>ABout the new ink for the inkjet printers, the new cartridges
>will REPLACE the old ones in the older models on the DeskJet, Correct?

Yes, the new DeskJet Ink cartridges WILL replace the old, smearing cartridges. The old ink cartridges will no longer be sold once the current supply runs out ('cause they aren't being made anymore). Note that the new non-smearing ink cartridges will be released to the general public sometime in November. Right now HP only has enough available to supply one free with each HP DJ 500 that's sold.
--
Diane Barlow Close
close@lunch.wpd.sgi.com
also close@cygnus.com
I'm at lunch today. :-)

1640. A short hard drive spectre gcr story

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 18:46:46 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1990Sep5.184646.24554@agate.berkeley.edu>
Source record: 238865

A story about my GCR and hard drive

[Cloyne Court is a university student housing co-op. Spectre is a Mac emulator.]

Two days ago I moved my computer from my old room, in the sunny west wing of Cloyne Court, over to my new room, an almost spacious double in the east wing. I anticipated that I'd move in and debug the program I maintain and call my employer to tell him the good (though overdue) news.

At this point, I should point out that I'm not maintaing ST programs; I've got a Spectre GCR and earn the money in Mac mode. I should also point out that I have a hard drive: a necessity in both mac and ST mode. The ST is pretty remarkable and I appreciate the speed increase: compiles which take 30 minutes on a Mac with a hard drive take only 10 minutes on the ST. But sometimes I wish the Spectre and I had never met.

If we go back into the past about two months you'd see me agonizing over bad writes on a Teac drive. The Teac floppy works fine and fast with regular ST format (aka IBM or Sony format) but it dies all over the place in GCR mode. I had the drive connected to the ST directly: I got the drive at the computer store and I stuck the bare thing into my hard drive case and snaked a cable from it to the ST. I don't know what it was but it refused to write to GCR disks with any accuracy. This all cleared up when I bought a second disk drive. I don't know if it's the mechanism in the external (a BeaST FD Cub: very quiet) or if it's the signal amplifier in that drive or if the GCR is supposed to have a stronger signal or what, but the problem vanished. So did my money. On the other hand, I have two drives; two drives is some unwritten prerequisite for MacUsage. I try to be contemplative and regard this as partial payment for my hacker-like habits of cutting corners and getting away with building a lot of my own hardware.

The other homebuilt thing I have is my hard drive. It's a (cheap) Seagate 157N mounted in a PC case. That PC case has lots of spare room and I'll probably shove a PC mutha' bore in it some day, but until then I have to tell people that it's just my hard drive case (which still impresses lots of students and gives me an artificial ego boost.) Like every thing I own, the drive has given me some heartache. But so far, nothing has topped the nefarious combo of the Spectre WITH the hard drive.

For some reason or other, the Spectre is not very tolerant of semi-flaky hard drives. Errors which the ST cannot detect show up in Mac mode. When I changed rooms, the hard drive got jostled around a lot, but not bumped and banged to the point where I lost any data. But in Mac mode, the machine started crashing and kept on crashing. I figured it was a sick "System" or

something so I thought I'd whip out my backups (thank Ghod for those!) and everything would be hunky dory. Of course, in the process of moving, I'd misplace/lose my most important posessions: Hard drive backups, X-acto knife, plastic space-people figures, and my GCR manual. So I went around posting posters proclaiming "LOST! One box with red diskettes and other stuff. I need this back." The day went by and I was feeling truly bummed out of my video etched brain. I had seen more "system error"s and "bombs" than any one user should be allowed to witness lest she or he be turned off computers for life: all computers Nintendo not excepted. But that evening a miracle occured. The neo-deadhead who moved into my old room found the diskettes and gave them to me. I offered him a beer but he refused; he even told me he made a long distance call on my old account and would pay me for it. For a moment I thought I had seen his Rasta-cap turn into a rainbow halo with Jerry Garcia's head popping out of it. I swear it.

I set my butt down in front of the computer to restore it's health. The same old sequence: load Spectre.prg, re-init the Spectre partitions, reinstall the backups, and finally reboot. So far so good: no disk errors. But before I can say "SCSI-Interface-and-thank-you-jerry" the system bombs. After several repetitions of this song-and-dance I decide to lose my mind. I guess that it's time for a full re-format of the drive. After all, what have I got to lose? My sanity is already gone.

So, to make a long story less long, the re-format fixed everything up.

The End.
-
Remember, if you have a problem with hard disks and the GCR, re-format your hard disk. It's a pain to restore, but there's no other way out.
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

1641. Re: Viewing .TEX files

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 19:32:09 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <4501@tahoe.unr.edu>
Source record: 238866

In article <6889.26e434eb@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
[In article <4495@tahoe.unr.edu>, mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
[> In article <90247.115001SONORAN@tecmtyvm.mty.itesm.mx> SONORAN@tecmtyvm.mty.itesm.mx (Pedro A. Galvan Pompa) writes:
[> [As I am one of those poor souls that does not have access to huge machines
[> [with the complete TEX implementations, every time I get hold of a good
[> [program with TEX documents I don't even bother to decompress it. The time
[> [spent trying to tell the chaff from the wheat in the docs is just too much.
[> [PLEASE! Have pity. Put your docs in straightforward ASCII, so all of us can
[> [benefit from it. Thanx!
[> [| Pedro A. Galvan Pompa | SONORAN@TECMTYVM.MTY.ITESM.MX |
[> [| ITESM Campus Sonora Norte - Library | Hermosillo, Sonora, Mexico |
[> [| LonelieST user south of the US-Mexico border... |
[> [| Disclaimer: Normally, ITESM doesn't talk...I DO! |
[>
[> Then those of us who do run TeX on our STs loose out. May I
[> suggest that you stache away a copy of dvi2tty (from
[> sun.soe.clarkson.edu ?) to make an ASCII version of the raw dvi
[> files? Or just get showdvi.zoo from the atari archives then you
[> can enjoy the typeset text without the TeX software.
[
[> ~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
[
[Everyting I have that came with docs in TeX format cam with the .TEX file,

Not all; Form, for example, only had a dvi file. What a pain!

[so doesnt that have to be run through TeX to create the Dvi file?
[If so, how about people including the DVI file as the doc.
[--
[--
[Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
[--

But for the more general case if you have the .tex file you have plain ASCII since the formating commands are also plain ASCII in TeX. If the formating commands bother you (they almost all begin with a backslash) they can be stripped out with DETEX (check comp.sources.misc, comp.sources.unix) or any number of filter scripts (used with spell checkers like ispell) writen in awk, sed etc.

To me, this is a far better situation than docs in, say WordPerfect, or similar programs where the formatting is done using non-printing characters and character combinations imbedded in the original text.

There are quite a few word processors out there all with different codes and the commercial ones can be $$$ whereas TeX is FREE and runs on most machines with ~500K memory (Amiga, PC, ST, Macs, unix boxes, VAX, maniframes ......) and for those without TeX the files can still be read since .tex files are ASCII.

BUT PLEASE FOLKS- if using TeX do post the .tex files NOT the .dvi files! It's easier for all concerned to read your documentation!!

I do agree that where feasible ASCII is preferable but where formating is important (figures and equations) some convention is needed. TeX is probably the most universally available free package. However if the material is rather ST specific how about .pi3 or .neo graphic images of the whole doc as a 'standard' presentation?

Is it possible/easy/difficult to write a 'doc.prg' that senses mono/color and displays itself (i.e. imbed the documentation text, images in the program doc.prg as opposed to a doc.txt)? Just an idea.

~ _____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____|__RENO___NEVADA_____|

1642. Re: 1040 + Spectre = Mac?

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 19:40:12 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Sep5.194012.142@cs.dal.ca>
Source record: 238867

In article <1990Sep4.170915.3843@sics.se> boortz@sics.se (Kent Boortz) writes:
>
>I have an Atari 1040, no memory expansion and think of buying the
>Spectre board for running Mac software. I have some questions:
>
> Where can I buy it cheapest by mail order (and with credit card)?
> Is 1 M memory enough or do I have to expand it? Where do I get
> cheap memory upgrades?
> What system software can it run?
> Any incompatibility problems with programs that can run on a SE?

I can't answer for US sources, but I have Spectre GCR running on a 1 Meg
520 and the 832 Kb that it leaves me is enough for most software,
including Hypercard. I've used several System/Finder combinations,
currently 6.0.4, with no problems (but with only 832K I don't run
MultiFinder).

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1643. Re: Gnu cpp

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 21:13:41 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Sep5171341@curie.ces.cwru.edu>
Source record: 238999

In article <4694@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:

the problem, and he told me that the current version of GCC on terminator
has the fix. What's required is to re-compile the runtime code with

Sorry, the binaries of gcc with the correct crt0.c are NOT currently
available available on terminator, but on {picasso|dsrgsun}.ces.cwru.edu
i'll put a copy on terminator asap.
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1644. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-05 22:51:51 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep5.225151.12520@rodan.acs.syr.edu>
Source record: 238868

In article <1990Sep5.094541.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1990Sep5.101244.7077@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>
>> I guess I don't see why none of these services (i.e. CIS,
>> Delphi, or Genie) has offered the users the option to choose
>> one option or the other, i.e. join the new system, or stay on
>> the old way. It seems to me that would make everyone happy.
>> --Gerry
>
>My reading of the GEnie offer is that you -do- have a choice. If you prefer
>to pay for connect time to the services offered at the relatively low fee, you
>are most welcome to do so.
>
>Likewise with Delphi. Their 20/20 plan appears to be quite nice for those of
>us who were paying lots of $ for connect time, and on-line charges for those
>who don't use the system that often is reflected in that structure.
>
>The idea is to have a -steady- source of income, regardless of whether that
>income might sometimes be lower than peak usage in the past. You can plan
>budgets with a steady income; you can plan nothing if you get paid by the hour
>and are 'employed' on a relatively intermittent schedule. (Which is what the
>current system was like for the on-line services).
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu
I'm sorry to say this, David, but your information is not
correct. Your posting gave me pause to think that maybe I was
incorrect in thinking that one HAD to join one of these "pay
per month" plans...so I called both Delphi and Genie today.
As I said...you are wrong...no one will be allowed to continue
their memebership as it has been for so long...you must join
and pay each month! Delphi has two different plans: $20 for
20 of connect time each month, or approximately $6 per month
which gives you one free hour each month and then each
additional hour is also about $6 (this is a reduction from
their current connect charge).
Also, after hearing some people on this net explain that maybe
one would save $$ in the long run, I was beginning to think
that MIGHT be true...until, that is, I read Dave Ritchie's
post (#17464) which states that NO personal computer RT would
be included in the monthly fee. This is probably 98% of my
connect time, if not more. I usually go to the AtariRT or the
GadgetsRT, and that is about it. When I called Genie the
other day, a representative told me that all BBSs would be
included in the monthly charge. When I asked if this included

computer BBSs, he went on to explain that within computer BBSs there are software libraries and regular BBSs...and that while the libraries would not be free, the BBSs would be----------WRONG. Dave Ritchie is correct, I called Genie back today, and this rep confirmed that NO part of any personal computer BBS would be part of the charge.
So, I am grateful to the discussion and discussants on this net so far...but it looks more and more like there is no real reason to stay, just to subsidize the other users.
This leads me back to my suggestion (repeated at the beginning of this message): if the new plans are going to be such a benefit to the users, why not let the users choose which plan is best for them (even if they should choose the "not so good" plan of paying only for what you use).
--Gerry

1645. Mega ST2 for Sale CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 04:36:24 UTC
From: ww0m+@andrew.cmu.edu
Message-ID: <catR98W00WB60_m212@andrew.cmu.edu>
Source record: 238859

Atari Mega ST2 for sale, includes:

- Atari SC1224 Color Monitor
- Magic Sac V5.91 with Epstart (print to Epson printer)
- Epson LX-80 Printer
- Software: Word Perfect, Flash!, PC-Ditto, TDI Modula 2,
68000 Assembler, and more.
- 2+ years of START magazine with disk

Give me an offer. I would get as much use out of a termnal as I do out
of this machine. I really need to sell it. Will sell with or without
the printer.

I will take a huge loss on this machine, I just want the cash.

Willy Walker
ww0m@andrew.cmu.edu
412/761-1170

1646. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 06:16:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <33592@cup.portal.com>
Source record: 238871

David Paschall-Zimbel writes:
>My reading of the GEnie offer is that you -do- have a choice. If you prefer
>to pay for connect time to the services offered at the relatively low fee, y
>are most welcome to do so.

This is incorrect. The announcement on GEnie says that you have until
the end of September to join. If you don't agree to be billed the minimum
of $4.95/month by then, your account will be closed, and you will no
longer be allowed to access GEnie at all.

You MUST pay them $4.95 monthly, PLUS the regular $6.00/hr for machine
specific Roundtables, like the ST Roundtable.

Delphi on the other hand gives you a choice of being billed per hour with no
monthly minimum, or paying $20 a month for 20 hours of connect time.

BobR

1647. CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 08:19:53 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3906@sactoh0.SAC.CA.US>
Source record: 238869

Walking into an Atari only dealer to pick up a 1020 printer (hey, I collect old Atari stuff) I saw this in a corner.

The Atari CD-ROM player that has been held back from release.

Really. I asked about it, and I was told that it is a "teaser", and it wasn't for sale. Unfortunately, I had to make it to San Francisco in less than an hour (this was at 5pm, in Santa Clara) and couldn't try it out. It wasn't running at the time, but it sure seemed interesting. It looks like the pictures, an unassuming unit. Next time I am able to spend more time, I'll try to get a demo or something, and perhaps try one of my CDs on the thing.

Oh, by the way, this was at B&C Computervisions on Kifer Rd.

Mata ne da-cha

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1648. Atari -> monitor

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 12:14:08 UTC
From: dam@castle.ed.ac.uk
Message-ID: <6167@castle.ed.ac.uk>
Source record: 238876

I have just required an old working Zenith monitor and i was hoping to hook it up to my atari but i seem to be having some probs..

The question i would like to ask is:

The monitor is a Zenith with a connector at the rear similar to an aerial connector you get on TVs so why cant i connect this to my atari thru the TV output socket??

Is there something that has to be modified or will it just not work???

Thanks for any advice,

Donald

1649. GEnie

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 13:26:37 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep6.132637.27750@cunixf.cc.columbia.edu>
Source record: 238870

What ever happened to the proposed gateway between GEnie and
Usenet?

I might be persuaded to join if the gateway existed so I could
get rid of my Columbia account (which costs me more than $4.95
a month I might add).

Also, I've seen some talk about a service called Delphi. Is this
any good? How does it compare to GEnie?

Well, as this really has nothing to do with the ST, you might as
well email this info to me. I'll summarize to the net if there
is any interest.

Chris (temporarily computerless) Mauritz

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1650. Re: Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 14:59:27 UTC
From: rdb@mtunf.ATT.COM
Message-ID: <1294@mtunf.ATT.COM>
Source record: 238862

```
In article <1990Sep5.154351@heike.informatik.uni-dortmund.de>
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
<
<You should consider this a feature rather than a bug. Slider events (or how
<else they might be called) are sent as long as the mouse button is pressed
<while the pointer is in the grey area. This makes it possible to quickly
<scroll through a window.
<
<However, you are still right: It is extremly difficult to issue exactly
<*one* slider event. There really should be a (configurable) delay between
<the first and following slider events! It should be like with the auto
<repeat function of the keyboard: If you hold your finger on a character key
<there is a delay between the first keystroke and subsequent auto repeated
<ones.
<
<--
< Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
< Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
< Postfach 500500 |)|/ Tel.: +49 231 755-4663
<D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

Hmmm...That explains the trouble I've been having paging through Word
Perfect documents. Since I got the latest WP patch at the same time
I upgraded to TOS 1.4, I just assumed it was a WP problem.
--
Ron DeBlock N2JSO
rdb@mtunf.att.com
!mtunf!rdb
```

1651. floppy disk drives

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 15:02:22 UTC
From: rdb@mtunf.att.com
Message-ID: <1295@mtunf.ATT.COM>
Source record: 238863

Which floppy drives are known to work properly with the ST?

I built an external drive using a Chinon mech. It worked fine after
I solved the media change problem, but now it has other problems
(lots of errors), so I want to replace it.

1652. Gulam question

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 15:08:22 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <56683@iuvax.cs.indiana.edu>
Source record: 238875

In gulam the foreach command can be used to do something for each file
in a directory. The if command can be used to test whether the file is
a regular file a directory, etc. Is there some way to test what the
extension on a file is? I don't see how to do this from reading the manual,
but maybe I have overlooked something.

The following (except for syntax errors) suggests what I would like to do

```
foreach ...\i { * }
if $i.arc
arc -l $i
ef
echo $i
endif
endfor
```

With a valid test for the arc extension, this file would produce a listing
of the contents of all arc files and the name of all other files.

(Note, it is easy to do half the job: foreach ...\i {*.arc} will get
all the arc files; the hard thing is to dget the non arc ones.)

1653. Re: DeskJet Ink and Rutgers Dialups

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 15:09:48 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330005@hpfinote.HP.COM>
Source record: 238864

> ABout the new ink for the inkjet printers, the new cartridges
> will REPLACE the old ones in the older models on the DeskJet, Correct?

Yessir, it's a direct replacement for the old cartridge. Sometimes we
do things right and engineer backward-compatibility into our products.

Tell your friend to keep his DJ.

Regards
Ray Depew
HP - Colorado IC Division
formerly of HP InkJet Components Operation
rrd@hpfitst1

1654. Converting Files

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 17:04:34 UTC
From: bates@ptolemy.arc.nasa.gov
Message-ID: <7380@ptolemy.arc.nasa.gov>
Source record: 238879

If I download a .zoo file from somewhere, and then transfer it to a Mac, is there any way that I can pull it directly off of the Mac disk and put it on an ST disk? I'm looking for some sort of PD software program that would do this, but commercial software recommendations would also be helpful. Also, if I wanted to use a null modem to accomplish the same thing (between Mac and ST), how would I set up the connection? And then can I transfer at 9600 baud?

Andy Bates.

1655. Upgrading Your DeskJets to DeskJet 500's

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 17:05:35 UTC
From: close@lunch.wpd.sgi.com
Message-ID: <1990Sep6.170535.1643@relay.wpd.sgi.com>
Source record: 238874

Hewlett Packard's Dave Neff gave the following information about upgrading
older DeskJet models to DeskJet 500's:

- As for the upgrade, the incremental improvements between a
- DeskJet+ and DeskJet 500 are not that large, so I suspect most
- people wont upgrade for $175. But the improvements between the
- DeskJet and DeskJet 500 are very great, and a $225 upgrade for
- these people is a very good deal (and its about time in my opinion).
- The DeskJet 500 is more than just "new fonts and firmware" relative
- to the DeskJet+. An upgrade does require a new electronics board,
- which is the major cost in an upgrade (hence the similarity in
- prices between the DeskJet upgrade and DeskJet+ upgrade). A
- DeskJet upgrade also requries a new motor, service station changes,
- and a new key panel overlay, so it costs more, but is a very reasonable
- cost in my opinion -- considering what it involves.
-
- In the past, it seemed unfortunate that we never had a DeskJet to
- DeskJet+ upgrade, but now that the DeskJet 500 is out, it is good
- that we didn't have people paying for a DeskJet to DeskJet+ upgrade
- and then paying again for a DeskJet+ to DeskJet 500 upgrade :-).
--
Diane Barlow Close
close@lunch.wpd.sgi.com
also close@cygnus.com
I'm at lunch today. :-)

1656. Doing Atari compiles on Unix systems.

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 18:23:02 UTC
From: schultzd@frith.uucp
Message-ID: <1990Sep6.182302.13306@msuinfo.cl.msu.edu>
Source record: 238873

When this stream first started, I was a bit skeptical. But, now it
seems possible. Has anyone thought of putting a version of Sozobon
[(or gcc) set-up to make Atari executables from a Sun] on
atari.archive, or anywhere else. It would be helpful.
--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
Michael Schenker Group ;^) | schenkerm@msg.uhamburg.edu
~~~~~~~~~~~~~~~~~~~~~~ ARMAGEDDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~

1657. Atari C compiler for sale

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 19:12:44 UTC
From: rich@sendai.sendai.ann-arbor.mi.us
Message-ID: <RICH.90Sep6151244@sendai.sendai.ann-arbor.mi.us>
Source record: 238877
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

Mark Williams C version 3.0.5. Never used, still have registration card.

Best Offer.

Email to rich@sendai.ann-arbor.mi.us preferred, but I can usually also be reached at (313) 663-4808.

1658. Re: CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 19:33:17 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep06.193317.5642@ecst.csuchico.edu>
Source record: 238882

mfolivo@sactoh0.SAC.CA.US (Mark Newton-John) writes:

- The Atari CD-ROM player that has been held back from release.
-
- Really. I asked about it, and I was told that it is a "teaser", and
- it wasn't for sale. Unfortunately, I had to make it to San Francisco
- in less than an hour (this was at 5pm, in Santa Clara) and couldn't
- try it out. It wasn't running at the time, but it sure seemed
- interesting. It looks like the pictures, an unassuming unit. Next
- time I am able to spend more time, I'll try to get a demo or
- something, and perhaps try one of my CDs on the thing.

When you were in SF, you should have stopped by Computer Rock.
They've had a CDAR running on their Mega 4 since I can remember.
They publish a couple of CDs for it; one is PD software and the other
is clip art. They sell the drives for around $650 I think. Maybe
less.

Their BBS used to be running off one, but they decided to go with a
386 clone (at least they SAY it's a 386 clone :^) so they can have
three CD ROM drives on-line (one for ST, one for Mac and one for IBM).
I think they still have 3 phone lines, but were planning on adding one
a month until they hit 9.

1659. lars-erik osterud

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 20:04:55 UTC
From: depeche@QUICHE.CS.MCGILL.CA
Message-ID: <9009062004.AA10255@quiche.cs.mcgill.ca>
Source record: 238878

Organization: SOCS - Mcgill University, Montreal, Canada

Sorry to waste the bandwidth, but would erik 0sterud please send me mail?
I have been trying to send to laserio@ifi.uio.no and it doesn't seem to
work.

or if someone else has another address for him, please send me mail.

thanks in advance!

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
Je pense que je me souviens, donc je suis.

1660. Re: Gulam question

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 20:57:18 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Sep6165718@curie.ces.cwru.edu>
Source record: 238880

In article <56683@iuvax.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:

a regular file a directory, etc. Is there some way to test what the
extension on a file is? I don't see how to do this from reading the manual,
but maybe I have overlooked something.

Not directly, but you can run an external program, and test its return
status with an 'if'. the return status of the last command is recorded in
the shell variable 'status'.
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1661. So you wanna start a system?

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 22:29:38 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <2564@east.East.Sun.COM>
Source record: 238884

Hello, and howdy.

I've been lurking on c.s.a.s for a while and it's time for me to get an Ste. The question now is to sift through the large and bewildering mass of information that I think I know about. What I would like to get from my fellow Netters is some advice on the current state of knowledge on Ste/St's. I'm not looking for specs as much as system info (like how to config the system and make it useful, make it fly, etc).

Below is a list of some "basic, naive" items. Please send e-mailed responses and I'll summarize when I get enough "stuff."

Thanx in advance. Really :-) It seems like there is too much out there to know before you take the jump...

Let the Questions commence,

* Ste hardware -
o Places (address/phone) on where to buy them. Cost? Memory available. Tos 1.62?
o Where to get simms at low, low prices :-)? Speed needed?
o Hard-drive - like 80meg or so. Suggestions? Software needed for them? Problems with Ste? How to fix?
o Monitors, Tv is probably out, so any decent multi-syncs that won't cost more than my car? I'd like color mostly, mono compatibility would be nice. Even official Atari.
o Spiffy little add ons like mouse cable savers, etc...
o I'm out-of-touch with dot-matrix printers these days. 24 pin? Will an old Epson Mx-80 do adequately for straight text/listing/source?

* Ste software -
o Commercial, Shareware, Freeware, Copyleft, what have you.
o The archives that a lot of this is located on. Like the comp.binaries.atari.st & comp.sources.atari.st. Where are they? Additional sources?
o What is required for patches to make the beast work correctly?
o Alternate desk tops.
o Alternate OS's.
o Un*x type shell(s) with Un*x-type utilities?
o Languages -
o C - What's good for *serious* work*? MWC? Gnu? Turbo C (germ/eng). Where to buy? I hear that translated English docs are available for registered owners.
*What's serious? Large programs, good code generation, graphics, sound, uhhh... Games... OS's... Sequencing sw... that's the ticket.

o Lisp, Scheme, Prolog, PostScript, Pascal, etc.
o Editors - Emacs is the only one for me. Full version of Gnu-Emacs would be great as well as micro-Emacs for quick-n-dirty edits...
o Graphics, painting, modeling (2d,2d), raytracing...
o Cool demos... Sound, Graphics.

* Ste music software/MIDI -
o I would love to know about tutorial software, sight reading, ear/interval/pitch training, theory.
o Notators/Sequencers (integrated) that produce PostScript output that bears some semblance to real(tm) sheet music.
o Editor/Librarians...
o Whatever.

* Games, uhhh, for my kids...
o I like the classic and not so classic blast'n'shoot types. What's good?
o What's really good? Why?
o Adventure types...

* Any other suggestions? Anything? Thanx.

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"

1662. Need titles for good ST Reference books

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 22:34:07 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2916@vela.acs.oakland.edu>
Source record: 238883

I have been going nutso trying to find some good books on the ST.
Specifically reference manuals for programming. I was given the Compute
ST programmer's guide when I bought the computer, but have do not have
anything else. The most that I have seen is some very elementary users
guides, and a book for kids who use the ST by compute.
All the books stores that I have been to say that I need title names to
get any kind of books from special order, so please forward to me
any titles of good reference materials for the atari ST, and I would greatly
appreciate it!

Also, if anyone knows the address or phone number (or net address if there is
one) for Atari Computers Publications (i.e. manuals, schematics, etc) I
would appreciate that as well!
Thanks

swood

--
NO original ideas this week for | swood@argo.acs.oakland.edu
Unique signature message! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1663. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 22:41:31 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480009@hpdmd48.boi.hp.com>
Source record: 238888

>
> "The rate for U.S. access to those GEnie serve products/services not covered
>under the flat rate -- such as all personal computing BB's , all software
>libraries, financial services, chat lines and real time conferences,
>Computer Assisted Learning Center (CALC), and multiplayer games -- have been
>set at $6/hr for all three access speeds (300/1200/2400)."
>

Sigh.... The more that I look at this, the less I think of it.

I personally would recommend GEnie to my friends as an excellent value
if the $4.95 allowed accessing the message bases. I have *never* paid
to read BBS messages on GEnie (too high a signal/noise ratio at $6/hr).
I have used the download capabilities at $6/hr (not at $10) off and on.
I am willing to pay for downloads, but not for reading their BBS traffic.

Before I realized that PC BBS traffic was not included, I was thought
that this was a good setup. Now, I think it isn't. What do other
net readers think about this? (yes, I realize that I am spoiled by Usenet..)

Dave Ritchie

1664. Re: DeskJet Ink and Rutgers Dialups

Newsgroup: comp.sys.atari.st
Date: 1990-09-06 23:41:59 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1871@oucsace.cs.OHIOU.EDU>
Source record: 238872

In article <1990Sep5.165730.9295@relay.wpd.sgi.com> close@sgi.com (Diane Barlow Close) writes:
>In article <6891.26e44f52@umiami.miami.edu> dnd15j9z@umiami.miami.edu (Frank Rachel) writes:
>>ABout the new ink for the inkjet printers, the new cartridges
>>will REPLACE the old ones in the older models on the DeskJet, Correct?
>
>Yes, the new DeskJet Ink cartridges WILL replace the old, smearing cartridges.
>The old ink cartridges will no longer be sold once the current supply runs out
>('cause they aren't being made anymore). Note that the new non-smearing ink
>cartridges will be released to the general public sometime in November. Right
>now HP only has enough available to supply one free with each HP DJ 500 that's
>sold.

My question is, will the ink used to fill the cartridges be made
generally available? I've always refilled my DJ cartridges with Skrip Jet
Black Ink. The one in the printer is now on its 6th refilling, I've so far
saved about $100. And print quality is still as high as it ever was.
Or is a non-smearing ink already available, and if so, what is it?

The one problem I can think of is if they close off that hole in the
top of the cartridge (which I can see happening if the new ink tends to dry
out). If that's the case, I'd better buy a few now for refilling use later,
or plan on drilling holes.

Incidentally, I've also refilled with Skrip blue ink, and it works
just dandy. It just takes awhile to flush the old black ink out. Red is
too thin and tends to clog; diluted with black it's too dark and still clogs.
Maybe chart recorder ink would work better ....

>Diane Barlow Close
> close@lunch.wpd.sgi.com
> also close@cygnus.com

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| BRUCE HORNSBY THEOREM: |
| That's just the way it is. |

1665. Sozobon C Locations?

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 00:38:45 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6901.26e6b3d5@umiami.miami.edu>
Source record: 238886

What is the latest version of Sozobon C and where can I get it?

(Anonymous FTP preferably)

-Frank Rachel

--

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami
---

1666. Re: CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 01:42:33 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990Sep07.014233.27084@comp.vuw.ac.nz>
Source record: 238887

In article <comp.sys.atari.st/7068>
mfolivo@sactoh0.SAC.CA.US (Mark Newton-John) writes:
>
>Walking into an Atari only dealer to pick up a 1020 printer (hey, I
>collect old Atari stuff) I saw this in a corner.
>
>The Atari CD-ROM player that has been held back from release.

They have been available here (NZ) for a bit longer than I can
remember (at least 12 months, but is was so long ago I really can't
remember exactly). They have sold in very limited numbers, mainly
because they have very little support and are priced at NZ$1750
(US$850 I guess).

The unit presently come with developers documentation and example code
and progs aimed at developers. Atari offer _no_ disks for the unit at
all (although is does play music CD's ok :-), so you must rely on
third party sources (the doc's say it supports the Hi-Sierra system).
The buyers I have spoken to have been either developers or BBS's. The
Atari BBS with one I have rung had a disk with lots of PD software and
PD 'C' code for the ST on-line for downloading.

I've seen no mention of any other support or developments for the unit
since it was initially available (surprise, surprise :-(

Aaron.
--

/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 801 8777
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

1667. Re: ST Demos

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 05:08:00 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep07.050800.8372@ecst.csuchico.edu>
Source record: 238890

jms5@po.CWRU.Edu (Joanne M. Stys) writes:

- Also, does anyone have the Dragons Lair Demo??

I just got it a couple of days ago. It's like the Space Ace demo, if
you've seen it. (Not the one on atari.archive though! GASP!)
Actually, I think the Space Ace demo is more exciting. I'll upload
both of them to atari.archive as as soon as I get my BBS settled
(a couple of days to a week).

1668. Re: Gulam question

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 06:36:18 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Sep7.083618@heike.informatik.uni-dortmund.de>
Source record: 238889

In article <56683@iuvax.cs.indiana.edu>, pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
|> In gulam the foreach command can be used to do something for each file
|> in a directory. The if command can be used to test whether the file is
|> a regular file a directory, etc. Is there some way to test what the
|> extension on a file is?

Unfortunately the answer is "no". You don't have any kind of string processing in Gulam.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1669. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 09:04:53 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep7.090453.1@simvax.labmed.umn.edu>
Source record: 238892

In article <33592@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> David Paschall-Zimbel writes:
>>My reading of the GEnie offer is that you -do- have a choice. If you prefer
>>to pay for connect time to the services offered at the relatively low fee, y
>>are most welcome to do so.
>
> This is incorrect.

Well, now that I've seen the GEnie magazine supplement, I must admit that there will be the $4.95 charge. The on-line message was a bit misleading in my opinion (and that's the only thing I'd read...)

At the same time, the hobby RT's which one can access for free is pretty impressive (if you're not a computer-freak). I doubt that the majority of people who log on to GEnie have access to USENET, so the science-fiction RT would be pretty popular for non-rec.arts.sf-lovers readers. Likewise, the religion RT is fairly popular among non-talk.misc.religion readers. If you NEVER log onto GEnie for more than an hour a month at 2400 baud, I guess you'd have some reason to complain. But then again, if you're like me, and spend several hours on-line per month, the 'charge' is well worthwhile.

> You MUST pay them $4.95 monthly, PLUS the regular $6.00/hr for machine
> specific Roundtables, like the ST Roundtable.

Of course, that NOW INCLUDES 2400 baud access for $6.00/hr vs $10.00/hr previously. (IE. I now save money after the first hour's download).

>
> Delphi on the other hand gives you a choice of being billed per hour with no
> monthly minimum, or paying $20 a month for 20 hours of connect time.

I don't know -- perhaps if everyone were paying the 'true' costs of access to comp.sys.atari.st there wouldn't be such a level of indignation.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1670. Supra HD clock battery

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 10:01:57 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <997@christopher-robin.cs.bham.ac.uk>
Source record: 238881

The real-time clock on my Supra drive has failed after about 18 months. Has anyone any advice on what battery to get and how to replace it? The current (no current :-P) battery feels like it's soldered in, so I'd appreciate some suggestions before I use brute strength and break the thing.

Many thanks!

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

1671. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 10:40:04 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <991@nikhefh.nikhef.nl>
Source record: 238891

There is a 2page review of this Appletalk board in this month's (Dutch) STart.
GEM access to Appletalk is promised RSN.

1672. Amok Time (with apologies to star trek)

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 15:03:30 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2684@unccvax.uncc.edu>
Source record: 238893

I have an ICD controller board with built in battery backed up clock.
I am using ICD's non-resident Timeset program in my auto folder,
and I also have TIMEDRV3 (the corner clock that shows disk access)

The problem is thus:
after bootup, the corner clock shows exactly the right time, but the
system clock, as seen in Flash and the control panel, is about 30~40
seconds off.

Whats going on here?

Thanks in advance,
Brian

--

I access the net, therefore I am...
Brian Daniels (cs63bld@unccvax.uucp)

1673. Re: Problems with gnuemacs v18-55 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 16:22:01 UTC
From: alex@dutirt2.tudelft.nl
Message-ID: <alex.652724521@dutirt2>
Source record: 238897

In <RVR.90Aug30201706@host.fctunl.rccn.pt> rvr@fctunl.rccn.pt (Rogerio Reis (CIUP)) writes:

>I also have anothre porblem with GNU-Emacs 18.55: Very often the
>screen and cursor get confused when executing a "next-line".

>Any solutions?
Did you try to use the extended `termcap' entry that is floating around;
I think it's origin is some Databecker book, but I may be wrong. It really
worked for me.

But I have discovered a related problem with starting up emacs 18.55 on my
Atari ST 1024 (GEM v1.0): when I start it up from desktop, it doesn't
calculate my screen size right. Lines (in the middle?) are blank, while there
should be at least some characters on it. The strange thing is, that it is
fixed by starting up gulam first, then exiting gulam and starting emacs from
the desktop. Strange, isn't it. Does gulam perform some sort of initial screen
setup?

Alexander.

>Rogerio Reis UUCP: rvr@nccup.pt
>Centro de Informatica da Universidade do Porto EAN: rvr@ncc.up.ctt.pt
>R.Campo Alegre, 823, 4000 Porto, PORTUGAL
>Telef: +351 2 6001672

+++ Alexander Vonk - Technical Univ. Delft, Netherlands +++
+++Phone: (NL) 015 - 78 64 12 (world) 31 15 78 64 12 +++
+++Mail: alex@dutirt2.tudelft.nl or alex@dutirt2.UUCP +++

1674. Re: CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 16:35:04 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2151@lzsc.ATT.COM>
Source record: 238885

In article <1990Sep07.014233.27084@comp.vuw.ac.nz>, Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:
> In article <comp.sys.atari.st/7068>
> mfolivo@sactoh0.SAC.CA.US (Mark Newton-John) writes:
> >
> >
> >The Atari CD-ROM player that has been held back from release.
>
> They have been available here (NZ) for a bit longer than I can
> remember (at least 12 months, but is was so long ago I really can't
> remember exactly). They have sold in very limited numbers, mainly
> because they have very little support and are priced at NZ$1750
> (US$850 I guess).
>
> The unit presently come with developers documentation and example code
> and progs aimed at developers. Atari offer _no_ disks for the unit at
> all (although is does play music CD's ok :-), so you must rely on

Well, there are 2 cd roms:

>>mfolivo@sactoh0.SAC.CA.US (Mark Newton-John) writes:
>>
>>When you were in SF, you should have stopped by Computer Rock.
>>They've had a CDAR running on their Mega 4 since I can remember.
>>They publish a couple of CDs for it; one is PD software and the other
>>is clip art. They sell the drives for around $650 I think. Maybe
>>less.

As I posted before, I have one, and it will play music and read MS/Dos
CD-roms (high sierra format). It comes with 3 format readers.

What it will not do is read multi media cd roms. That is it will only access
1 partition of data. You can play music, but not read it.
MAC CD Roms that combine music and data can not be accessed after the 1st
section (partition).

While you can easily read ms/dos files into the atari they usually need
processing with a ms/dos program (data base manager).
I hacked PCDITTO I to interface to the Atari CDAR, and it emulates the PC
doing MSCDEX (Microsoft CD Extensions) and then can read the CD ROM just
as a PC would.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

1675. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 17:21:09 UTC
From: bill@mwca.UUCP
Message-ID: <1700@mwca.UUCP>
Source record: 238894

In article <15480008@hpdmd48.boi.hp.com> ritchie@hpdmd48.boi.hp.com (David Ritchie) writes:
=>
=> The new Genie fee is a flat rate with no connect charges during access to
=>the Star*Services areas. These include
=>
=>- e-mail (which *may* file transfer between users)
=>...
=> - Dave Ritchie

I believe that I read on GEnie that Xmodem transfers (email) are _not_ free,
but will be charged at normal connect time rates.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

1676. Re: First CIS, then Delphi, now Genie

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 20:31:59 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep7.203159.10070@rodan.acs.syr.edu>
Source record: 238898

In article <1990Sep6.222652.22367@cbnewsd.att.com> njd@cbnewsd.att.com (nick.j.dimasi) writes:
>I don't know about GEnie or CIS, but for Delphi there is a way around the
>monthly access charges. They have a "20/20" plan (a take-off of their
>"Advantage" plan) whereby you get up to 20 hours of connect time per month
>for $20. (The Advantage plan had a minimum charge of $24/month, and the
>Nick DiMasi Uniq Digital Technologies, Inc.

Well, I tried this once before, but my math was pretty
bad...so I'll try again. The 20/20 plan is quite some "way
around" the monthly charge...this is $240 over a full year. I
imagine one could get a good piece of equipment for that, e.g.
a printer, modem, SpectreGCR...as a matter of fact, I may just
get myself the latter with the money I'll be saving!
--Gerry
PS...just think if you don't use all 20 hours in one month!
You think they'll let you carry any over?

1677. Re: Time-out!

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 22:25:14 UTC
From: psurge@cs.utexas.edu
Message-ID: <12236@cs.utexas.edu>
Source record: 238899

In article <2663@unccvax.uncc.edu>, cs63bld@unccvax.uncc.edu (b. daniels) writes:
>
> I have a 1040ST with an ICD HD controller/battery backup clock board.
> I am using ICD's non-resident timesetter program and I also have TIMEDRV3
> on my system (the corner clock that shows drive access).
>
> Here's the strange part:
> After system bootup, the TIMEDRV3 clock shows the correct time, but the time
> shown by FLASH, the Control Panel, and that the system writes to files is about
> 30 seconds behind.
>

Well I guess I am not the only one experiencing a problem, but mine is
probably not related to yours (sounds like yours is the difference between the
software and hardware clocks, don't really know).

When I boot up using the same hardware and software the date is set just fine,
but when I run Interlink, sometimes the clock is totally reset, and the hard
drive clock is also reset. From that point on, I have to reset and rewrite
the time back to the ICD clock. Don't know why, but Interlink is the only
program that does that...

Can anyone help or has anyone seen that problem?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1678. Re: Need titles for good ST Reference books

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 23:21:03 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1774@van-bc.wimsey.bc.ca>
Source record: 238895

Re: Another request for info on Reference Books.

I wil volunteer to write a (near)Complete list of Atari Refence books if the person who was maintaining the frequently asked questions list will add it to the list and begin posting it again. Barring that,I'll post it once here and send it to Terminator for archiving.

John Henders
Vancouver,BC

1679. Re: Problems with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-07 23:43:54 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Sep7.234354.11346@math.lsa.umich.edu>
Source record: 238896

In article <2672@unccvax.uncc.edu> cs63bld@unccvax.uncc.edu (b. daniels) writes:
>I used to FTP from Terminator at 35.1.33.88 (this FTP program is too dumb to

First off, should you suddenly get an ftp program that does understand
names, the archive is called atari.archive.umich.edu.

Second, the ip address of atari.archive.umich.edu is 141.211.164.8.
U of M recently got of the 35 network and moved to a few class B
networks.

--
Jon Brode -- dyer@math.lsa.umich.edu Jesse '92!
"Don't you just love Prince?" -Vivian Ward (Julia Roberts)
"More than life itself." -Edward Lewis (Richard Gere) from "Pretty Woman"

1680. Re: CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 00:58:56 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep8025856@troll.cs.tu-berlin.de>
Source record: 238900

Hello.

The CDAR is available for quite some time here in Germany. As far as
I know you get a CD full with PD-software together with the drive...

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1681. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 01:03:08 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep8030308@troll.cs.tu-berlin.de>
Source record: 238801

I'll posting the description what to change as soon as I dug it out.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

1682. STreport/ZMag articles

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 01:58:36 UTC
From: stevela@beach.csulb.edu
Message-ID: <1990Sep8.015836.24614@csulb.edu>
Source record: 238802

Does any one knows where I can FTP STreport and Zmag (Atari ST news)?
It is available on CompuServe, GEnie, and some bulletin board systems.
I need to know the hosts on the Internet that allow anonymous FTP.

Thanks,

Steve La
Network Manager
California State University Long Beach
(213) 985-4750

Bitnet: SteveLa@Calstate.Edu
Internet: SteveLa@Beach.CSULB.Edu

1683. Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 02:48:44 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1776@van-bc.wimsey.bc.ca>
Source record: 238803

Here's the Book List I promised earlier. Hope it helps cut the number
of requests a bit. ;^)

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
* I include them in case they come back in print
* and for those who wish to track them down in
* Used Bookstores

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI

49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler

****
*
* This List can be freely distributed and added to.
* All I ask is that people identify the added information as
* their own.
*
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
*

*

1684. Used Atari Developers Kit WANTED!

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 03:00:05 UTC
From: mmel@cup.portal.com
Message-ID: <33645@cup.portal.com>
Source record: 238804

I am looking for a used Atari Developers kit. If you have one that is
just sitting around collecting dust, please leave me e-mail with a price.

Thanks In Advance...

Bobby Shaughnessy
(816)373-7046

1685. Calamus book finally going public

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 05:05:29 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep8.050529.7610@doe.utoronto.ca>
Source record: 238807

ISD is finally releasing its book The Guide to Calamus Desktop Publishing for general distribution. The book has been available for several months by direct mail to registered owners of Calamus, but it was not possible to just walk into the store and buy it.

The book is meant to make up for the horrible deficiencies in the original Calamus documentation as well as to teach advanced techniques and tricks in DTP. I think it is good, but I know the author so I may be biased. It has been out in Canada, the US and Australia for a while, and the UK has just picked it up. Apparently, one of the large UK ST magazines (ST World?) has a review of it, but I have this 4th hand.

Here is the reference:

Robinson, Bonnie. The Guide to Calamus Desktop Publishing. Toronto: Ditek Intl., 1990. ISBN 1-550-84-000-2.

--
//
David Megginson david@doe.utoronto.ca
Centre for Medieval Studies meggin@vm.epas.utoronto.ca
//

1686. Re: STreport/ZMag articles

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 07:30:14 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep08.073014.17535@ecst.csuchico.edu>
Source record: 238806

```
- Does any one knows where I can FTP STreport and Zmag (Atari ST
- news)? It is available on CompuServe, GEnie, and some bulletin
- board systems. I need to know the hosts on the Internet that allow
- anonymous FTP.

I know atari.archive has some, but they're not kept up-to-date. Does
anyone know if there's another place to get them, other than from
Greg L.?
```

1687. Portfolio 640k

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 07:56:15 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3922@sactoh0.SAC.CA.US>
Source record: 238809

Well, I found out how to expand a Portfolio to 640k. It entails the new HPC-104 memory expansion. Adding one gives you 256k more, and a second card slot, but adding a second gives you 640k total. And if you add on the serial or parallel interface, you have one long hand held computer!

No, I do not thing that the second card slot is usable as D:\, it's probably configured for B:\, and the Portfolio can only access three drives.

Since the expansion bus is "standard PC" does that mean someone could engineer an expansion box, with a standard video card, etc?

The only place I have seen the full line of Portfolio products is B&C Computervisions in Santa Clara. We don't have the HPC-104 yet, but we have everything else.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1688. Canon Bubblejets

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 08:07:53 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3923@sactoh0.SAC.CA.US>
Source record: 238810

Does anyone have any recommendations on Canon Bubblejets? I have
oticed that the price has come down recently, and I think that they
are less expansive than Deskjet 500s.

I know that the ink doesn't smear like the old DJs, and I like the
output I've seen on their word processor and a BJ I saw about two
months ago.

Since prices are falling on DJs and BJs, I was going to get a
Panasonic 1124, but might spend the extra money and get either H-P
or Canon.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1689. TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 09:27:07 UTC
From: felner@b.inf.ethz.ch
Message-ID: <6648@neptune.inf.ethz.ch>
Source record: 238805

Today I finally had a chance to see the 32MHz TT live on a big trade show here in Switzerland.

What impressed me most and what seems not to be known so far to the general public, is the new TT desktop. Do you like shells like NeoDesk and Gemini? Well, now you can have most of their functionality on your TT, in the official Atari TT TOS. Here are some first impressions from the new desktop after playing around with the TT for about an hour:

- quite a few new menu entries have been added in the desktop
- most (or all?) menu entries can be invoked with a single keystroke and those keys are user configurable
- you can assign a full pathname to the function keys and thus invoke your favourite programs with a single function key keystroke
- you can now have an unsorted index (nice for auto folders)
- you can choose the background color from a menu entry
- there's a menu entry 'Desktop Configuration' where you can set and configure quite a few things, which I don't all remember
- you can select a number of logical drives and then search for a file/folder on all those drives. When the search was successfull, a window with the file/folder opens. And this search is very fast!
- you can read another .INF file and thus change the look of the desktop
- you can switch between several different color tables
- you can have a different border, text and background color for each part of a window (like close button, expand button, title bar, vertical scrollbar, left arrow, up arrow, etc ...)
- you can drag any files on the desktop, leave them there, assign different icons to them, and give them different names (i.e. move the 1stWord icon to the upper left corner, change the icon to something cute looking, and name it "Wordprocessor")
- those icons apparently can be edited somehow and you can add you own ones (I didn't see this but someone told me)
- there's a completely new control accessory with many new options
- there's a new and fast GDOS
- and probably there's a lot more I didn't find out about ...

I really liked all those new features. I am only surprised that no one ever mentioned this so far. How come? The version I played with was in German. Maybe it's a product of Atari Germany and not yet available in English, but I have no idea? Anyway, congratulations to those Atari hackers (Ken, Alan ?) who came up with this!!!

But now for the big question: Are those poor users who cannot afford to get a TT also going to see this new desktop on their 520, 1040 and Megas? If the answer is yes, when is this going to be the case?

And here comes an answer to the question 'How much will I pay for a TT?'.
The following are the official prices from Atari Switzerland. The TT is
supposed to start selling these days here in Switzerland (and also in
Germany I think). (US$ 1.- = SFr. 1.30)

Basic set: TT, 68030, 32MHz, 40MB disk, 720KB floppy, mouse, keyboard

Basic set with 4MB: SFr. 4990.- (US$ 3850.-)
6MB: SFr. 5690.- (US$ 4380.-)
8MB: SFr. 6290.- (US$ 4850.-)

Extra: PTC1426 Multysync color screen, 14" SFr 990.- (US$ 760.-)
PTM146 Monochrome screen, 14" SFr 330.- (US$ 250.-)
TTM194 Monochrom screen, 19", 1280x960 SFr 1890.- (US$ 1450.-)

So a 4MB, multisync system is approx US$ 4600.-
a 8MB, multisync system is approx US$ 5600.-

Now I am curious about the reactions to all this information ... :-)

Tomas Felner, felner@inf.ethz.ch

Disclaimer: I am not affiliated to Atari at all. I am just a user who
reports to the net what he has seen on a big trade show in Switzerland.

1690. Net access... at last

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 12:53:16 UTC
From: power@tharr.UUCP
Message-ID: <960@tharr.UUCP>
Source record: 238811
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

We finally have access to the net. Questions, flames, requests welcome
by email or news.

--

Power Computing Ltd. ..!ukc!axion!tharr!power

"You must remember me... I bought a disk drive from you last month."

1691. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 14:09:33 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep8.140933.29490@cunixf.cc.columbia.edu>
Source record: 238808

[much advice on how to coerce PC Ditto II to work]

Frankly, I'm amazed that people still purchase PC Ditto II.
The problems are well documented and there are more stable
products available at similar prices. Am I missing something?

Cheers,

Chris (temporarily computerless) Mauritz
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1692. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 18:21:06 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90251.202106GERLOFF@DB0TUI11.BITNET>
Source record: 238827

In article <1639@uvm-gen.UUCP>, pegram@uvm-gen.UUCP (Robert B. Pegram) says:
>
>From article <11895@ists.ists.ca>, by os9paul@gkcl.ists.ca (Paul Good):
>> I have just upgraded to TOS 1.4 and I noticed a minor problem/annoyance
>> with Tempus II. The contents of the scroll bar in the file selector are
>> shifted to the left. If I click on the slider, the red dotted box that
>> indicates the moved slider is in the proper location. So far, everything
>> else in Tempus appears to be OK.
>
>> Has anyone else seen this? Is there a patch available?

Hi Robert!

This bug is normal on TOS 1.4, but the other functions of Tempus will work fine. CCD, the Developer of Tempus, has announced the version 2.10 at the Atari-Fair in Duesseldorf last month. I've made the update for 25,- DM and hope that I will get the disk in a few days. This version will have the bug in the file-selector-box fixed. Also it will have real tab's and will work on displays bigger than 640 * 400 pixels.

Greetings, Olaf

1693. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 20:05:45 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1647@uvm-gen.UUCP>
Source record: 238814

From article <RIPLEY.90Sep8030308@troll.cs.tu-berlin.de>, by ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert):
> I'll posting the description what to change as soon as I dug it out.

> Greetings,
> RIPLEY

Thanks from me too, it turns out that I'm running 2.07 also. What I really want though, is access to *my* item selector. Failing that, the next most irritating thing is that Tempus 2.07 won't save the item selector setup properly (in my machine, with all my auto programs including NeoDesk and a lot of stuff in Multidesk). It saves the file name, but not the path, exactly the reverse of what I want, since I keep data on drive D: and executables, Tempus included, on drive E: (ridiculous huh?, but it _does_ make backups easier). While I'm at it, what's the schedule for the word processing version, and who will carry it in the U.S. now that Michtron is getting out of the consumer software business?

Thanks,

Bob Pegram Internet: pegram@griffin.uvm.edu UUCP: uunet!uvm-gen!pegram

1694. Where can I find LINT ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-08 20:12:41 UTC
From: c162-bn@danube.Berkeley.EDU
Message-ID: <27605@pasteur.Berkeley.EDU>
Source record: 238812

I know that a few months ago there was a huge discussion of the availability of lint for the ST. Unfortunately, I didn't know what it was then, and I do now. (IE I skipped the messages about lint, like a bonehead)

The bottom line: Where can lint be found for the ST? Is it available?

Thank you,
Axel Olmos
"You've got another thing comin'" Axel K. Olmos UCB EECS/C

1695. Re: Is there a window patch for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 00:18:30 UTC
From: kbad@atari.UUCP
Message-ID: <2278@atari.UUCP>
Source record: 238821

rdb@mtunf.ATT.COM (Ron DeBlock) writes:

|In article <1990Sep5.154351@heike.informatik.uni-dortmund.de>
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
|<There really should be a (configurable) delay between
|<the first and following slider events!
|Since I got the latest WP patch at the same time
|I upgraded to TOS 1.4, I just assumed it was a WP problem.

The auto-repeat slider delay in TOS 1.4 is based on your mouse double-click
setting. If you're having trouble getting single clicks, try setting
a slower double-click speed.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1696. Re: Used Atari Developers Kit WANTED!

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 00:27:08 UTC
From: kbad@atari.UUCP
Message-ID: <2279@atari.UUCP>
Source record: 238822

I'm sure Atari would be very interested in hearing the name of any
developer who offered you a "used" developer kit. The developer's
kit contains /proprietary/ information and is covered by nondisclosure.

If you want one, contact Atari Developer Support.
Don' know the number offhand, but you can reach the group by snail mail at
Atari Developer Support / 1196 Borregas Ave. / Sunnyvale, CA 94089

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1697. Re: Problems with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 02:25:35 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep09.022535.9822@chinet.chi.il.us>
Source record: 238816

Would it be reasonable to add information to one of the periodic postings about atari.archive and BART? It's become a VERY important resource to the ST community. (Thanks people).
Steve J.

1698. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 02:33:53 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep09.023353.9910@chinet.chi.il.us>
Source record: 238817

There's a limit to how hard you can beat on the ST without some 68000 programming documentation. My favorites are:

68000 Assembly Language Programming by L.A. Levinthal, D. Hawkins, G. Kane and W.D. Cramer pub Osborne-McGraw-Hill

and, mostly for addressing and timing information, the Motorola MC68000 16/32-bit microprocessor manual dated October, 1985.

Steve J.

1699. Re: Auto-tracing Programs for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 02:49:15 UTC
From: moses@hao.ucar.edu
Message-ID: <8430@ncar.ucar.edu>
Source record: 238813

Michael Kistenmacher,

Wie viel kostet Pegasus und Vektor (DM)? Und welche Feile
Formatte (um beispiel, *.GEM, *.DXF) diese gegrauchen?

Danke und Tschuess

Julie Moses

1700. Re: 520ST internal drive prob.

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 03:32:48 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <1990Sep9.033248.21619@usenet.ins.cwru.edu>
Source record: 238815

In a previous article, bainbrdk@sage.cc.purdue.edu (David Bainbridge) says:

>My 520ST internal disk drive's indicator light turns on and you here a small
>whim but the drive motor never turns on. I am unable to use the computer
>because it won't read any disks. What might the problem be?
>

There is a good chance the belt motor has either fallen off or broken.
It has happend before and s pretty easy to fix.

--
If you are reading this on compuserve, send a reply to:
INTERNET: aa519@cleveland.freenet.edu
WARNING: This letter was written by a professional computer user.
Do not try this at home. You'r terminal will explode in 15 seconds!

1701. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 05:40:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <33691@cup.portal.com>
Source record: 238818

The point is... if you, like most folks, are only using GEnie to access a machine specific Roundtable, like the Atari RTs, the new changes amount to an extra $4.95 per month that GEnie is going to get from you, in addition to whatever you pay for your hourly downloads...

If the only reason you ever call GEnie is to go into the Religion RT, or the Hobby RT, then maybe it's the best thing that ever happened to you.

Hmm... 200,000 members times $5... I think I can guess who's making out with these changes...

BobR

1702. Re: CDAR-500 SEEN!!! CD-ROM for ST/Mega

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 05:45:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <33692@cup.portal.com>
Source record: 238819

So, does anyone know why the Atari CDAR-500 CD ROM player is not being offere
on the latest Atari Developers' price list..?

(sorry... "Atari Partners", that is...)

BobR

1703. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 05:58:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <33694@cup.portal.com>
Source record: 238820

Tomas Felner concludes his report on a sighting of the TT with:
>Disclaimer: I am not affiliated to Atari at all. I am just a user who
>reports to the net what he has seen on a big trade show in Switzerland.

Thank you, Tomas..!

Since Atari won't tell us anything at all about the TT, it's good to hear
a report from a "real person"...

It sounds as if the new desktop will be very nice... I too am surprised
we've never heard about those features before.

Maybe when a "real person" actually gets hold of a TT, we'll know more...

BobR

1704. CDAR-500

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 07:44:40 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3939@sactoh0.SAC.CA.US>
Source record: 238837

Why haven't I heard any news about the CDAR in any of the Atari magazines, or even here? It seems that although I though they were like 1450XLDs, apparently they are out, sort of. Is there any kind of software for the ST? I mean, I would think that there would be at least some mention of it in an ad somehere in an Atari magazine.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1705. New MINIX available (UNIX clone with full source code)

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 11:13:47 UTC
From: ast@cs.vu.nl
Message-ID: <7485@star.cs.vu.nl>
Source record: 238823
Cross-posted to: comp.os.minix,comp.os.misc,comp.sys.atari.st,comp.sys.amiga,comp.binaries.ibm.pc.d

1. WHAT IS MINIX 1.5
MINIX 1.5 is a new version of an operating system that is very similar to
UNIX. MINIX has been written from scratch, and therefore does not contain any
AT&T code--not in the kernel, the compiler, the utilities, or the libraries.
For this reason it can be made available with the complete source code
(on diskette). It runs on the IBM PC, XT, AT, PS/2, 386, and most clones.
Versions are also available for the Atari ST, Macintosh, and Amiga.

This version (1.5) is a major improvement over all previous releases, with
many new features, fewer bugs (hopefully), much better performance, and
proper documentation. The old versions have been in widespread use all over
the world for 3 years. There are probably tens of thousands of users.

2. MINIX 1.5 FEATURES (IBM, Macintosh, Atari, and Amiga versions)
- System call compatible with V7 of the UNIX operating system
- Full multiprogramming (multiple programs can run at once)
- Kernighan and Ritchie compatible C compiler
- Shell that is functionally identical to the Bourne shell
- Five editors (emacs subset, vi clone, ex, ed, and simple screen editor)
- Over 175 utilities (cat, cp, ed, grep, kermit, ls, make, sort, etc.)
- Over 200 library procedures (atoi, fork, malloc, read, stdio, etc.)
- Spelling checker with 40,000 word English dictionary
- Full source code (in C) supplied on diskettes (OS, utilities, libraries)
- Easy-to-read manual telling all about MINIX and how to install and use it

3. ADDITIONAL FEATURES
In addition to the above features, there are other features present in
some (but not all) versions of MINIX 1.5. Some of these are listed below.

3.1 ADDITIONAL MINIX 1.5 FEATURES (IBM VERSION):
- Runs in protected mode on 286 and 386
- Support for extended memory up to 16M on 286 and 386
- Up to 3 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
- Distributed computing on Ethernet (remote login, etc.)

3.2 ADDITIONAL MINIX 1.5 FEATURES (MACINTOSH VERSION):
- Up to 3 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
- Runs under Multifinder
- Includes support for multiple user windows

3.3 ADDITIONAL MINIX 1.5 FEATURES (ATARI ST VERSION)
- Up to 2 simultaneous users on one machine
- RS-232 serial line support with terminal emulation, kermit, zmodem, etc.

- Support for various real time clocks (Mega, BMS, ICD, Supra, Weide)

4. HARDWARE REQUIRED
- IBM: PC, XT, AT, PS/2, or 386 that is 100% hardware compatible with the IBM line. A hard disk not technically required, but is strongly recommended to take full advantage of the system. At least 512K of RAM is required, as well as a CGA, EGA, monochrome, or Hercules video card, or another card that emulates one of these. Both 5.25" and 3.5" diskettes are supported, as are printers using the parallel port and modems and terminals using the serial port.

- Macintosh: Apple Macintosh Plus, SE, SE/30, II, IIcx, or IIx with at least 1M of RAM. An additional 1M of RAM and a hard disk is strongly recommended. MINIX has been tested primarily with version 6.0 and latter of the Apple system software. Problems may conceivably arise with earlier versions. Any hard disk or display that is supported by the normal Macintosh OS is also supported by MINIX.

- Atari: Atari ST or Mega ST with at least 1M of RAM. Although the system will boot with only 512K, you will be very restricted in what you can do. A 720K diskette drive is required to install the software. The older 360K diskette drives are supported, but are not capable of reading the (720K) distribution disks. A hard disk is supported, but is optional.

- Amiga: Commodore Amiga 500 or 2000 with at least 1M of RAM. One 720K diskette drive is sufficient. A hard disk is not required (or even supported). To use a hard disk with the Amiga, someone familiar with how this disk works will have to write a driver for it. If this driver is then posted to the net, it will be possible to use a hard disk with MINIX on the Amiga.

5. PARTIAL LIST OF UTILITIES INCLUDED IN MINIX 1.5
animals ar ascii at atrun backup badblocks banner basename bawk btoa cal cat cdiff cgrep chgrp chip chmem chmod chown clr cmp comm compress cp cpdir crc cron ctags cut date dd de df dhrystone diff diskcheck dosdir dosread doswrite du echo ed elle ex expand expr factor fgrep file find fold fortune fsck gather getlf getty grep gres head ic id ifdef indent inodes kill last leave ln login look lpr ls m4 machine mail make man mined mkdir mkfs mknod modem more mount mref mv nm nroff od passwd paste patch pr prep pretty printenv printroot ps pwd readall readfs recover ref rev rm rmdir roff rz sed shar size sleep sort spell split strings strip stty su sum sync sz tail tar tee term termcap test time touch tr traverse treecmp true tset tsort ttt umount unexpand uniq unshar update users uud uue vi vol wc whatsnew whereis which who whoami width write

6. PARTIAL LIST OF LIBRARY FUNCTIONS INCLUDED IN MINIX 1.5
abort abs access alarm atoi atol bcmp bcopy chmod chown chroot ctermid ctime ctype curses cuserid doprintf dup dup2 fgetc fgets fopen fork fpathconf fprintf fputc fputs fread freopen fseek fstat ftell

fwrite getcwd getdents getegid getenv geteuid getgid getutil gtty index
ioctl isatty kill link lock lrand lsearch lseek malloc memccpy
memchr memcmp memcpy memmove memset message mkdir mkfifo mknod mktemp
nlist open opendir pathconf pause peekpoke perror rand read readdir
regexp regsub rename setbuf setgid setjmp setuid signal sleep sprintf
stat strerror strlen strncat strncmp strncpy strpbrk strrchr strspn
system telldir termcap time times tmpnam ttyname umask umount

7. CONTENTS OF MINIX 1.5 REFERENCE MANUAL
Chap. 1 INTRODUCTION
Chap. 2 INSTALLING MINIX ON THE IBM PC, XT, AT, 386, AND PS/2
Chap. 3 INSTALLING MINIX ON THE ATARI S
Chap. 4 INSTALLING MINIX ON THE COMMODORE AMIGA
Chap. 5 INSTALLING MINIX ON THE APPLE MACINTOSH
Chap. 6 USING MINIX
Chap. 7 RECOMPILING MINIX
Chap. 8 MANUAL PAGES
Chap. 9 EXTENDED MAN PAGES
Chap. 10 SYSTEM CALLS
Chap. 11 NETWORKING
App. A MINIX SOURCE CODE LISTING
App. B CROSS REFERENCE MAP

8. MINIX BOOK
The author of MINIX, Andrew S. Tanenbaum, has written a book describing
how operating systems in general and MINIX in particular work internally.
The book describes an earlier version (and includes a source listing), but
it is still useful for understanding how MINIX works inside, even if some
details are now different. The bibliographic information is:

Title: Operating Systems: Design and Implementation
Author: Andrew S. Tanenbaum
Publisher: Prentice-Hall
ISBN: 0-13-637406-9

Paperback versions are also available in English (outside North America only),
French, Spanish, Italian, and Japanese. The books can be ordered from any
bookstore.

9. HOW TO ORDER MINIX 1.5
MINIX 1.5 is being sold by Prentice-Hall. The product numbers and prices
are as follows:

- MINIX 1.5 for the IBM: 5 1/4" (0-13-585076-2) $169
- MINIX 1.5 for the IBM: 3 1/2" (0-13-585068-1) $169
- MINIX 1.5 for the Amiga (0-13-585043-6) $169
- MINIX 1.5 for the Atari (0-13-585035-5) $169
- MINIX 1.5 for the Macintosh (0-13-585050-9) $169 (available Oct. 1)

Sales tax and shipping are extra; Prices are slightly higher outside the U.S.

All versions include the executable binaries, a detailed manual, the complete
source code (on diskettes), and an attractively typeset, cross-referenced

listing of the operating system code.

P-H is making a big effort to get software stores to keep MINIX in stock. The easiest way to order it is to go to a software store and ask them for it. If they don't stock it, they can always order it. Alternatively, you can order directly by email, FAX, phone, or mail from Prentice-Hall as follows.

In North America and the Far East
To order by email: books@prenhall.com
To order by FAX: (201) 767-5625
To order by phone: (800) 624-0023 or (201) 767-5969
To order by mail: Microservice Customer Service
Simon & Schuster
200 Old Tappan Road
Old Tappan, NJ 07675

In UK/Europe
To order by email: books@prenhall.com
To order by FAX: +1 (201) 767-5625 (US number)
To order by phone: +44 (442) 231-555 (UK number)
To order by mail: Order Dept.
Prentice-Hall International
66 Wood Lane End
Hemel Hempstead
Herts. HP2 4RG ENGLAND

For email and FAX orders, please include the product name and number, your name and address, and your MasterCard or VISA card number and expiration date. If you wish delivery by Federal Express (costs extra), please indicate so.

MINIX can also be ordered from the following addresses:

In England: The MINIX Center
Forncett End
Norwich
Norfolk NR16 1HT England
0953-89345

In Germany: Steve Steinkrauss
Feldtorweg 24
D3406 Bovenden 1
Germany

In the Benelux: Fred van Kempen
Postbus 184
2100 AD Heemstede
Holland
Tel: +31 23 287935
FAX: +31 23 294229

In Scandinavia: Frank O'Donell
P.O. Box 88
1371 Asker

Norway

In Spain and Deborah Worth
Portugal: Appartado Numero 50672
Madrid
Spain

In Italy: Jim Blaho
Piazza Santo Spirito 17
50125 Florence
Italy

In Greece: Vassilis Zahos
Kritonos 5-7
GR 11634 Athens
Greece

In Turkey: Atilla Gullu
Milli Mudafaa Cad 14/7
Kizilay Ankara
Turkey

If you have previously purchased MINIX from Prentice-Hall, you can get a discount of $60, but only if you order by mail and include the label from the original PH boot disk (or the entire disk) with your letter. Not valid for email, phone or FAX orders since you must enclose the original boot disk label (not a photocopy). Mail orders can be by credit card or check for $169. You will be billed for tax and shipping.

10. LEGAL STATUS OF MINIX
Although MINIX is supplied with the complete source code, it is copyrighted software. It is not public domain. It is also not like GNU. However, the copyright owner, Prentice-Hall has granted permission to bona fide universities to copy the software for use in courses and in university research projects. It is also permitted for MINIX owners to change the software to suit their needs and to distribute diff listings containing their changes freely. The shrink-wrap license that comes with MINIX states that you may legally make two backup copies of the software. Prentice-Hall is being much less strict than other software vendors. Please do not abuse this. Companies that wish to embed MINIX in commercial systems or sell MINIX-based products should call (212) 995-7788 to discuss licensing terms.

11. NEWS ABOUT MINIX
Since its introduction in January 1987, there has been a large an active USENET newsgroup about MINIX, comp.os.minix. It currently has about 25,000 members. Over 12,000 messages have been posted to this group so far. These messages have contained questions, bug reports, bug fixes, new software, and diff listings to allow current users to update to new releases for free. It is the intention to continue this policy into the indefinite future. MINIX users on Bitnet can be put on a mailing list by sending mail to: info-minix-request@udel.edu. Various archives store newsgroup traffic for newcomers to the newsgroup.

12. FUTURE PLANS
The major current project is bringing MINIX into conformance with the IEEE POSIX P1003.1 and P1003.2 standards. This will (hopefully) occur with V2.0, perhaps in 1992. V2.0 will also be provided with an ANSI C compiler. Various people are currently working on 32-bit versions of MINIX for the 386, and numerous other projects. To keep up, subscribe to the comp.os.minix newsgroup.

13. WHERE CAN I GET PAST POSTINGS AND PROGRAMS?
Many sites keep archives of MINIX-related material, ranging from archives of articles posted to more organized repositories of programs posted to the net. The complete MINIX distribution is NOT (repeat NOT) available from any online archive. This is not permitted. Only the newsgroup traffic is stored there.

List Archives:

bugs.nosc.mil Current
louie.udel.edu July '87 - Dec '89 (?)
vm1.nodak.edu Current year
wsmr-simtel20.army.mil July '87 - Dec '89 (?)

Formal Archives (MINIX sources):

aerospace.aero.org
doc.ic.ac.uk
dsrgsun.ces.cwru.edu
en.ecn.purdue.edu
funet.fi
hobbes.cs.umd.edu
hub.cs.jmu.edu
The Mars Hotel BBS
NL-MUG
plains.nodak.edu
sirius.ucs.adelaide.edu.au
terminator.cc.umich.edu

13.1. File Transfer on the Internet
If you are on the Internet, you can get files from many places with the file transfer protocol ("FTP"). When connecting to the host system, use the user-name "anonymous" and any password. Most systems will ask for your "ident" as a password. It is considered good etiquette to use either your login name or mail address when asked. Once connected, look for a "README" file which should give further information about the archive.

Consult your local documentation on the use of your FTP application program (generally called "ftp"). Please be nice to the FTP sites by restricting your use to non-business hours.

The following sites provide Anonymous FTP

aerospace.aero.org [130.221.192.10]

bugs.nosc.mil [128.49.16.1] directory pub/MINIX
comp.os.minix archives, PC, ST upgrade kits, MINIX-PC programs

dsrgsun.ces.cwru.edu [129.22.16.2] directory pub/minix
MINIX-ST programs (many GNU tools)

en.ecn.purdue.edu [128.46.129.59]
UUCP, 8088 Floading Point

funet.fi [128.214.1.1]

hobbes.cs.umd.edu [128.8.128.41] directory pub/minix
copies of oz-utils: MINIX-PC

hub.cs.jmu.edu [134.126.20.10] directory pub/minix
MINIX-PC hd-boot package

louie.udel.edu [128.175.1.3, 128.175.2.33] directory info-minix
comp.os.minix archives (July '87 - Dec '89)

plains.nodak.edu [134.129.111.64] directory pub/MINIX
PC, ST upgrade kits, MINIX-PC & ST programs
also has a mail server, archive-server@plains.nodak.edu.

sirius.ucs.adelaide.edu.au [129.127.40.3] directory pub/minix
PC upgrade kits, MINIX-PC programs (oz-utils)

terminator.cc.umich.edu [35.1.33.8] directory pub/atari/MINIX and
pub/gnustuff
ST upgrade kits, ST programs (GNU tools)
This site may have a mail server.

vm1.nodak.edu [134.129.111.1] directory minix-l
this site has a mail server, listserv@vm1.noak.edu
comp.os.minix archives (current and past year)

wsmr-simtel20.army.mil [26.2.0.74] directory pd3:<misc.minix>
comp.os.minix archives (not current)

13.2. Mail Servers
Some archive sites provide access to their archives with a server program
that responds to commands mailed to it.

13.2.1. doc.ic.ac.uk
An archive of the worthwhile postings from the comp.os.minix newsgroup is
available from uk.ac.ic.doc either via mail or by GUEST niftp. For details
about how to access this service send a mail message with NO Subject: field
to:

info-server@uk.ac.ic.doc

and a message body of:

request catalogue
topic minix
request end

This will mail you back details of the various ways to obtain the files.
This service is only available inside the UK. We have no funds to send
such mail internationally.

This archive service is run by Lee McLoughlin.
Janet: lmcl@uk.ac.ukc, lmjm@uk.ac.ic.doc
DARPA: lmjm%uk.ac.ic.doc@ucl-cs
Uucp: lmjm@icdoc.UUCP, ukc!icdoc!lmjm

13.2.2. NL-MUG
The MINIX User Group Holland (abbreviated to NLMUG) maintains an archive
of interesting documents, sources, binaries and patches for the MINIX
operating system. In the future, an archive of all USENET (comp.os.minix)
articles will be kept as well.

The archive can be used by sending e-mail messages to one of the
following addresses. To join the archive send a message to:

Internet: arch-adm@minixug.hobby.nl
Uucp: ..!hp4nl!hgatenl!minixug!arch-adm

For sending requests, send a message to:
Internet: archive@minixug.hobby.nl
Uucp : ..!hp4nl!hgatenl!minixug!archive

The "Uucp" address should be used ONLY if your mailer cannot handle
internet-style addresses, or if the message bounced back to you.

Since the NLMUG Archive is a (more or less) private archive, we cannot
afford ourselves to make it an open archive. In Europe, we must pay a
quarter for every Kbyte of mail being sent out. This means, of course,
that we want to know who use the archive. It is our goal, to only LOG
the usage. We don't intend to BILL people for using the archive...

Because of all this, the server looks at the requester's name, and sees
if it may access the archive. Usually this is OK, but if people start
misbehaving, they might get locked out. This is mainly the case when
people have downloaded tons of stuff, without a single introduction first.
We do NOT appreciate anonymous file transfers! Therfore, send a short
message introducing yourself to the Archive Administrator to keep him
happy. The Archive Service is actually a program running on a MINIX system.
It is started once a day by cron(1) to have a look at its mailbox.

To use the archive, you should first send a request to the archive
administrator (arch-adm) requesting access to the archive. After you have
received an acknowledgement of your request, get the server's help file by
sending a message to the server (archive) saying:

HELP

and you will be sent details on using the server. This server is maintained
by Fred van Kempen <waltje@minixug.hobby.nl>

13.2.3. plains.nodak.edu
An archive of MINIX upgrades and other interesting files are kept in a

manually-maintained archive on Plains.NoDak.edu [134.129.111.64].

For those not fortunate enough to be on the Internet itself, we run the Clarkson server to process mail requests. This is an extremely versatile program, that allows various encoding formats (btoa, uuencode), compression (compress, arc, zoo) and splitting of large files. The server has been customized to send HELP and Index files at any time, and all other files between 23:00 and 08:00 local time. If you submit a request that contains *any* file that is not a Help or Index file, the entire request is queued until late night (currently 23:00 local time, but that may be moved to earlier hours of the morning if it proves to be a large load on the system).

The addresses for the server are:
archive-server@plains.nodak.edu
{umn-cs, ogicse, uunet}!plains!archive-server (UUCP)
fileserv@plains (Bitnet)

Note to Bitnet people: this server is not 'logged on' to the machine, so you cannot send it interactive messages. The 'fileserv' alias was added for those of you who do not run the Croswell mailer, but you must still use something that is detectable as mail (such as a NOTE). Bitnet files will drop into our bit bucket, unprocessed, since there is no real user by either of these names.

To obtain a list of the files, the INDEX command is used:

index [<directory>]

where <directory> is a directory under our ~ftp/pub login(empty for the main directory). There are several other directories of programs for microcomputers, current volumes for comp.sources.* and some of the Free Software Foundation's products.

The SEND command is used for having files sent to you, such as in:

send MINIX/doc/Info_Sheet

That file is a copy of the monthly "MINIX Information Sheet" posting. The MINIX Compatibility Report is available in the file "MINIX/doc/Compatibility".

There are many more options for having your files compressed (note: most files in these directories already have been compressed with 13-bit compression), uuencoded, split, and so on. To obtain more information on the server, send the command:

help

and you will be enlightened. The server accepts commands in mixed case, but all directory/file names are case significant (just like MINIX).

This archive is maintained by Glen Overby, <minix@plains.nodak.edu>, at North Dakota State University, Fargo, ND USA (46 52 N / 96 48 W city)

13.2.4. vm1.nodak.edu
North Dakota State University is the host site for distribution of the

info-minix mailing list (also known as minix-l), which is bidirectionally gatewayed to the Usenet group Comp.os.minix. We maintain archives of all list traffic from within the past year or so (depending on space availability). Archives are available via Anonymous FTP on the Internet, and LIST-SERV file requests from other networks.

Our server is:

Internet: listserv@vm1.NoDak.EDU [134.129.111.1]
Bitnet: listserv@ndsuvm1
UUCP: psuvax1!ndsuvm1.bitnet!listserv
uunet!plains!vm1.nodak.edu!listserv

If you do not have Internet access, you may request files be sent to you by our LISTSERV file server by sending it commands in the body of a mail message.

To obtain a list of the files, the INDEX command is used:

INDEX MINIX-L

The GET command will instruct LISTSERV to send you a file, such as:

get minix-l LOG9005A minix-l

to get the file "MINIX-L LOG9005A" from the directory "MINIX-L". The filename tells what year, month, and week it is from:

MINIX-L LOGyymmw

where "yy" is the year, "mm" is the numeric month and "w" is an alphabetic character from A to E indicating what week of the month. Several months of log files are kept on-line, the number depending on disk space availability.

Due to the 80-character per line (punched card) limit on Bitnet mail, many of the files will be shipped using an encoding scheme that allows logical lines to be split up into many physical lines. On Bitnet, this is normally the IBM "DISK DUMP" or "NETDATA" format, and for ther networks it is "List-serv Punch".

Listserv Punch was designed by Listserv's author and is designed to send files with lines longer than 80 characters thru the Bitnet gateways. A special program to decode the file once it has arrived at your site. Information on obtaining a program to decode listserv punch format is sent with each encoded file.

If you would rather have a file sent to you uuencoded, you may specify that in your GET command:

get minix info minix f=uuencode

please note that the file, once decoded, will be in EBCDIC!

SEARCHING THE MAILING LIST LOGS WITH LISTSERV

If you are looking for a specific article, or set of articles, you can perform searches on this directory using the Database functions of Listserv.

For example, to obtain a "Subject" index of the MINIX-L archives, send the listserv a file or mail with the following "job" in the message body:

```
// JOB Echo=No
Database Search DD=Rules
//Rules DD *
search * in minix-l since 90/04/01
index
```

and you will be sent a file containing all of the 'Subject:' lines sent to the mailing list since December 1, 1989. If you wish to request one or more items, replace the 'index' line in the above job with "print [ref-num]", where "refnum" is the reference number from the index listing. Documentation on this and other database functions is available by sending the command "INFO DATABASE" to the listserv.

To obtain more information on the listserv, send the command:

```
INFO ?
```

and you will be enlightened with a list of available documentation on using LISTSERV.

This archive is automatically maintained by the list server. If you have questions, contact Glen Overby, <minix@plains.nodak.edu>, at North Dakota State University, Fargo, ND USA (46 52 N / 96 48 W city)

13.3. Publicly accessable Bulletin Boards
For people without a network connection, there is a PC-based Electronic Bulletin Board System (BBS) that has carried the traffic of Usenet's Comp.os.minix steadily since August, 1987 as well as a formal MINIX archive.

The BBS is not a true gateway to Usenet, like some Fidonet nodes are; rather it is a "delivery service" whereby new comp.os.minix articles are gathered daily and posted as messages on the BBS. Long articles are automatically ARC'ed and posted to the file area for downloading. Raw traffic is kept for about 2 months.

Once a month the articles of lasting interest from the previous month are saved into several ARC files, all less than 100K, to make downloading easier. For any given month, the index of articles is in MNXyymmA.ARC, and the actual articles start in MNXyymmB.ARC. You can just download the index, then download the ARC files that contain articles of interest to you.
A complete index is always in MNXINDEX.ARC.

Call:
The Mars Hotel BBS, (301)277-9408 (PC-Pursuitable)
300,1200,2400 baud, 8,n,1.

No registration required, no donations accepted.
Everyone gets 60 minutes/day.
No upload/download ratios (but don't be a jerk!)

Spread the word to those without net access.

This BBS is run by James da Silva.
UUCP: uunet!mimsy!jds Internet: jds@mimsy.umd.edu

1706. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 14:41:47 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep9.144147.26243@rodan.acs.syr.edu>
Source record: 238826

In article <33691@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The point is... if you, like most folks, are only using GEnie to access a
>machine specific Roundtable, like the Atari RTs, the new changes amount to
>an extra $4.95 per month that GEnie is going to get from you, in addition to
>whatever you pay for your hourly downloads...
In addition...if you miss a month or two, it is that much more
they're going to get from you than they would have otherwise.
>
>Hmm... 200,000 members times $5... I think I can guess who's making out
>with these changes...
>
>BobR
Well, I believe this is going to be my last posting on this
topic (and the crowd breaks into a standing ovation!)...I've
now let Genie and Delphi know that I've quit, why I've quit,
and that they might find others who feel the same way. I just
got Genie's monthly magazine the other day. In it they say
the new service has something for everyone...I guess I'm not
a "one", because it certainly doesn't have anything for me.
Just one last thing...if you don't like their changes, be sure
to let them know (i.e. don't just let your account expire from
non-use and your not joining the new system)...maybe they will
figure out a way to accommodate everybody and still make
enough $$$$ to keep themselves happy.
--Gerry

1707. Re: Portfolio 640k

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 15:31:31 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep9.153131.1395@cunixf.cc.columbia.edu>
Source record: 238824

In article <3922@sactoh0.SAC.CA.US> mfolivo@sactoh0.SAC.CA.US (Mark Newton-John) writes:
>
>Well, I found out how to expand a Portfolio to 640k. It entails the
>new HPC-104 memory expansion. Adding one gives you 256k more, and
>a second card slot, but adding a second gives you 640k total. And
>if you add on the serial or parallel interface, you have one long
>hand held computer!
>
Do these things even work? I have seen nothing but complaints
about them. They apparently have a very low MBTF. The guy
selling them at J&R Music World in Manhattan actually recommended
the Sharp Wizard to my boss since they had a lot of complaints
about Portfolios failing. What experiences have you had with
this thing?

>the good guys! Sakura-mendo, CA
>
> Internet: mfolivo@sactoh0.SAC.CA.US

Chris

------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1708. Re: Delphi/GEnie - not such a bad deal

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 15:37:15 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep9.153715.5988@cunixf.cc.columbia.edu>
Source record: 238825

In article <33691@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The point is... if you, like most folks, are only using GEnie to access a
>machine specific Roundtable, like the Atari RTs, the new changes amount to
>an extra $4.95 per month that GEnie is going to get from you, in addition to
>whatever you pay for your hourly downloads...

Yeah, that is the position I find myself in. $4.95 seems like a
trivial amount, but over the course of the year it means you're
basically paying GEnie $60 extra in addition to what you're
normally paying for your connect time. What a shame. I've
been on GEnie since 1987...oh well...

>
>If the only reason you ever call GEnie is to go into the Religion RT, or the
>Hobby RT, then maybe it's the best thing that ever happened to you.

Yeah, but I think this is a rather small percentageof the people
don't you think? What a scam..

>
>Hmm... 200,000 members times $5... I think I can guess who's making out
>with these changes...

Yep...GEnie...

Gads, I'm going to go into withdrawal now when I lose my usenet
access soon...sigh....

>
>BobR

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

1709. Re: Supra HD clock battery

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 16:44:05 UTC
From: jimh@ultra.com
Message-ID: <1990Sep9.164405.9312@ultra.com>
Source record: 238829

In <997@christopher-robin.cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd <RiddCJ>) writes:

> The real-time clock on my Supra drive has failed after about 18
>months. Has anyone any advice on what battery to get and how to
>replace it? The current (no current :-P) battery feels like it's
>soldered in, so I'd appreciate some suggestions before I use brute
>strength and break the thing.

> Many thanks!

> Chris

>-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

>"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
>Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

The same thing happened to me after about 3 months. The battery is soldered
in, but it is easy to replace. I bought a battery holder of the appropriate
size and de-soldered the old battery and replaced it with this new holder.
Be sure you get the polarity correct. Luckily the holder will fit
in the space provided overtop the IC. I don't remember the details
on the holder or the battery #, take the battery to some electronics place
and ask there. I got my stuff here at Fry's - our local electronics
supermarket.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1710. Re: SIMMS, 6888#s - STe

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 17:56:40 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep09.175640.22681@ecst.csuchico.edu>
Source record: 238828

- I ordered my 1040STe today!!! and I plan on popping in memory as
- soon as it gets here. I beleave that standard 1 Meg x 8 SIMMS will
- pop into the machine and you have at most 4 banks of them. Does the
- 1040STe generally come with 4 banks of 256K memory chips or does it
- have one bank of 1 Meg chips? i.e. do I have to order 4 megs of
- chips or only 3? Do I have to wait and see?

They come with 4 banks of 256K SIMMs. Due to the hardware, it's
impossible to have one bank of 1 meg SIMMs. (Although I know some
clever German will come up with a fix for it. :^)

- The STe can't take the 4 Meg chips right? (Do 4 Meg chips have
- more pins?)

I don't know if there's any pin difference, but the MMU can only take
4 megs and you can't have just one bank anyway. (Then again, I'm
sure a clever German will fix this.)

I tried pulling out SIMMs and it's really hard if you've never seen
anyone do it before. Just pull straight up from one side a little to
loosen it and then from the other to pull it out completely. After
you do it, and pop it in again, you'll be surprised how easy it is.
It takes a bit of strength. Does anyone know if there's a chance of
the socket coming out as well? Those SIMMs are really tight!

*** On a related note, does ANYONE know where to get SIMMFIX, the
*** small AUTO folder program that allows 2.5 megs in an STe???

1711. Re: Tempus II and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 19:23:01 UTC
From: buggs@cup.portal.com
Message-ID: <33703@cup.portal.com>
Source record: 238832

WHERE are these patches for Tempus][?
Sure would like to get 'em!

Ed June

1712. Re: Some kind of "find file" application or acc for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 19:50:12 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep9.195012.7146@rodan.acs.syr.edu>
Source record: 238831

Does anyone know of any program that will locate files that
have occurrences of strings (both in title or within the file
itself) that are used as search terms? If so, please email me
directly, or post here. Thanks,
Gerry (ggreenbe@rodan.acs.syr.edu) or (maxg@suvm.bitnet)

1713. Re: Doing Atari compiles on Unix systems.

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 20:02:29 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Sep9210229@ghiggins.hpl.hp.com>
Source record: 238830

```
++ Has anyone thought of putting a version of Sozobon
++ [(or gcc) set-up to make Atari executables from a Sun] on
++ atari.archive, or anywhere else. It would be helpful.

I have a gcc cross-compiler on a Sun. Trouble is, there's some hard-coded
directory paths which make a compiled version not terribly portable. I guess
that's why jbammi only distributes source code.
--
Cheers,

Graham
======

------------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
------------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
------------------------------------------------------------------------
```

1714. Re: Used Atari Developers Kit WANTED!

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 20:24:00 UTC
From: mmel@cup.portal.com
Message-ID: <33704@cup.portal.com>
Source record: 238835

My lips are sealed! I wont tell! I promise!

(hehehe...)

Come on! I have seen people sell these very openly withused computer systems.

1715. Reading/Writing MIDI ports

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 21:04:30 UTC
From: walkerd@maccs.dcss.mcmaster.ca
Message-ID: <26EAAE5F.4611@maccs.dcss.mcmaster.ca>
Source record: 238833

Can some kind soul please tell me how to read / write single bytes from / to the built-in MIDI ports on a 1040ST? I am planning to use Sozobon C, if that makes any difference. Thanks in advance.

1716. TeX/DVI on Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 21:57:13 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep9.215713.16247@doe.utoronto.ca>
Source record: 238834

The DVI driver dvislm.ttp from atari.archive leaves a line of garbage
on the bottom of an 8.5" by 11" page when I print it. Is there a
fix of any sort? I like TeX, but it is a lot of work to set up
at home. Thanks.

David Megginson

--
//
David Megginson david@doe.utoronto.ca
Centre for Medieval Studies meggin@vm.epas.utoronto.ca

1717. Re: Upgrading Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 22:18:58 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <4831@bdt.UUCP>
Source record: 238836

Claus, is your book"SCHEIBENKLEISTER II", a pretty good (german written) book about many

on floppy, hard disks and the like available in English if so could you give me the name of a distributor.

1718. How DO I get past the dragon in The Pawn?

Newsgroup: comp.sys.atari.st
Date: 1990-09-09 23:29:45 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <1894@oucsace.cs.OHIOU.EDU>
Source record: 238838

Okay, since I got no response in the last one, here's a simpler question. I've gone to Hell and back, and all that fun stuff, now I just need to get past that damn dragon. Any ideas? I tried shining the white in his eyes, but it says he doesn't have any. (I noticed he squints when he looks at me).

| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| BILDO'S LAW OF QUANTITATIVE NEGATIVE ESSENCE: |
| Evil = 37|2|3||2; |

1719. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 00:13:41 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10541@life.ai.mit.edu>
Source record: 238842

In article <1990Sep09.023353.9910@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:

There's a limit to how hard you can beat on the ST without some 68000 programming documentation. My favorites are:

68000 Assembly Language Programming by L.A. Levinthal, D. Hawkins, G. Kane and W.D. Cramer pub Osborne-McGraw-Hill

and, mostly for addressing and timing information, the Motorola MC68000 16/32-bit microprocessor manual dated October, 1985.

Steve J.

Could you please post info on where one might order these books, approximate price, etc? I've been looking for the Motorola book for some time now in computer stores and book stores with no success.

Thanks,
nick

Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

1720. Troubles!

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 00:53:30 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1990Sep10.005330.28401@agate.berkeley.edu>
Source record: 238839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lately, my 520ST has been havng problems. The screen begins to show garbage. It seems like the memory is being corrupted because the mouse will be going and the garbage is still on the screen. What happens is the pixels in the even columns (of a mono screen) get garbled. The end result is a screen of clean columns and dirty columns. The dirty columns also show bands of white and black. I suspect this is a memory problem because the garbage shows up on byte boundaries. Could it be that one bank of SIMMs is not being refreshed properly?

This is my system:
520ST circa 1986
JRI RAM+ with 2 meg simm (total 2.5 meg)
2 external floppies
1 hard drive w/ ICD controller
1 modem, 1 printer
Spectre GCR

Auto:
Fatspeed
Pinhead
Maccel2
ICDTime (in this order)

Daccs:
Quick ST 1.26
Control Panel/Install Printer

What should I do!!!!

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

1721. Fontz! 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 03:48:10 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep10.034810.2198@rodan.acs.syr.edu>
Source record: 238840

A couple of weeks/months ago, when Neocept was upgrading
WordUp to 3.0, they sent out cards asking owners of Fontz! who
wanted to upgrade to Fontz! 2.0 to send in $7 along with the
orinal Fontz! disk. I did that (back on July 25), but haven't
heard a word since...has anybody heard anything?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

1722. Re: New MINIX available (UNIX clone with full source code)

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 05:08:57 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep10.050857.27639@math.lsa.umich.edu>
Source record: 238841
Cross-posted to: comp.os.minix,comp.os.misc,comp.sys.atari.st

In article <7485@star.cs.vu.nl> ast@cs.vu.nl (Andy Tanenbaum) writes:
[Lots of stuff. Wow.]

>3.3 ADDITIONAL MINIX 1.5 FEATURES (ATARI ST VERSION)
> - Up to 2 simultaneous users on one machine
> - RS-232 serial line support with terminal emulation, kermit, zmodem, etc.
> - Support for various real time clocks (Mega, BMS, ICD, Supra, Weide)

Coming soon to a usenet site near you - support for arbitrary disk formats,
including high density 3.5" disks... If you've got the right hardware,
it will also support 1.2 meg 5.25" disks. (Requires some grungy hardware
hacking, of course. Oh well.)

>For email and FAX orders, please include the product name and number, your
>name and address, and your MasterCard or VISA card number and expiration date.
>If you wish delivery by Federal Express (costs extra), please indicate so.

Um... I'd think twice about sending a credit card number over the internet...
Wouldn't you? Just a cautionary note...

>13. WHERE CAN I GET PAST POSTINGS AND PROGRAMS?
> Many sites keep archives of MINIX-related material, ranging from
>archives of articles posted to more organized repositories of programs posted
>to the net. The complete MINIX distribution is NOT (repeat NOT) available
>from any online archive. This is not permitted. Only the newsgroup traffic is
>stored there.

>Formal Archives (MINIX sources):

> terminator.cc.umich.edu

Please refer to "atari.archive.umich.edu" instead. Thanks. (141.211.164.8)
Also note that new Minix stuff isn't collected here automatically, it shows
up when I get time to test things and put them back up. The things of primary
interest here are the GNU tools, which are copied from dsrgsun.ces.cwru.edu,
and the ST 1.1 -> 1.5.10 upgrade kit.

>terminator.cc.umich.edu [35.1.33.8] directory pub/atari/MINIX and
> pub/gnustuff

Again - atari.archive.umich.edu, and the directories are pub/atari/Minix
and pub/atari/gnustuff/minix. (pub/atari/gnustuff/tos contains
other GNU tools for TOS.)

> ST upgrade kits, ST programs (GNU tools)
> This site may have a mail server.

Yes, send message with text "help" to atari@atari.archive.umich.edu. There
is a limit of 200K per day per user.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1723. Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 13:01:00 UTC
From: d88pt@efd.lth.se
Message-ID: <1990Sep10.130100.17851@lth.se>
Source record: 238843

Hi,

Does anyone have the maps for Dungeon Master. If you have please send me
a copy.

(Yes I know it is an ooooooold program).

1724. Where do I get TurboAss

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 14:13:43 UTC
From: micro@imada.dk
Message-ID: <1990Sep10.141343.3127@imada.dk>
Source record: 238844

Hi
I have heard much about the shareware assembler 'TurboAss' (or something).
It should be fast as hell, and have a very good debugger... But why is a
thing like this not on a popular ftp-site??? (isn't this in the interest of the
programmer?).

Is there a good german anonymous ftp site which we should hear about? (eg one
with the about program and other goodies).

Klaus (micro@imada.dk)

1725. Thanks for all replies! And more problems ...

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 14:54:00 UTC
From: tasayco@phoenix.Princeton.EDU
Message-ID: <2370@idunno.Princeton.EDU>
Source record: 238845

First many thanks to all those who replied to my question about the dead monitor! I finally brought it to an Atari dealer in Long Island (Island Computer) because I was around at that time (two weeks ago) and asked them to take a look at it. They did more (without asking my approval!): they replaced two capacitors (I don't remember which ones) because they were going to fail or something (I know they hadn't blown up because I smelled nothing when I opened the case). That costed me $64 and change (mostly labour, I guess). I probably should have looked into the Atari replacement policy ...

Anyhow, when I came back my monitor was fine but I found another problem: my hard disk (SH204, 20Mb) has what I suspect is a blown fuse. I have no idea how that happened. When my monitor went bad I couldn't park the heads in the hard disk but that shouldn't have affected the electrical stuff inside (I guess). And I boxed everything right away and stored them in a (somewhat damp) garage for a week. And when I reconnected everything I found the blown fuse (I am not sure whether it was blown before reconnecting or was something that I did, but I certainly didn't hear any popping sound ...). Has anybody had to change a fuse in one of those boxes? I would appreciate any help!

I also have some more questions, like: what is the (if any) 800-number of Atari? Does anybody know of an Atari dealer in the Princeton area, or in New Jersey for that matter? I tried calling a number in the back of a December '89 Atari Explorer but it has been disconnected.

As always, thank you very much in advance! I hope I can contribute something more than problems to the net!

Francisco Figueirido
e-mail: tasayco@phoenix.princeton.edu
or
figuei@max.physics.sunysb.edu

1726. bunch of questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 15:24:24 UTC
From: mll@aio.jesnet.jsc.nasa.gov
Message-ID: <678@aio.jesnet.jsc.nasa.gov>
Source record: 238846

Hey Netters,

I have a handfull of questions about STe, mega, and this TT machine. I am shopping for a machine that can be both a heavy duty number cruncher (I am doing research in large scale neural nets) and a good home/hobby machine. I went to a local dealer here in Houston and although he was helpfull, I need some more, in depth answers to some questions. Sorry if these have been asked before but I hvae been reading this group for a couple of weeks now and I havn't seen any answers yet.

1) My dealer made it a point of telling me that the Atari machines all had a "load of support chips" but the only one he could tell me about was the MMU. What other support chips are there on board and can a math co-processor be added?

2) What technical docs are available for the Atari machines? To what extent do they cover the various machines?

3) What is the price of the Developers Kits for each of the machines? What compilers/debuggers do they use. My code will most likely be in C but a pascal compiler would also be nice. A good debugger is also a must.

4) What bus in in the new TT machine. How many slots will be open after a standard configuration of a color monitor and a hard disk?

5) What about network products so that I can talk to my PC clone?

6) Can a multi-sync monitor be connected to Atari machines? The 12 inch monitors that I saw in the store would drive me crazy after my 20 incher at work.

If you reply by e-mail, I'll summarize (no need to burn bandwidth on repeated answers).

Thanx in advance,

Mark L. Littlefield
==========
Mark L. Littlefield | Standard disclamer
internet: mll@aio.jesnet.jsc.nasa.gov | "Blah, blah, blah..."
USsnail: Lockheed Engineering and Sciences |
2400 Nasa Rd 1 / MS 19 |
Houston, TX 77258 |

"Don't guess...unless you have to. The universe is uncertain enough as it is..." - The DOCTOR - LOGOPOLIS

==========

1727. bunch of questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 16:07:30 UTC
From: mll@aio.jesnet.jsc.nasa.gov
Message-ID: <679@aio.jsc.nasa.gov>
Source record: 238847

Hey folks,

I just found out that our name server is fried, thus no mail. If anybody wants to respond to my last note, please post it as I am not getting any mail and won't be for a while.

thanx,

Mark L. Littlefield

==
Mark L. Littlefield | Standard disclamer
internet: mll@aio.jesnet.jsc.nasa.gov | "Blah, blah, blah..."
USsnail: Lockheed Engineering and Sciences |
2400 Nasa Rd 1 / MS 19 |
Houston, TX 77258 |

"Don't guess...unless you have to. The universe is uncertain enough as it is..." - The DOCTOR - LOGOPOLIS
==

1728. Re: Supra HD clock battery

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 18:05:37 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <3429@syma.sussex.ac.uk>
Source record: 238848

cjr@cs.bham.ac.uk (Chris Ridd <RiddCJ>) writes:
>
> The real-time clock on my Supra drive has failed after about 18
>months. Has anyone any advice on what battery to get and how to
>replace it? The current (no current :-P) battery feels like it's
>soldered in, so I'd appreciate some suggestions before I use brute
>strength and break the thing.

The battery in my Supra disk also went very quickly. I contacted the
UK importers, Frontier Software in Harrogate, (from whom I bought
it) and they supplied a new one free of charge. A friend with a
soldering iron fitted the new one. The new battery also failed very
quickly and I phoned Frontier again. They recognised that this was a
common problem and this time they sent another battery plus
replacement (clock?) chip, also free of charge. I've had no further
trouble and was very happy with the response from Frontier.
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

1729. Re: Supra HD clock battery

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 18:18:56 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3943@quiche.cs.mcgill.ca>
Source record: 238849

In article <997@christopher-robin.cs.bham.ac.uk> cjr@christopher-robin.UUCP (Chris Ridd <RiddCJ>) writes:

> The real-time clock on my Supra drive has failed after about 18
>months. Has anyone any advice on what battery to get and how to
>replace it? The current (no current :-P) battery feels like it's
>soldered in, so I'd appreciate some suggestions before I use brute
>strength and break the thing.

IT IS NOT THE BATTERY!!!! There was a huge batch of SUPRA clock chips which are BAD, and killed the battery quite quickly. You need to send your hd back to SUPRA, where they will replace the chip with one that works, for FREE. I had this done and my clock chip works great now.

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada

1730. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 19:20:16 UTC
From: apratt@atari.UUCP
Message-ID: <2281@atari.UUCP>
Source record: 238850

Bob_BobR_Retelle@cup.portal.com writes:
>It sounds as if the new desktop will be very nice... I too am surprised
>we've never heard about those features before.

You haven't heard about the new desktop, because if you'd heard about
it you'd have wanted it yesterday. We decided that, for a change,
Atari would arrange for something good to be DONE and SHIPPING before
you (collectively) heard about it. This is the opposite of vaporware.
Like it?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1731. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 19:33:32 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10563@life.ai.mit.edu>
Source record: 238751

In article <1990Sep11.004259.2788@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:

whatever the latest edition is. Motorola manuals do sometimes show up in bookstores, but the standard way to get them is to start calling Motorola offices, describing what you need a manual for, until someone decides to send you one. It tends to be fairly pleasant, because this is pretty routine to them and they regard it as part of maintaining good customer relations.

Uh, right, but where do I find one of these Motorola offices?
Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

1732. Re: CDAR-500

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 20:07:09 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep10.200709.645@watdragon.waterloo.edu>
Source record: 238752

The CDAR-500 has been around for quite some time. But the
main problem was making up a 550 megabyte disk of software for
the CD to use. What use would the CDAR be without software and
Atari didnt know what to fill the disk up with so know they have
a new program called softsource that developers are sending in
their demos so atari can make up an official CD rom disk. More
info can be found on the front cover of ST informer Sept. Issue.
There have been several writeups for the CDAR in European
magazines like ST World etc. Many CDARS can be found at main
dealers across North America but CD's are harder to find. As a
developer I can buy the CDAR it is listed at about 895.00 Canadian.

Hardware@rose at your Service

1733. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-10 21:25:02 UTC
From: mui@atari.UUCP
Message-ID: <2283@atari.UUCP>
Source record: 238784

in article <6648@neptune.inf.ethz.ch>, felner@b.inf.ethz.ch (Tomas Felner) says:
>
> Today I finally had a chance to see the 32MHz TT live on a big trade show
> here in Switzerland.
>
> What impressed me most and what seems not to be known so far to the general
> public, is the new TT desktop.
>
> But now for the big question: Are those poor users who cannot afford to get a
> TT also going to see this new desktop on their 520, 1040 and Megas? If the
> answer is yes, when is this going to be the case?
>

We would love to put the new desktop in the above machines.
Unfortunately, we don't have enough ROM space to fit everything together.
Just for your information, the new desktop is 22k bigger than the old one.
Anyway, we may need a little bit more time or even a miracle in order to
squeeze every extra bits into the 192K ROM. We will try!

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-4306

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

1734. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 00:42:59 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep11.004259.2788@chinet.chi.il.us>
Source record: 238753

In article <10541@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>In article <1990Sep09.023353.9910@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>
> and, mostly for addressing and timing information, the Motorola MC68000
> 16/32-bit microprocessor manual dated October, 1985.
>
> Steve J.
>
>Could you please post info on where one might order these books,
>approximate price, etc? I've been looking for the Motorola book for
>some time now in computer stores and book stores with no success.
>
>
The McGraw-Hill book I mentioned should be easy to find, and about $30 in whatever the latest edition is. Motorola manuals do sometimes show up in bookstores, but the standard way to get them is to start calling Motorola offices, describing what you need a manual for, until someone decides to send you one. It tends to be fairly pleasant, because this is pretty routine to them and they regard it as part of maintaining good customer relations.
Steve J.

1735. Great BBS for 8 bit and 16 bit

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 02:33:27 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep11.023327.6446@usenet.ins.cwru.edu>
Source record: 238788

```
i

The sysop has asked me to post the following message:

The Basement BBS has supported the Atari 8 bit exclusively since 1986,
is now supporting the Atari ST. If you would like to see a vastly
growing BBS, then this BBS is for you!

Features: Plenty of hard disk space, Atari ST file section, Atari ST
forum, plenty of general conversations, online terrorism! (you
have to see it to believe it!), and coming soon: Flash Instant
Graphic support and more VT 52 graphic support! The SysOp also
wishes to recieve any Instant graphic files any ST'ers have to offer!

Call The Basement B.B.S. 3oo/12oo/24oo bps 216-381-7859

See ya there!
Tell 'em Rick sent ya for faster verification!
.
```

1736. folder for ACC's

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 03:15:41 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <25994@boulder.Colorado.EDU>
Source record: 238789

A while ago I remember hearing about an auto prg that lets you put you desk acc's in a folder and still have them run as normal. Does anyone know where to get (ftp) such a beast? Any help would be appreciated.
Thanks in advance -- Todd.

+--+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--+

1737. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 03:48:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep11.034818.14525@chinet.chi.il.us>
Source record: 238791

In article <10563@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>In article <1990Sep11.004259.2788@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> whatever the latest edition is. Motorola manuals do sometimes show up in
> bookstores, but the standard way to get them is to start calling Motorola
> offices, describing what you need a manual for, until someone decides to send
> you one. It tends to be fairly pleasant, because this is pretty routine to
> them and they regard it as part of maintaining good customer relations.
>
>Uh, right, but where do I find one of these Motorola offices?

Please pardon me for giving the snotty answer first, because it can be incredibly useful: You find ANY major company's phone number in the Thompson Register (It's a set of about 15 big green books in the reference section of a lot of libraries, and in many purchasing offices).

Now for the nice answer: Motorola has a headquarters number of (708)397-5000. One number for the tech people is (708)576-7000. Those are Illinois numbers. The home of the 68000 is in Texas somewhere. Again, good general advice is that any BIG company will have a number in any big city phone book. If I didn't want to walk through from the main corporate number, and the 576 number wasn't local (it IS local for me. I'm sure it isn't the final number in a game of 'phone tag, but it's a good start for me), I'd check the Dallas and Houston phone books.
Steve J.

1738. CPMZ80 and TOS 1.4 - A Fix

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 04:13:08 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <12318@ists.ists.ca>
Source record: 238754
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The CP/M emulator from Atari DOES work with TOS 1.4, but it does require
a minor patch.

On the TOS disk, rename the file INIDSK.COM to INIDSK10.COM (it works
with TOS 1.0 and TOS 1.2). Copy CPMDATA.DAT to CPMDATA.BAK just in case.
Using your favorite disk editor, you must change one byte in CPMDATA.DAT.
Locate cluster 19 (aka sector 38). This begins with the hex sequence
31 DA 03. At offset B8 the original byte is 08; change this to 00 and
save the change. Or you may search the file for the sequence of bytes
7E FE 08 20 0C, and change the 08 to 00.

That's all there is to it. The file CPMDATA.COM actually contains the
information for the TOS directory on the CP/M disk, the CP/M directory,
the files INIDSK.COM and TOSCPM.COM. The byte that must be changed is
actually in INIDSK.COM. If this byte is not changed, any attempt to
initialize a freshly formatted disk will cause the dreaded "Disk is not
empty" error.

Code fragment for techie types:

```
...
LD HL,#008B ;byte just after first filename.ext in directory
LD A,(HL) ;this byte is 00 with freshly formatted TOS 1.4 disk
CP #08 ;must have been 08 with older TOS versions, make 00!!
JR NZ,1C7 ;display "Disk is not empty"
...
```

ASSORTED NOTES:
The version of the CP/M emulator that I am using signs on as follows:

```
CP/M-Z80 Emulator Copyright (85) SoftDesign Munich
Release 9.4 Version 7 for ATARI TOS
```

I followed the directions in the READ.ME file to create a single-sided
PSEUDO CP/M disk. I then formatted a double-sided (720K) disk under
TOS, started the emulator by double-clicking on CPMZ80.TOS, and
inserted the SS CP/M disk when requested. Then I used the command
'inidsk b:' to initialize the 720K disk. I used TOSCPM.COM to copy
all the CP/M files from the TOS disk to the 720K CP/M disk.

Two drives are required to set the emulator up, but after that it will
work just fine with one drive. (Note that scopy may be used to do
single drive copys from one CP/M disk to another CP/M disk.) If you only
have one floppy and a hard drive it is still possible to create your
CP/M disk. Make a CPM folder on the C: partition of the hard drive and
copy all the CP/M files into it. Open the CPM folder so that it is

active. Now open A: and run CPMZ80.TOS from it. Insert your CP/M disk into A: when prompted. Use the command:

toscpm c:filename.ext filename.ext

to copy each file to the CP/M disk. Do not use a backslash after the c: and all will work well.

BTW, when you run MAKE_ME.TOS and it prompts "Press any key...", it actually means "Press any key provided it is marked 'Return'". :-)

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1739. HD Help Needed

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 04:39:23 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <12320@ists.ists.ca>
Source record: 238755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is it possible to connect more than one SCSI device to the SH204 host adapter?

I have tried the following, but have not been able to get the computer to recognize more than one drive at a time:

Setup one:

SH204-----Seagate 251N-----Adaptec4000A=====Seagate 251 (LUN 0)

Setup two:

SH204-----Seagate 251N-----Seagate 225N

Perhaps I am mistaken about some aspect of how SCSI works, but I thought that I should be able to use setup one and have the 251N as DEV 0, LUN 0 and the Adaptec/251 as DEV 1, LUN 0.

Has anyone been able to connect more than one SCSI device or intermix imbedded drives with Adaptec controllers? Is this possible with the SH204 host adapter or must I buy a different flavor? Any ideas about wht I may be doing wrong?

TECH INFO: The SH204 host adapter has the ADE PAL installed. Hard drive software is Supra 2.72; TOS is 1.4.

--

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

1740. Re: floppy disk drives

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 05:16:19 UTC
From: teb@uqun38.uucp
Message-ID: <teb.653030179@uqun38>
Source record: 238756

rdb@mtunf.att.com (Ron DeBlock) writes:

>Which floppy drives are known to work properly with the ST?

>I built an external drive using a Chinon mech. It worked fine after
>I solved the media change problem, but now it has other problems
>(lots of errors), so I want to replace it.

I used two years a NEC 1036A and it's work well .
A friend of mine is using a NEC 1037 and he has no problems with it .

****** I still havn't found , what I'm looking for ******

==
: Tobias Brueck : Phone (49)-(0)-5251-10-5815 :
: Nixdorf Computer AG PB-E422 : europe: brueck.pad@nixdorf.com... :
: Heinz-Nixdorf-Ring : europe: eunet : ..!unido!nixpbe!brueck.pad :
: D-4790 Paderborn : usa: usenet: ..!linus!nixbur!brueck.pad :
: Federal Republic of Germany : Republique Federale d'Allemagne :
==

1741. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 05:52:54 UTC
From: felner@b.inf.ethz.ch
Message-ID: <7359@neptune.inf.ethz.ch>
Source record: 238790

In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
> We would love to put the new desktop in the above machines.
>Unfortunately, we don't have enough ROM space to fit everything together.
>Just for your information, the new desktop is 22k bigger than the old one.
>Anyway, we may need a little bit more time or even a miracle in order to
>squeeze every extra bits into the 192K ROM. We will try!

Well, after all there's a ROM port with an extra 128K of ROM address space.
How about a solution that involves this space? Then you would also have enough
space to add GDOS to the TOS ...

Tomas Felner, felner@inf.ethz.ch

1742. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 06:02:03 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10570@life.ai.mit.edu>
Source record: 238757

In article <2281@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

Bob_BobR_Retelle@cup.portal.com writes:
>It sounds as if the new desktop will be very nice... I too am surprised
>we've never heard about those features before.

You haven't heard about the new desktop, because if you'd heard about
it you'd have wanted it yesterday. We decided that, for a change,
Atari would arrange for something good to be DONE and SHIPPING before
you (collectively) heard about it. This is the opposite of vaporware.
Like it?

Like it? I LOVE it! Keep up this policy of not releasing full
product info before the product is released. It will definitely help
get rid of Atari's reputation for vaporware.
Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

1743. STILL can't get past Dragon in The Pawn (tried suggestions)

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 07:05:59 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <1903@oucsace.cs.OHIOU.EDU>
Source record: 238758

I really HATE to bring this up, but several people responded to me
and I lost their response when my mail-sorting program ate their letters.
Anyhow, I tried everything suggested (shining the white into the shadows)
and it responds with ....

'The dragon says, "Since I'm unable to see anything else, I'll just
eat you"'

or some such nonsense. I've tried putting the white into the teapot to make
a lamp, I've tried shining it through the prism (what IS that damn thing for
anyway???) I've tried covering it to make it dimmer, all to no avail. I've
even succeeded in knocking the 'shapes' (hobbits or whatever) unconscious,
but I *still* can't move them. Heck, I even tried throwing the heads at
them to scare them out.

WHAT IS GOING ON HERE? The Pawn is a generally enjoyable game -- it's just
so darned technical in places it ruins the playability!

| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| HARTLEY'S SECOND LAW: |
| Never sleep with anyone crazier than yourself. |

1744. Re: Problems with atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 07:24:55 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep11.072455.27309@usenet.ins.cwru.edu>
Source record: 238759

RE: Terminator ftp 141.211.164.8

I'm fairly new to the ftp world...how does one get an account on
Terminator?

Thanks in advance for any help,

1745. bunch of answers (was Re: bunch of questions)

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 10:43:23 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep11.104323.3548@newcastle.ac.uk>
Source record: 238760

In article <678@aio.jesnet.jsc.nasa.gov> you write:
>Hey Netters,
>
>I have a handfull of questions about STe, mega, and this TT machine.
>I am shopping for a machine that can be both a heavy duty number
>cruncher (I am doing research in large scale neural nets) and a good
>home/hobby machine. I went to a local dealer here in Houston and
>although he was helpfull, I need some more, in depth answers to some
>questions. Sorry if these have been asked before but I hvae been
>reading this group for a couple of weeks now and I havn't seen any
>answers yet.
>
>1) My dealer made it a point of telling me that the Atari machines all
>had a "load of support chips" but the only one he could tell me about
>was the MMU. What other support chips are there on board and can a
>math co-processor be added?

In an ST of any brew (not TT) there are a number of custom chips: The MMU looks after all the memory management; The SHIFTER deals with video output, colour pallet etc; The GLUE chip holds the whole system together; a yamaha sound chip; a DMA chip used by the DMA port and the floppy drive; Various ram and rom chips; a M68000 processor clocked at 9Mhz and the BLITTER chip fitted in some machines performs fast memory block moves using DMA (Direct memory access.) The STe varient has much better graphics ability and easally expandable memory (due to the use of simms), the better graphics is due to an improved SHIFTER chip. None of the standard keyboard ST's can have maths coprocessor added as standard but there are companies that offer processor accelerators (a 16Mhz 68000) that can replace the standard 68000 and I think some of these have a socket for a 68881 maths coprocessor. Now for the mega ST, this beast is very similar to the standard Keyboard ST (ie. no STe features). The Mega range are actually seperates with detached keyboard but more importantly they have one internal expansion bus (yes Atari specific I am afraid.) One of the cards available for this bus is a coprocessor card.

The TT is a much more recent concoction, indead it is not readilly available yet. (Will be available in about 4 weeks here in the UK). This machine is about an order of magnitude more powerfull than the current ST range and uses a M68030 CPU clocked at 32Mhz. The machine also comes with a M68881 maths coprocessor as standard. This co processor is socketed and can be replaced with the faster 68882 copocessor.

>2) What technical docs are available for the Atari machines? To what
>extent do they cover the various machines?

The developers docs are very good but expensive, there are a few
excellent books that describe the machines amicably (The compute
series is of note).

>3) What is the price of the Developers Kits for each of the machines?
>What compilers/debuggers do they use. My code will most likely be in
>C but a pascal compiler would also be nice. A good debugger is also a
>must.

The developers kits here in the UK cost 195pound +vat, I belive it is
actually cheaper in the US. If you have lots of memory and are UNIX
fluent you may like to try out the GNU compilers GCC, G++, SMALTALK
etc. these have a wide range of tools proted including GDB, GPROFF,
etc. oh yes EMACS is available also. On the comertial side I use
Lattice C Vsn 5, this is an excellent development envirtoment and the
code produced is very nippy. Prosporo also do a good set of compilers.
As a note I was not impressed by the compilers included in the
standard developers pack. An extended developers pack includes the
Mark Williams C compiler (NB. This is not ansi compatible like the
others mentioned above.) but a good system non the less.

>4) What bus in in the new TT machine. How many slots will be open
>after a standard configuration of a color monitor and a hard disk?

The TT actually uses a standard VME bus of wich there is one in the
current version of the TT, It should however be possible to extend
this to a full backplane if desperatly required. The hard disk uses a
SCSI bus, and thus it is also possible to connect 7 more SCSI devices
to the controller. As a note the Hard drive included on the TT is a
40meg 28ms device. Generaly the TT is a very nice machine and should
run most of the ST software, it does however cost much more than the
basic ST.

>5) What about network products so that I can talk to my PC clone?

The cheapest way I have found to transfer data between the ST and a PC
is to take a PC formatted disk and use that to transfer the data. The
ST will read and write PC disks, the STe can not only use these disks
but can also formats disks in a PC compatible way. The other method I
have used is to use a serial link on a fast PC, this is actually very
usable since the ST can easilly transfer at 19600baud. If you are
rolling in mony ethernet is available (here in eourope at any rate.)
On the TT front the machine comes as standard with 4 serial ports, one
of which is compatible with appletalk as used on the mac.

>6) Can a multi-sync monitor be connected to Atari machines? The 12
>inch monitors that I saw in the store would drive me crazy after my 20
>incher at work.

Yes you can, but the resolution will not change (there is a mod that
can use the extra space for more pixels called overscan which you may

wish to check this out). A 19inch mono moniter can be used with the mega series if you have the many $$$ it takes to purchase the item. BTW, I actualy find the small 12inch mono moniter from Atari excellent, It would have been nice to have it in a 14 inch variety but since it scans at 70Hz it causes vertually no eye strain. The other advantage of this mono is that it it is crystal clear since the image does not have to go through a colour mask. If I wish to use a colour mode then I simply use a Portable TV to play that odd game on. One final note on the use of TV's the only ST's with modulators are either the STe or any keyboard ST with the letter m after the memory size. (ie 520STe, 1040STe, 520STfm, 1040STfm are the models with a modulator.) None of the mega range has a modulator nor does the TT. (These machines are aimed at the bussiness market.)

>If you reply by e-mail, I'll summarize (no need to burn bandwidth on >repeated answers).

In short I am very happy with my ST (2meg STe, 65Meg Harddrive, mono moniter and a telly.) and may purchase a TT if I win a lottery. I know the machine is populor here in europe but less so in the states. Whatever you choose good luck and think carfully.

Hope I have helped rather than confused, if you require any more info please email me at your leasure.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1746. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 12:21:08 UTC
From: dougie@cernvax.UUCP
Message-ID: <2685@cernvax.UUCP>
Source record: 238761

In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>in article <6648@neptune.inf.ethz.ch>, felner@b.inf.ethz.ch (Tomas Felner) says:
>> But now for the big question: Are those poor users who cannot afford to get a
>> TT also going to see this new desktop on their 520, 1040 and Megas? If the
>> answer is yes, when is this going to be the case?
>>
> We would love to put the new desktop in the above machines.
>Unfortunately, we don't have enough ROM space to fit everything together.
>Just for your information, the new desktop is 22k bigger than the old one.
>Anyway, we may need a little bit more time or even a miracle in order to
>squeeze every extra bits into the 192K ROM. We will try!
^^^^^^^^^^^^
What about the STE, Derek? There was no mention of that. I was just
wondering if you'll be trying to put the new desktop in there?
It's got a 256K ROM with about 30K spare, as far as I know.
That sounds about enough space, doesn't it!!!

I suppose that with this new policy of Atari's, if you're busy coding up
the new STE desktop, you won't be able to let us know 'til it's finish and
shipping. Right? :-)

Keeping my fingers crossed...

Dougie.
--
+---+
| Dougie McLaggan. ->->-> 'dougie@cernvax.cern.ch', or 'dougie@cs.hw.ac.uk' |
+---+

1747. Re: SIMMS, 6888#s - STe

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 12:55:22 UTC
From: AAron@news.clarkson.edu
Message-ID: <1990Sep11.125522.4223@sun.soe.clarkson.edu>
Source record: 238762

From article <24052@dartvax.Dartmouth.EDU>, by dav@eleazar.dartmouth.edu (William David Haas):
>
> Anybody have an idea where to get a 68881 or 68882? The magazines I flipped
> through (Byte, Comp Buyer's guide, STart) didn't have a single listing. What
> are the different FP chips that work with the STe and how much do they help
> with intense double precision calculations?
>
[Stuff obviously deleted]

Are you under the assumption that a 68881 or 68882 will fit into the STe?
I don't remember seeing an advertisement saying that the STe had such a
slot, and I don't remember seeing one inside my STe...

And by the way, I ACTUALLY tried to put 4 4Meg SIMMs into my machine,
and had unpredictable results, sometimes I had 2 meg, sometimes I had 4 meg,
But NEVER did I have 16Meg. (I was using 4meg x 9 SIMMs, but that shouldn't
matter that I did't have 4meg x 8)

AAron nAAs
AAron@sun.soe.clarkson.edu

1748. does PROSPERO software have a USENET connections ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 13:09:11 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Sep11.130911.14889@diku.dk>
Source record: 238763

Having just bought Prospero FORTRAN, I'd like to know if I can get
in touch with Prospero via the net. I have some remarks they might
like to get, but I don't want the hassle of snail-mail.

[Example remark: Why does the F77 program query for acceptance of
ANSI standard C ??]

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1749. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 13:16:53 UTC
From: mjv@brownvm.brown.edu
Message-ID: <49561@brunix.UUCP>
Source record: 238764

In article <2281@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> We decided that, for a change,
> Atari would arrange for something good to be DONE and SHIPPING before
> you (collectively) heard about it. This is the opposite of vaporware.
> Like it?
-- Allan Pratt, Atari Corp.

Yup, I like it very much. But I wonder from your message does that mean
the TT is ready? (Note: question not really directed to you Alan just
more towards the air :-)
Thankfully, the one thing my Atari has taught me is patience.
BTW, the desktop really sounds great! The TT seems to be shaping up
very well!

Marshall

--mjv@brownvm.brown.edu

1750. Re: Troubles!

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 13:53:13 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2032@engage.enet.dec.com>
Source record: 238765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Sep10.005330.28401@agate.berkeley.edu>, kawakami@ocf.berkeley.edu (John Kawakami) writes...
>Lately, my 520ST has been havng problems. The screen begins to show garbage.
Have you tried seating all of the socketed chips and any cables/connectors
from the JRI board? If not, try that first.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1751. Metafont ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 13:53:41 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep11.135341.22097@doe.utoronto.ca>
Source record: 238766

I downloaded the metafont.arc distribution from atari.archive, but
it contained only virmf. Is there a newer distribution, which contains
inimf as well? I have tried dsrgsun.ces.cwru.edu, but I have not been
able to make a connection for a couple of days now.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1752. Re: SIMMS, 6888#s - STe

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 14:12:28 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep11.141228.9957@watdragon.waterloo.edu>
Source record: 238767

Simm boards on an STE are usually paired so that you could take
out two of the 256k boards and replace them with two 1 meg simm boards
to get 2.5 Megs on an STE. There is some software that is supposedly
required in an auto folder to recognise the extra ram. 1 Meg simm boards
can be bought fairly cheap in Toronto some for under 100. I have heard
it accepts both 8 and 9 pin simm boards.

On a more useful note! Any ST can now upgrade via the Simms due to a
new circuit board designed to plug easily into your existing ST! It
can be purchased at TRIFORMATION call collect (818) 363-1004. The board
cost $119.95US and uses power from your disk drive and fits nicely
between the disk drive and your power supply. If you havnt upgraded your
memory yet this would be the best way to go because when you sell your
older machine you can always take the simm baords with you to your STE
or IBM(if you think thats an option). Its called the SIMMS Upgrade board
by JRI Technology.

Hardware Dave at your Service

1753. Whatever happened to comp.sys.atari.tech?

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 14:40:06 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep11.144006.10233@rodan.acs.syr.edu>
Source record: 238768

I see some have been cross-posting to c.s.a.t for quite some time now, but I still don't see it here, and I've seen complaints in the past, so I know I'm not alone. Would someone re-create this group please?

---jb

1754. Re: bunch of questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 14:53:13 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep11.145313.12442@watdragon.waterloo.edu>
Source record: 238769

>Hey Netters,
>
>1) My dealer made it a point of telling me that the Atari machines all
>had a "load of support chips" but the only one he could tell me about
>was the MMU. What other support chips are there on board and can a
>math co-processor be added?

There are many support boards available for the St and TT. Mainly
IBM AT and XT boards which turn your ST into a IBM. On some STs
blitter chips can be added if they are not installed to improve screen
refreshing. In germany many upgrade boards exist for Colour enhancement.
On the TT there is one slot for the VME bus. It could be used for many
purposes. On the TT there are a number of extra ports ready for LAN,
SCSI,RS232 etc devices.
>
>2) What technical docs are available for the Atari machines? To what
>extent do they cover the various machines?

Technical docs written by abucus are sufficient but not thorough in
describing TOS and support chips. A good book would be to get
The Concise Atari ST 68000 Programmers reference Guide. $35.00
As a registered developer the documentation is more indepth but
could be improved to cover missing areas.
>
>3) What is the price of the Developers Kits for each of the machines?
>What compilers/debuggers do they use. My code will most likely be in
>C but a pascal compiler would also be nice. A good debugger is also a
>must.

The price of the Developers Kit is around the 200-300 range. The docs
can be fit into two large Binders describing TOS,AES,ETC. The TT
developers kit isnt complete yet. There are many many C languages and
compilers out for the ST and coming out for the TT. Mark Williams C is
soppuse to be the one most registered programmers use. ICD has a personal
pascal available and there are others around as well. There are many
good debuggers out for the ST too. They are to be ported to the newer
TT with faster code improvements for the newer Microprocessor.
>
>4) What bus in in the new TT machine. How many slots will be open
>after a standard configuration of a color monitor and a hard disk?

The TT spec sheet is handed out at many atari dealers just ask for one.
It handles a VME bus expansion slot. The colour monitor and hard disk
dont require use of the VME(correct me if im wrong)bus slot. The
colour monitor is an improved version of the 12 inch older monitors.

>
>5) What about network products so that I can talk to my PC clone?

There are ethernet cards out and available through Germany. Cost
is a factor though. The TT will have a new LAN network available if
someone designs one for the TT. It shouldnt be that difficult.
You can always use the RS232 port at 19200 baud for communication
to your IBM. Many are doing this with the ST now.
>
>6) Can a multi-sync monitor be connected to Atari machines? The 12
>inch monitors that I saw in the store would drive me crazy after my 20
>incher at work.

Yes any GOOD multisync can be hooked to the Atari Machines. I have a
14 inch Electrohome Model. My father has a 29 INCH Electrohome model.
Model numbers are ECM1310,1311,1312 for the smaller models. Your 20
inch most likely canbe hooked up if its can sync properly at 60 or
50Hrz. Mine can handle both easily. All resolutions can be handled on
multisync monitors which is an added bonus. To get monochrome mode
on a multisync hook line 4 on the monitor port to ground by using
a switch on the ST models.
==========
Hardware Dave at your Service.

" Dont blame me I just work here!"
==========

1755. Flash

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:29:18 UTC
From: v051lpqa@ubvmsb.cc.buffalo.edu
Message-ID: <35559@eerie.acsu.Buffalo.EDU>
Source record: 238770

Hello all,
Does anyone know how to edit flash so that it emulates a VT100 terminal correctly. Flash wont recognize all of the escape sequences. It doesn't seem to be able to recognize things like :
Flashing text
Double sized text
Underlined text
Inversed text
... and a few others

Also, does anyone know what the most recent version of flash is?
I am using version 1.6

Dough

Thank you :)

1756. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:39:02 UTC
From: psurge@cs.utexas.edu
Message-ID: <12370@cs.utexas.edu>
Source record: 238771

In article <1990Sep11.034818.14525@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> The home of the 68000 is in Texas somewhere.

That would be here in Austin. The number you could call to get info would be: (512) 891-2000. Don't know which office that is. You could try the general number (512) 928-6000

The address is:
Motorola
1 Texas Center
Barton Springs Rd.
Austin, Texas 78704

I guess you can put what department it should go to, that's a big office building. The suite for the staff services is #400, but call the 2000 number and they will tell you whatever you need to know or who to get in touch with.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1757. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:42:19 UTC
From: psurge@cs.utexas.edu
Message-ID: <12371@cs.utexas.edu>
Source record: 238772

In article <12370@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
>
> The address is:
> Motorola
> 1 Texas Center
> Barton Springs Rd.
> Austin, Texas 78704
>

That should be 505 Barton Springs Rd. Sorry

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1758. pbmplus picture converters.

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:44:01 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep11.154401.9526@newcastle.ac.uk>
Source record: 238773

Some time ago it was mentioned that a host of ST picture formats were added to the UNIX pbmplus picture convertion programs. I am particularly after a pbmtoimg converter. Does anybody know where I can obtain these files.

Many Thanks,

Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

1759. Tape steamers and the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:51:32 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep11.155132.9913@newcastle.ac.uk>
Source record: 238774

Can anybody tell me how to connect a tape streamer to my Harddrive.
The drive I have at the moment is a ST277N-1 with an ICD advantage
plus host board. There is room in my case for a 1/2 5 1/4 device. What
devices do any of you recomend and what software is required and where
can I get it?

One other question, how do I change the DMA number on the ICD board.

Many Thanks,

Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

1760. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 15:52:25 UTC
From: psurge@cs.utexas.edu
Message-ID: <12373@cs.utexas.edu>
Source record: 238775

In article <1990Sep8.140933.29490@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

> Frankly, I'm amazed that people still purchase PC Ditto II.
> The problems are well documented and there are more stable
> products available at similar prices. Am I missing something?

Avant Garde offered PC Ditto II to those who had the original PC Ditto program and were registered users a deal on the PCD II. With the special coupon send by them, PCDII only cost $150, which is much less than the other pc boards. Now all that ordered one when it came out are receiving their boards and now the plethora of problems is arising.

(yep, I got hit too, my cables are bad and need to have new ones made...)

.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1761. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 16:27:57 UTC
From: felner@inf.ethz.ch
Message-ID: <7363@neptune.inf.ethz.ch>
Source record: 238776

In article <7359@neptune.inf.ethz.ch> felner@b.inf.ethz.ch (Tomas Felner) writes:
>In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>> We would love to put the new desktop in the above machines.
>>Unfortunately, we don't have enough ROM space to fit everything together.
>>Just for your information, the new desktop is 22k bigger than the old one.
>>Anyway, we may need a little bit more time or even a miracle in order to
>>squeeze every extra bits into the 192K ROM. We will try!
>
>Well, after all there's a ROM port with an extra 128K of ROM address space.
>How about a solution that involves this space? Then you would also have enough
>space to add GDOS to the TOS ...

Someone just convinced me that it might not be such a good solution to put it in the ROM port space because of copy protection problems and more. So how about an official RAM version of the desktop that loads from the auto folder and replaces the TOS 1.4 desktop? How big is this desktop anyway? If people are willing to use up RAM for NeoDesk, Gemini and alike, why not for an official Atari replacement (which I believe is smaller that those other ones)?

Tomas Felner, felner@inf.ethz.ch

1762. Re: Troubles!

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 16:49:58 UTC
From: rnews@qut.edu.au
Message-ID: <14939.26ed15b6@qut.edu.au>
Source record: 238777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Sep10.005330.28401@agate.berkeley.edu>, kawakami@ocf.berkeley.edu (John Kawakami) writes:
> Lately, my 520ST has been havng problems. The screen begins to show garbage.
> It seems like the memory is being corrupted because the mouse will be going
> and the garbage is still on the screen. What happens is the pixels in the
> even columns (of a mono screen) get garbled. The end result is a screen
> of clean columns and dirty columns. The dirty columns also show
> bands of white and black. I suspect this is a memory problem because the
> garbage shows up on byte boundaries. Could it be that one bank of SIMMs
> is not being refreshed properly?
>

This is a pretty common problem with upgrades and has to do with ringing on the CAS lines to the extended ram board, a couple of 33pf capacitors on the end of the two CAS lines on the expansion board will probably work wonders.

BOB

> John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami
> Amateur crank! My Atari Macks!

1763. Re: Where do I get TurboAss

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 17:13:14 UTC
From: archbold
Message-ID: <RcgcP3w163w@bluemoon.UUCP>
Source record: 238778

micro@imada.dk (Claus Pedersen) writes:
> Hi
> I have heard much about the shareware assembler 'TurboAss' (or something).
> It should be fast as hell, and have a very good debugger... But why is a

I never heard of it, but I know of one commertial assembler which
I use on regular basis. It's called DevpacST and it has a VERY good
debugger and other utilities (linker, libraries, etc). One commercial
assembler you should stay AWAY from would be AssemPro. The thing is VERY
buggy and I haven't gotten much use out of it...

BTW: DevpacST retails for about $65...

Archbold

1764. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 17:51:16 UTC
From: mui@atari.UUCP
Message-ID: <2286@atari.UUCP>
Source record: 238779

in article <2685@cernvax.UUCP>, dougie@cernvax.UUCP (douglas mclaggan) says:
>
> What about the STE, Derek? There was no mention of that. I was just
> wondering if you'll be trying to put the new desktop in there?
> It's got a 256K ROM with about 30K spare, as far as I know.
> That sounds about enough space, doesn't it!!!
>
> I suppose that with this new policy of Atari's, if you're busy coding up
> the new STE desktop, you won't be able to let us know 'til it's finish and
> shipping. Right? :-)
>

Thank you for all the people who suggested different ideas of how to
squeeze the new desktop into the ST ROM. Someone suggested to use the cartridge
port and most of the others suggested to put it on the disk. Technically, they
are all O.K, and I will reflect all the opinions to management people.

As of today, I believe the STE will have the new desktop.
^^^^^^^^^^^

==
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==

1765. Mint... Where to get it...

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 18:06:49 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1044@beguine.UUCP>
Source record: 238780

Howdy All.....

I would like to get a copy of mint, but cant seem to find it anywhere
on atari.archive... Anybody know ehre I can get a copy of it???

Please reply via email.

Thanx.

John

John.Bunch@samba.acs.unc.edu

--
****
Rob Dale = Rob.Dale@bbs.acs.unc.edu
8-7 Ross Ade Dr =
W Lafayette, IN 47906 = tippy!rdale@newton.physics.purdue.edu

1766. Would like more info on the book.....

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 19:08:53 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Sep11.190853.29564@unicorn.wwu.edu>
Source record: 238781

Hey, netters!

In a recent posting by John Henders, he listed a lot of books for the Atari ST. One caught my eye-- "Learning C. Programming Graphics on the Amiga and Atari ST" by Marc B. Sugiyama and Christopher D. Metcalf.

I am in the process of learning 'C' this summer, and am taking an upper division computer graphics course starting in a few weeks at my college. This book sounds like something that I'd be interested in, but I hesitate when the book also deals with another computer.

If anyone out there owns this book, could you please tell me how much of it is dedicated to the Atari, and what sort of graphics it deals with? .RSC files? Fractals? 3-D modeling? Simple stick figures? Animation? Curious minds want to know.....

Thanx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1767. Re: SIMMS, 6888#s - STe

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 19:29:41 UTC
From: chris@tharr.UUCP
Message-ID: <965@tharr.UUCP>
Source record: 238782

In article <1990Sep09.175640.22681@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>
>I tried pulling out SIMMs and it's really hard if you've never seen
>anyone do it before. Just pull straight up from one side a little to
>you do it, and pop it in again, you'll be surprised how easy it is.
>It takes a bit of strength. Does anyone know if there's a chance of
>the socket coming out as well? Those SIMMs are really tight!

Sounds like you have one of the [not very many] STe machines with SIP modules (with the pins). I don't think you will pull the socket out.

Most STe's appear to have SIMM modules which can be released by unlatching the small hooks that hold them in place - but be *very* careful not to snap them off as they are only plastic.

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

1768. Re: folder for ACC's

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 19:51:44 UTC
From: jimh@ultra.com
Message-ID: <1990Sep11.195144.1479@ultra.com>
Source record: 238783

In <25994@boulder.Colorado.EDU> millert@boulder.Colorado.EDU (MILLER TODD C) writes:

>A while ago I remember hearing about an auto prg that lets you put you desk
>acc's in a folder and still have them run as normal. Does anyone know where
>to get (ftp) such a beast? Any help would be appreciated.
> Thanks in advance -- Todd.

>+--+
>| Todd Miller - millert@tramp.Colorado.EDU |
>| Meet the new boss, just the same as old boss - The Who |
>+--+

Sounds like MultiDesk from CodeHead S/W.
I like it. I load it with an empty set of ACCs. Later you
can add whatever you need without rebooting.
Haven't found any ACC's that fail, nor had any problems
with the software.

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1769. Re: Thanks for all replies! And more problems ...

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 20:57:10 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <MavIyae00VIEEUkUxO@andrew.cmu.edu>
Source record: 238785

Atari hasn't had an 800 number in years, the bean-counters who run the place decided they weren't cost-effective. They do have a toll (heavy toll from New Jersey, where I used to live too) number, but I can't remember what it is. Try calling California information --- area code for CA+ 555-1212. I think it's also in some of the ST documentation.

|\/|ike Greelish
Once I lived in New Jersey but now I'm trapped in Pittsburgh at
Carnegie Mellon U.

1770. HELP!!! I need NeoCept phone

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 21:08:00 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330007@hpfinote.HP.COM>
Source record: 238786

Hello all,

WOuld someone please send me (or post) the phone # for NeoCept? I placed an order with them two months ago, and moved in the meantime. I'm afraid my order got lost in the mail or something.

Thanks in advance.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

1771. Re: Would like more info on the book.....

Newsgroup: comp.sys.atari.st
Date: 1990-09-11 21:08:17 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1856@van-bc.wimsey.bc.ca>
Source record: 238787

Re: Programming Graphic on the Amiga and Atari ST.

The book deals with 3d graphics mainly and works with a shared library between the St and Amiga. There are enough typo's in the code to make sure you really do learn coding.;^)
There's an interesting z-buffer variation and the hidden line algorthm is interesting. I wouldn't pick it as a book to learn C with(which it purports to be),unless you're already proficient in another language.

John Henders

1772. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 00:07:08 UTC
From: apratt@atari.UUCP
Message-ID: <2288@atari.UUCP>
Source record: 238792

mjv@brownvm.brown.edu (Marshall Vale) writes:

>In article <2281@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> We decided that, for a change,
>> Atari would arrange for something good to be DONE and SHIPPING before
>> you (collectively) heard about it. This is the opposite of vaporware.
>> Like it?
> -- Allan Pratt, Atari Corp.

> Yup, I like it very much. But I wonder from your message does that mean
>the TT is ready? (Note: question not really directed to you Alan just
>more towards the air :-)

The TT is available. It is on dealers' shelves in Germany. We had an
extra push to get the German market supplied in time for the Atari
fair in Dusseldorf. (It was a big success!) Now that that's over we
are building TT's for the rest of the world, too. I can't speak to
delivery dates; ask our PR flaks.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1773. Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 01:20:21 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480010@hpdmd48.boi.hp.com>
Source record: 238793

>Please pardon me for giving the snotty answer first, because it can be incred-
>ibly useful: You find ANY major company's phone number in the Thompson Register
>(It's a set of about 15 big green books in the reference section of a lot of
>libraries, and in many purchasing offices).
>

Ahem.. Thomas Register.

- Dave Ritchie

1774. Quick ST 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 02:45:19 UTC
From: darekm@microsoft.UUCP
Message-ID: <57346@microsoft.UUCP>
Source record: 238794

```
Quick ST II version 2.2
=======================

- faster!
- new features!
- 68030 compatible!
- new phone numbers!
- newsletter for registered users!
- German language version in Europe!
- expanded credit card and shipping support!

Price: $19.95 U.S.

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007 U.S.A.

Order line: (206)-643-9697 (10am to 6pm Pacific Time)
FAX: (206)-643-3844 (24 hours)
Telephone: (206)-885-5893 (24 hours)
Compuserve: 73657,2714
GEnie: DAREKM

This is to announce that an update to our popular screen accelerator, Quick
ST II version 2.2, is being released this Friday, September 14, 1990. It
will be on sale at the upcoming Atari shows in Glendale and Washington.
Quick ST 2.2 will go on sale at dealers across the U.S. and Canada in
October. A German version will also go on sale in Europe. Existing
registered users of Quick ST and Quick ST II can upgrade immediately.

Features:
---------

Quick ST 2.2 is a software screen accelerator. When used on any Atari ST,
Atari STE, or Mega ST, it speeds up the text and graphics operations on the
screen. Almost any text or GEM based program runs faster as a result,
making your ST perform like a much faster machine. No hardware
modifications are required. And the ability to install custom background
patterns and pictures is included!

Quick ST 2.2 is very memory efficient, using less than 30K of memory for
the standard version, and less than 20K for the 2.2G version (also
included). An extra 32K of memory is required for background pictures.

Quick ST 2.2 is fully compatible with hardware accelerators, such as the
T16 accelerator from Fast Technologies, the Blitter chip, and even the
68030 chip. When used with a hardware accelerator, Quick ST 2.2 provides a
```

speed increase on top of the speed increase of the hardware accelerator.

Quick ST 2.2 has a number of improvements compared to Quick ST 2.1 and earlier versions. Some of the new improvements include:

Support for the ISAC graphics card (which gives a screen resolution of 1024x768 pixels in 16 colors). Moniterm monitors and Overscan modifications are still supported, as is the MonSTEr emulator (in all 3 screen resolutions).

Blitter support for faster screen scrolling, and it now checks the status of the blitter chip to see if it is disabled. This allows Quick ST 2.2 to run on machines with defective blitter chips.

GEM line drawing and rectangle fills are even faster than before.

68020/68030 accelerator board support is available on a second disk for $10 more. Quick ST 2.2 also supports the original 3 graphics modes on the TT. Full TT support will be available in Quick ST 3.0.

The Desktop Customizer now allows you to temporarily disable Quick ST 2.2 from the menu bar, for easy "before" and "after" speed comparisons. We found this feature handy when demonstating Quick ST 2.2 at the recent World Of Atari show in San Jose, and you will too.

Several bugs have been fixed with Word Up 3.0, Laser C, Opus, Wordflair, GFA Basic 3.0, and other programs. Two bugs relaeted to the fast GDOS font drawing are fixed. First, a bug that caused Word Up 3.0 to occasionally display garbled text when scrolling is fixed. And outlined GDOS fonts now get drawn correctly on a color monitor.

The Quick ST 2.2 package also includes the MonSTEr high resolution monitor emulator, the Quick Index benchmark utility, Quick View, and of course, the Quick ST II Desktop Customizer.

Starting in November, all registered users of Quick ST II and Quick Tools will receive a periodic newsletter which gives information about updates (such as Quick ST III), tips for using the software, answers to commonly asked questions, and other information. To receive the newsletter, you MUST fill out and send in the registration card that came with your Quick ST II or Quick Tools software.

How to order Quick ST 2.2:

Quick ST 2.2 can be ordered directly by credit card (VISA, Mastercard, and Discover) through Xanth Corporation. Various shipping methods are available, including UPS, DHL, Express Mail, and First Class Mail. Call the order line between 10am and 6pm, Monday to Friday. Most orders received before noon will be shipped out the same day. Shipping charges will depend on the shipping method chosen and the country being shipped to.

If ordering by mail, send a check or money order for $19.95 + shipping ($3 in Canada and the U.S., $5 elsewhere) in U.S. funds and allow 3-4 weeks for

delivery. Make all checks payable to Branch Always Software. No C.O.D's.

How to upgrade to Quick ST 2.2:

To upgrade to Quick ST 2.2 from an earlier version we MUST already have your registration card. Take your original Quick ST or Quick ST II disk, include the appropriate update fee, and mail it to Branch Always Software.

Please note the new upgrade prices:

$3 - If you purchased Quick ST 2.1 after August 31, 1990. If you did not purchase it directly from us, include a copy of the receipt showing the date and dealer name it was purchased from.

$5 - If you are upgrading from Quick ST version 2.0 or 2.1 and live in Canada or the United States.

$10 - If you do not live in Canada or the U.S., if you are upgrading from Quick ST version 1.8 or earlier, if you lost the original Quick ST disk, or if it is inconvenient to send the original disk.

Sorry, if we do not have your registration card, we don't know about you and you cannot upgrade and you will not receive the newsletter. So dig up those Quick ST packages and mail in the registration cards folks!

NOTE: $5 off discount coupons which appered this summer in various ST magazines we valid for purchasing Quick ST 2.1 only, and cannot be used to purchase Quick ST 2.2.

Quick ST III

Rumors of Quick ST III (a.k.a. Quick TT) have been circulating for a while. It was our original intention to write a new TT compatible screen accelerator to take advantage of the 68030 chip and the new TT graphics modes and have it released at around this time. That was based on original estimates on the release date of the TT in North America, which have now come and gone. So a decision was made to take some of the features of Quick ST III and
some badly needed bug fixes and make the Quick ST 2.2 release
for the ST computer. Quick ST III also runs on any standard ST, although it has much higher memory requirements and a hard disk is recommended. Until we have a better idea of when the TT will be available, what the ST market will be like a few months from now, what sort of new hardware (i.e. accelerator boards or new ST models) will be available, consider Quick ST III to be vaporware. Please do not phone us asking when it will ship or for more information about it. When we decide on a release date, which will probably not be until at least the end of the year, that information will be sent out in a newsletter to all registered Quick ST II users. For now, enjoy Quick ST 2.2!

1775. Re: Whatever happened to comp.sys.atari.tech?

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 03:25:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Sep12.032509.14498@wam.umd.edu>
Source record: 238795

In article <1990Sep11.144006.10233@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>I see some have been cross-posting to c.s.a.t for quite some time now, but I
>still don't see it here, and I've seen complaints in the past, so I know I'm
>not alone. Would someone re-create this group please?
>
>---jb

When you last mentioned it (just after c.s.a.s.t was created) I forwarded your message to newgroups@ncar.ucar.edu (I think that's the address) since they (he? she?) deal with that sort of thing. Perhaps a message to spaf@purdue.edu is in order? In retrospect I think he was the one who actually sent out the newgroup.

Note that the correct name is actually

comp.sys.atari.st.tech
^^^

In any case, it DID pass, DID get created, and SHOULD be on your system. If it's not, contact local sysadmins or a net.god for assitance. If you need help, dial your operator.
This is a recording.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

<click>

1776. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 03:29:08 UTC
From: yegerleh@handel.ecn.purdue.edu
Message-ID: <1990Sep12.032908.8486@ecn.purdue.edu>
Source record: 238796

In article <2288@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> The TT is available. It is on dealers' shelves in Germany. We had an
> extra push to get the German market supplied in time for the Atari

So my question is, will Byte review it and put it on the front cover,
as they did with the Amiga 68030 whatever-it-is? Maybe you guys at
Atari should send them one.

Jim

1777. wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 04:01:06 UTC
From: edb762bbp1@vx24.cc.monash.edu.au
Message-ID: <100.26ee3fa2@vx24.cc.monash.edu.au>
Source record: 238797

bet you're sorry that you bought STs
i mean, wouldn't i be nice to have a blitter that will be used
wouldn't it be nice to be able to scroll properly
wouldn't it be nice to have 4096 colours on the screen at once
wouldn't it be nice to have 16 channel stereo sound
wouldn't it be nice to have 880k disk drives
wouldn't it be nice.
should have bought an AMIGA.

COMMODORE RULES
TOS is tos
the ATARI ST sux.

Petra.

1778. Re: Thanks for all replies! And more problems ...

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 04:15:41 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep12.041541.6247@ecst.csuchico.edu>
Source record: 238798

```
- I also have some more questions, like: what is the (if any)
- 800-number of Atari?

They don't have one. :^( Their number is 408-745-2000.
```

1779. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 04:24:37 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep12.042437.6352@ecst.csuchico.edu>
Source record: 238799

mui@atari.UUCP (Derek Mui) writes:

- We would love to put the new desktop in the above machines.
- Unfortunately, we don't have enough ROM space to fit everything
- together. Just for your information, the new desktop is 22k bigger
- than the old one. Anyway, we may need a little bit more time or
- even a miracle in order to squeeze every extra bits into the 192K
- ROM. We will try!

We really appreciate the effort.

However, from what I hear, there are guys in Europe who have done this already, putting more stuff in the 192K ROMs even with the desktop. Is there any chance you could do some consulting and get their techniques? Thought not. :^(Wouldn't it be SO much better though?

1780. Language version (TOS) ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 06:46:42 UTC
From: jackin@vehka.uta.fi
Message-ID: <1556@kielo.uta.fi>
Source record: 238800

I need to know what version (language) my Mega has.
I have a wrong version of WordUp 3.0

(yup, won't start with a wrong version, I would really
like to know why they did it that way. Could it be the
ability to work without GDOS etc.)

I suppose there is a address somewhere in ROM where
I could peek, but what is it.

Thanks,
Markku (jackin@vehka.uta.fi)

1781. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 06:52:01 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Sep12.085201@heike.informatik.uni-dortmund.de>
Source record: 238726

In article <2283@atari.UUCP>, mui@atari.UUCP (Derek Mui) writes:
|> We would love to put the new desktop in the above machines.
|> Unfortunately, we don't have enough ROM space to fit everything together.
|> Just for your information, the new desktop is 22k bigger than the old one.
|> Anyway, we may need a little bit more time or even a miracle in order to
|> squeeze every extra bits into the 192K ROM. We will try!

Split the whole thing into a mandatory part located in ROM and an optional
part to be loaded into RAM on startup.

--
Dipl.-Inform. Rainer Klute klute@unido.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1782. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 07:36:18 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <4370@crash.cts.com>
Source record: 238701

In-Reply-To: message from apratt@atari.UUCP

My god... I think I am going to faint. Atari not announcing something (new desktop) at least a year before bringing it out.

Congratulations, I am very proud of you. :-)

.>Brad Martin<.

Cute tag lines on request.

1783. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 09:29:43 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Sep12112943@sirius.laas.fr>
Source record: 238702

In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
| We would love to put the new desktop in the above machines.
| Unfortunately, we don't have enough ROM space to fit everything together.
| Just for your information, the new desktop is 22k bigger than the old one.

Just a naive question, no flames please! Wouldn't the *new* desktop
fit into those Mega STs that use the 2 ROM chip set? Isn't there some
space in those ROM chips? Or couldn't larger ROM chips work?

Thanks to all!
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1784. Re: Would like more info on the book.....

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 10:06:31 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep12.100631.1@simvax.labmed.umn.edu>
Source record: 238703

In article <1990Sep11.190853.29564@unicorn.wwu.edu>, n8742883@unicorn.wwu.edu (Perry Pederson) writes:
> One caught my eye-- "Learning C. Programming Graphics on
> the Amiga and Atari ST" by Marc B. Sugiyama and Christopher D.
> Metcalf.
>
> If anyone out there owns this book, could you please tell me how much
> of it is dedicated to the Atari, and what sort of graphics it deals
> with?

I had the book for a while a couple of years ago. The main focus is on graphics primitives. The programs are designed to run on either machine, with a machine specific object module for the Amiga and for the Atari ST. If memory serves, there were a number of graphics primitives created, from simply putting points on the screen to moving graphics objects. The C supported at the time was Alcyon C, with modifications for several other C compilers which were popular at the time (lots of IFDEFS...) Most of the machine-specific code revolved around the Line-A routines, if memory serves.

Once you got the machine specific stuff coded and and object module generated, it didn't make any difference what machine you were using.

Things NOT covered: use of resource files (not really used in Graphics Programming anyway), VDI and AES routines (the Compute! books deals with these in sufficient detail for rudimentary Graphics Programming, though).

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1785. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 10:11:26 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3445@syma.sussex.ac.uk>
Source record: 238704

From article <2287@atari.UUCP>, by mui@atari.UUCP (Derek Mui):
> in article <2286@atari.UUCP>, mui@atari.UUCP (Derek Mui) says:
>>
>> As of today, I believe the STE will have the new desktop.
>> ^^^^^^^^^^^
>>
> Oops! the MEGA STE will have the new desktop, not just any
> STE. Sorry.
>

Interesting! If Atari now doesn't announce products until they're ready for shipping, and Derek has just let slip something about a Mega STE, then the Mega STE must be ready for shipping, right?

I WANT IT YESTERDAY! :-) (Sorry Allan - couldn't resist that.)

In fact, I probably don't want it, as it probably costs lots more than my plain ol' STE. I can probably even do without the new desktop if NeoDesk 3 is as good as it sounds. But maybe other people would like the option of fitting the new ROMs into their existing STEs. I might even like to do this myself, as I have the oldest (July 89) version of TOS 1.6. In fact, thinking about it..

I WANT TT ROMS RETROFITTED TO MY STE YESTERDAY!!

Oh dear, you've opened a can of worms there, Derek. We're never satisfied, are we? (Sometimes with good reason, though.)

Now, about this sixty-four/sixty-four machine someone mentioned...

:-)

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

1786. Re: Where do I get TurboAss

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 10:28:19 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1869@van-bc.wimsey.bc.ca>
Source record: 238705

Re: Turboss.
Someone on GEnie has TurboAss(or whatever it's called) and is getting the docs translated from German to English. Appearantly it's blindingly fast but doesn't support macro's. I don't know about anyone else but to me that makes it's usability close to nil.
I'd highly suggest shelling out the50US or so it costs to get Devpac2 from any of the major mail order places. It's a great assembler and no slouch in the speed department.

John Henders
Vancouver,BC
On Usenet:ubc-cs!van-bc!jhenders

1787. Re: wouldn't it be nice (DRIVEL once again).

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 10:30:19 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <1034@ucsvc.ucs.unimelb.edu.au>
Source record: 238706

G'day,

edb762bbp> In article <100.26ee3fa2@vx24.cc.monash.edu.au>,
edb762bbp> edb762bbp1@vx24.cc.monash.edu.au writes:

edb762bbp> [...I can't make myself repeat the drivel...]

edb762bbp> Petra.

Every time I see a fellow Amiga owner do this I cringe _REALLY_ big time.

Somebody burn(*) this person for me please! I just can't get the heart to.

Or better yet let's just ignore him/her, maybe they'll go away ... I don't
believe that either. :-(

I do have one remark for Petra however. I don't like the bad name that we
Amiga owners have gotten because of this type of prank. I rarely see any
Atari supporter trying this sort of prank in comp.sys.amiga. Please have
the same good manners to not pollute this newsgroup with this drivel.

To the readers of this newsgroup. Please realise it is not the Amiga that
leads some people to this type of behaviour. Who knows why in fact?

yours truly,
Lou Cavallo.

(*) {Via e-mail of course}.

1788. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 11:00:20 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Sep12130020@tukki.jyu.fi>
Source record: 238707

In article <100.26ee3fa2@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:

Not another A <-> A war again!!!!!!

bet you're sorry that you bought STs
[...]
should have bought an AMIGA.

COMMODORE RULES
TOS is tos
the ATARI ST sux.

Pleace everyone:: forget this! No wars this time!!!!

Timo

--
Timo Suhonen I am logged in, therefore I am suhonen@jyu.fi
suhonen@funic.funet.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

1789. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 12:00:38 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <24408@uflorida.cis.ufl.EDU>
Source record: 238708

In article <100.26ee3fa2@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>
> bet you're sorry that you bought STs
> i mean, wouldn't i be nice to have a blitter that will be used
> wouldn't it be nice to be able to scroll properly
> wouldn't it be nice to have 4096 colours on the screen at once
> wouldn't it be nice to have 16 channel stereo sound
> wouldn't it be nice to have 880k disk drives
> wouldn't it be nice.
> should have bought an AMIGA.
>
>
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.
>
> Petra.

You know, I own an ST and have had it for a while now. I'm very happy
with it, it does what it needs to WELL. I'm tired of the lack of
support for it, however, and the attitude of Atari, so I am looking
into buying an Amiga. It is people like you, however, that make me
change my mind. Maybe I don't want an Amiga after all. Maybe, if it
will get me away from people who have to wave their computer around
like it is some sort of a phallice, I will buy an IBM clone instead.
Or a Commodore 64.

I feel so much better now.
--
=-=-=-=-=-=-=-=That is not dead which may eternal lie-=-=-=-=-=-=-=-=-=-=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=Yet with strange eons even death may die-=-=-=-=-=-=-=-=-=-=-=

1790. The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 13:22:25 UTC
From: gemibusi@ztivax.UUCP
Message-ID: <1898@ztivax.UUCP>
Source record: 238728

The TT is finally there (at least in Germany)!
Monday evening (the 10th of September) too my surprise I saw a TT in
one of the shops of Munich that carry atari computers. The dealer told me,
that they really sell them now. On saturday they already sold one and the
customer left the shop with a TT and a smile on his face. That only to emphasizethat you
can really get one. They demonstrated Calamus for another customer
on the TT and a ST to show the speed difference. No wonder the TT was much
faster even though he only had no fast RAM. As I entered the shop just before
it closes I had no time for a closer look, so only a few informations. I hope,
I remember the numbers right, but I can't guarentee it. The configuration with
32 Mhz, 48 MByte hard disk, 4 MByte RAM and a color monitor costs about 7500 DM.You get
around 1.6 DM for 1 Dollar, but I think you can't calculate a reasonable
american price out of it, because the Dollar isn't doing very well against the
DM at the moment. I can't say anything about the new desktop, because I was
satisfied with Calamus for the moment, as I didn't know that there is a new one.

Uwe Seidel

1791. 1040ST Floppy Disk Read Problem

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 14:10:32 UTC
From: dmlewis@ac.dal.ca
Message-ID: <1958@ac.dal.ca>
Source record: 238709

1040ST Floppy Read Problem

We have a micro lab with 25 1040 ST's; the floppy drives have been replaced on some of these machines; the drives are from various manufacturers, but they are "Atari" drives.

When 25 newly formatted and copied Sony disks (using Dcopy19) were created they were only readable on about half the machines. A disk might be readable on one machine and not readable on another. When the failure to read occurred, the GetInfo response was "0 bytes allocated and 0 bytes available".

Help.

Reg Peters
Department of Engineering
Dalhousie University
Halifax N.S.
CANADA B3H 3J5

1792. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 14:12:42 UTC
From: hood@cbmvax.commodore.com
Message-ID: <14377@cbmvax.commodore.com>
Source record: 238710

In article <2288@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>mjv@brownvm.brown.edu (Marshall Vale) writes:
>
>>In article <2281@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>> We decided that, for a change,
>>> Atari would arrange for something good to be DONE and SHIPPING before
>>> you (collectively) heard about it. This is the opposite of vaporware.
>>> Like it?
>> -- Allan Pratt, Atari Corp.
>
>> Yup, I like it very much. But I wonder from your message does that mean
>>the TT is ready? (Note: question not really directed to you Alan just
>>more towards the air :-)
>
>The TT is available. It is on dealers' shelves in Germany. We had an
>extra push to get the German market supplied in time for the Atari
>fair in Dusseldorf. (It was a big success!) Now that that's over we
>are building TT's for the rest of the world, too. I can't speak to
>delivery dates; ask our PR flaks.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Allan,

Could you please go over the hardware specs of the new TT for all of us uninformed? Is the TT's cpu a 68030-33 running at 32Mhz? What speed is the memory system running at (16Mhz or 32Mhz)? What about the video improvements of the TT - could you tell us about the resolutions and palette? What is the different configurations and prices for the US of the TT? Thanks for any information you can come up with!

Scott Hood

--
--
Scott Hood, Hardware Design Engineer (A3000 Crew), Commodore-Amiga, Inc.
{uunet|pyramid|rutgers}!cbmvax!hood hood@cbmvax.cbm.commodore.com
"The views expressed here are not necessarily those of my employer!"

1793. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 15:21:52 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2978@vela.acs.oakland.edu>
Source record: 238711

In article <100.26ee3fa2@vx24.cc.monash.edu.au> you write:
>
> bet you're sorry that you bought STs
> i mean, wouldn't i be nice to have a blitter that will be used
> wouldn't it be nice to be able to scroll properly
> wouldn't it be nice to have 4096 colours on the screen at once
> wouldn't it be nice to have 16 channel stereo sound
> wouldn't it be nice to have 880k disk drives
> wouldn't it be nice.
> should have bought an AMIGA.
>
>
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.
>
> Petra.
You forget ATari's #1 option. It does not have a $3000 price tag!
swood
PS. I don't need 4096 colors, as the most I have ever seen used is less than 128 even on DecStation gifviewers, and for less than you paid for your set up, I got an ST, a sequencer software, a MIDI workstation, and a Kawai K1 II. Giving me 8 channel Stereo Synthesis from 256 selectable waveforms, access to over 1000 pre-programmed sounds, a drum machine, delay and reverb effects, as well as song writing and performance ability - oh, not to mention full midi control of all my midi devices.

Gee, and I got a pretty good (not great, but pretty good) in the deal too. I guess it is all in the way you look at it!

BTW - cost break down

I got the cpu from a going out of business sale (it was out on loan for a repair customer for less than 2 weeks - but it came back on the last day they were open so they wanted to move it fast) for $250 (STfm +.5 M for a 1Meg of memory, + internal 756 k ds 3 1/2) BTW STfm includes a rf modulator, so it spared me a monitor cost. I then got a simple sequencer, a 3d graphics program, and a basic disc thrown in for free, as well as purchasing a $229 MIDI workstation for $50

The K1, and connecting MIDI cables/audio cables came up to about $650 Brand pankin' gnu

;-)

--
Only four more days till small | swood@argo.acs.oakland.edu
game season in Michigan!! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1794. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 15:22:32 UTC
From: dac@ukc.ac.uk
Message-ID: <5439@harrier.ukc.ac.uk>
Source record: 238712

In article <100.26ee3fa2@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
> bet you're sorry that you bought STs
[... and then goes on...]
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.
>
> Petra.

Thank you Petra for that unbiased and objective report on the respective features of both the Commodore Amiga and Atari ST. I'm sure I speak for all Atari owners when I extend my gratitude to you for sharing your views with us in such an articulate manner. I would like you to know how much we respect your views and how they will influence us in the future.

Dave.
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.

1795. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 15:31:17 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330008@hpfinote.HP.COM>
Source record: 238713

> ... We decided that, for a change,
>Atari would arrange for something good to be DONE and SHIPPING before
>you (collectively) heard about it. This is the opposite of vaporware.
>Like it?

LOVE IT! How refreshing! I may even stop looking at A3000's and keep
my ST around for a while if this keeps up.

Does this represent a new attitude at Atari Corp., or just in your corner
of the lab? We applaud "your corner of the lab" in any case.

>Opinions expressed above do not necessarily
>reflect those of Atari Corp. or anyone else.

Uh-oh.... an ominous disclaimer on the end of a refreshing note...

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

1796. Sorry, another .gif question

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 15:35:59 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2979@vela.acs.oakland.edu>
Source record: 238714

OK, I found a .gif file veiwer by Zyphodyne, that seems to be using low
res mode for the scans. Anyone know what is the maxim dpi resolution for
the ST? I have all of these gifs that take up tons of space cuz I like
to veiw the resolution on the DecStations at school, but I would like to
shrink them to whatever may be the maximum usable on the ST
Also, are there any higher resolution veiwer besides teh Zyphodine gifshow?

I would be interested as well, as to the size that it is best to crop to...

swood

--
Only four more days till small | swood@argo.acs.oakland.edu
game season in Michigan!! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1797. WANTED: N. Colorado repair shop

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 15:59:10 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330009@hpfinote.HP.COM>
Source record: 238715

Hello all,

I'm looking for a good computer repair shop in the Ft. Collins/Loveland/
Greeley/Longmont area (I could go to Boulder, even), to get my
1040ST's internal disk drive realigned.

We're in the process of moving to Loveland, and I don't know the area
well enough to find a place on my own.

Specifically, I need a shop that undesrtands about Spectre GCR and can align
the R/W heads on the drive so they read Mac disks correctly.

As a last resort, I'll call Gadgets By Small, but they're so overworked that
I hate to bother them on a trivial matter such as this. Please help?

Thanks.
Ray Depew
HP Colorado IC Division
Ft. Collins, Colorado
rrd@hpfitst1.hp.com
(303)229-2419

1798. GNU fileutils 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 18:18:57 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <6453@sbsvax.cs.uni-sb.de>
Source record: 238716

The new versions of the GNU fileutils (version 1.4) is now available for
anonymous ftp at cs.uni-sb.de [134.96.7.254] in directory pub/atari/tools.
The (trivial) patches for the ST source are in file fileutils-1.4-diffs. The
binaries can be found in pub/atari/bin. For differences to the old version
see also the announcement by David J. MacKenzie on gnu.announce.
The atari version differs in the following aspects:
- mkfifo is not supported (it says so when it is compiled)
- if you ask ln to make a hardlink it really copies the file
- mv of directories is supported only on TOS >= 1.4
- chmod is not fully implemented (we have no user-specific restrictions
in our OS)
- touch can of course not change three separate times (only the
modification time)

Try it and like it!

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1799. Re: Net access... at last

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 18:29:16 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6317@castle.ed.ac.uk>
Source record: 238717

In article <960@tharr.UUCP> power@tharr.UUCP (Power Computing Ltd) writes:
>We finally have access to the net. Questions, flames, requests welcome
>by email or news.
>
>"You must remember me... I bought a disk drive from you last month."

I bought I disk drive from you - I'll never forget you.

You advertise your Power Series 900 disk drives as STE compatible. They aren't.

Of course, most hard disk drives have had read/write problems with chips fitted in some STEs. This isn't your fault and has now been fixed by Atari.

What I'm talking about is the fact that rebooting my STe with your drive attached causes a bus error which can only be cleared by a further reboot.

Having to hover over the reset switch in order to reboot twice is not what I describe as compatibility.

I have called your 'Technical Support Line' (har har!) many times since I bought my STe and listened to many versions of 'the problem's being fixed' or 'we don't know what it is, and either do the manufacturers, GE-SOFT'. The favourite expression is 'it seems to be a feature of the board'.

In fact, copying Atari's AHDI.PRG onto my floppy boot disk in place of GE-SOFT's P_HDI.PRG fixes the problem, quickly, simply and without recourse to reformatting the whole drive. No need to spend four months looking at two bombs every time I reboot either.

This operation is so simple that I might have been tempted to try it earlier had I not been assured many times that 'it was a feature of the board' and 'it might need a new chip - we're working on it'.

On a slightly different note, I was told by you on Monday that sending my STE to my dealer for a new chip set would solve the problem. As proof that this was the correct thing to do I was told you were sending all the STEs you'd sold back to your distributors for repair. You even gave me their number. I was told by them (SDL?) that they weren't fixing any STEs because Atari had told them that all machines should be sent from the user directly to them. In fact, Atari told me that too. In fact, when I phoned you later that day querying what I'd been told, I was informed that the guy I had spoken to didn't know about the drive rebooting problem at all. Wouldn't it have been hilarious if I'd sent my STE away, got it back weeks later and *still* had to reboot twice!

All I can say is that if ignorance is bliss, you lot must be swimming in it.

Perhaps you should stick to selling blank disks.

Lots of luv,
Mark.

||| Mark Davidson: BSc Computer Science & Art. Intelligence
||| University of Edinburgh
/ | \ Email address: aimd%castle.ed.ac.uk@nsfnet-relay.ac.uk

1800. Re: Quick ST 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 18:36:59 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Sep12.183659.22645@unicorn.wwu.edu>
Source record: 238718

Quick ST 2.2 *sounds* good, but could we have some benchmark figures to
see how much a speed improvment it gives?

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1801. ACC11 to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 18:46:19 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep12.184619.11471@ecst.csuchico.edu>
Source record: 238719

I've just send SBT6PACH.LZH and ACC11.LZH to atari.archive. I sent SBT6PACH there before, but someone said it wasn't there. ACC11.LZH, which is in the SuperBoot docs, lets you load desk accessories from a ACCS folder. SuperBoot recognizes this.

And SBT6PACH is a patch for SuperBoot 6.0 which allows you to enter Function Key names in lower case as well as upper.

1802. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 19:05:08 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep12.190508.3153@cunixf.cc.columbia.edu>
Source record: 238720

In article <1898@ztivax.UUCP> gemibusi@ztivax.UUCP (Roland Lepold) writes:
>
>The TT is finally there (at least in Germany)!

GREAT! Judging from prior experience, that means we might see one
in the US in 6 months or a year...

>that they really sell them now. On saturday they already sold one and the
>customer left the shop with a TT and a smile on his face. That only to emphasizethat you
can really get one. They demonstrated Calamus for another customer

I bet he was smiling! He must be rich! See below.

>on the TT and a ST to show the speed difference. No wonder the TT was much
>faster even though he only had no fast RAM. As I entered the shop just before

With the price below and no fast RAM????

>it closes I had no time for a closer look, so only a few informations. I hope,
>I remember the numbers right, but I can't guarentee it. The configuration with
>32 Mhz, 48 MByte hard disk, 4 MByte RAM and a color monitor costs about 7500 DM.You get
around 1.6 DM for 1 Dollar, but I think you can't calculate a reasonable

That works out to be $4800 folks. You may as well buy a Sparcstation SLC, or
a Mac IIci or an Amiga 3000, or a 33mhz 386, or.... Hardly a bargain by any
stretch of the word. Anyone who can afford $5K for a PC would probably want
more than a ST with a 68030 added on.

>
>Uwe Seidel

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1803. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-12 22:11:30 UTC
From: rich@dhump.lakesys.COM
Message-ID: <6@dhump.lakesys.COM>
Source record: 238721

In article <SUHONEN.90Sep12130020@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>In article <100.26ee3fa2@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>
>Not another A <-> A war again!!!!!!
>
> bet you're sorry that you bought STs
> [...]
> should have bought an AMIGA.
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.
>
>Pleace everyone:: forget this! No wars this time!!!!
>

Yes, lets all just consider the source, and not drop to that level. Remember, Jealousy Breeds Contempt!

rich@dhump.lakesys.lakesys.com
rich@lakesys.lakesys.COM

1804. Re: Flash (VT100 emulation)

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 00:57:09 UTC
From: mwjester@wsuiar.uucp
Message-ID: <317.26ee9315@wsuiar.uucp>
Source record: 238750

In article <35559@eerie.acsu.Buffalo.EDU>,
v051lpqa@ubvmsb.cc.buffalo.edu (Douglas A Lewis) writes:
> Hello all,
> Does anyone know how to edit flash so that it emulates a VT100 terminal
> correctly. Flash wont recognize all of the escape sequences. It doesn't
> seem to be able to recognize things like :
> Flashing text
> Double sized text
> Underlined text
> Inversed text
> ... and a few others

To the best of my recollection, Flash doesn't recognize any of the VT100 AVO (Advanced Video Option) features, which most of those are. Are you sure about the inversed text, though? I recall using Flash with EDT a lot.

Flash basically handles the things that the plainest-vanilla VT100 would be able to handle, except for 132-column mode.

For a more capable terminal emulator, I would recommend Uniterm. It does a pretty good job with almost all the VT100 stuff, including a good hack for the 132-column mode (you get about 126). The VT220 clone I'm typing this on doesn't do as good a job as Uniterm. Also, it has Kermit built in, besides the BBS-oriented protocols. And the price is right.

> Also, does anyone know what the most recent version of flash is?
> I am using version 1.6

Can't help you there - the last version I used was 1.52 or something close.

Max J.

1805. Re: Doing Atari compiles on Unix systems.

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 01:40:08 UTC
From: tony@raid5.uucp
Message-ID: <1990Sep13.014008.16161@raid5.uucp>
Source record: 238722

In article <1990Sep6.182302.13306@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>When this stream first started, I was a bit skeptical. But, now it
>seems possible. Has anyone thought of putting a version of Sozobon
>[(or gcc) set-up to make Atari executables from a Sun] on
>atari.archive, or anywhere else. It would be helpful.

At least one of our users has done this. I got a letter from a guy who was doing cross-compiles on VMS and downloading to his ST. There were (and probably still are) some gotchas to look out for when porting the Sozobon code to a host, depending on the word size and byte order of the host. But the code is pretty portable overall. If your host is enough faster than your ST and you have a reasonably fast link, cross-development could be a win.

--
Tony Andrews uunet!dunike!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

1806. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 01:49:21 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750079@hpsad.HP.COM>
Source record: 238723

A hint book for DungeonMaster that includes maps is available from
E Arthur Brown. I don't have EAB's address here, but they have ads in
ST World, among other places. Around $12, as I recall...

1807. it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 02:06:24 UTC
From: edb762bbp1@vx24.cc.monash.edu.au
Message-ID: <101.26ef7641@vx24.cc.monash.edu.au>
Source record: 238724

Hi there poor ST users
im back again......
Firstly, the 520St cannot hardware scroll. It has to move each pixel
individually, alot like an Amstrad.
The 520 cannot produce 16 voice stereo sound through software.
It does not have Dynamic Hires- 4096 colours at 704*580.
It does not have a blitter chip that is used.
The AMIGA is now outselling the ST in England and America.
The Obese Agnus Graphics chip supports resolutions of above 1000*1000
The 520 can only produce sawtooth sound waves, not sine, or white noise etc.
The flickering of the screen in called Interlace and doubles the vertical
resolution of the screen. without this resolutions of 704*290 are available,
with it resolutions of 704*580 are available.
The ST can only use 16 colours in higher resolutions as opposed to 16,32,64
and 4096 on the AMIGA.
It is sick when the new ST `Amiga beater' just doesn't perform as well as
the Amiga. This also admits that the Amiga is a better computer.
The ST is only 10% faster than the Amiga however the ST does not have any
custom chips to carry out complex tasks and leave the 68000 for more pressing
tasks.
BYE
PETRA.

1808. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 03:27:27 UTC
From: mrose@ic.sunysb.edu
Message-ID: <1990Sep13.032727.3663@sbcs.sunysb.edu>
Source record: 238725

In article <RALPH.90Sep12112943@sirius.laas.fr> ralph@laas.fr writes:
>In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>| We would love to put the new desktop in the above machines.
>| Unfortunately, we don't have enough ROM space to fit everything together.
>| Just for your information, the new desktop is 22k bigger than the old one.
>
>Just a naive question, no flames please! Wouldn't the *new* desktop
>fit into those Mega STs that use the 2 ROM chip set? Isn't there some
>space in those ROM chips? Or couldn't larger ROM chips work?

Isn't the Mega supposed to be able to access a Megabyte of ROM through
the system expansion bus? Wouldn't it be possible to fit the new ROMs
on an expansion board that plugs into the megabus? And how about throwing
in a 68030 and a 68882 and a new graphics chips and... just hoping! :-)

Take care!!!

-Michael Rose

no .sig file yet!!!

1809. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 06:22:28 UTC
From: felner@inf.ethz.ch
Message-ID: <7739@neptune.inf.ethz.ch>
Source record: 238602

In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
> We would love to put the new desktop in the above machines.
>Unfortunately, we don't have enough ROM space to fit everything together.

Derek, do you think you could elaborate a little bit on the new desktop,
telling us about interesting new features that I have not mentioned in my
'trade show report' and give us more detailed info than I did? I believe
that many ST netters would be interested. Thank you!

Tomas Felner, felner@inf.ethz.ch

1810. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 06:54:41 UTC
From: oleg@crash.cts.com
Message-ID: <4383@crash.cts.com>
Source record: 238727

In article <100.26ee3fa2@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>
> bet you're sorry that you bought STs
[amiga feature list deleted]
> should have bought an AMIGA.
>
>
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.
>
> Petra.

I did buy an Amiga. Morons like you don't really do too much to add
popularity to a machine. Idiot. No, sorry, you're not an idiot, you're
a FUCKING IDIOT.

OR

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distributed without permission except by/on USENET and /dev/null
****
"Tommy Lasorda may not be a typical SlimFast user" SlimFast disclaimer

1811. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 07:36:19 UTC
From: wrightgr@mwk.uucp
Message-ID: <4021@mwk.uucp>
Source record: 238729

> bet you're sorry that you bought STs
> i mean, wouldn't i be nice to have a blitter that will be used
> wouldn't it be nice to be able to scroll properly
> wouldn't it be nice to have 4096 colours on the screen at once
> wouldn't it be nice to have 16 channel stereo sound
> wouldn't it be nice to have 880k disk drives
> wouldn't it be nice.
> should have bought an AMIGA.
>
> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.

I'm still glad I bought an Atari and I'd buy another one if I could afford it. The fact is that the ST is the best MIDI workstation on the market. Not only that, it's the cheapest MIDI workstation.

I looked around for quite a while before I bought. Considering what I would be using it for and how much it cost, the ST was by far the best choice.

I'm not saying either machine is better than the other. They have different capabilities built in and it really just depends on what you plan on using it for.

Greg Wright <wrightgr@mwk.uucp>

1812. Still waiting info on Atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 09:13:44 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep13.091344.17319@usenet.ins.cwru.edu>
Source record: 238730

...Still awaiting for information on getting an account on the
Atari Archive. I connect via ftp but it asks for a login and
a password. How does one apply for such a thing? Sorry for my ignorance,
but I am new to te ftp world...Any help would greatly be appreciated...

1813. Thank-you!

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 10:05:50 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep13.100550.20603@usenet.ins.cwru.edu>
Source record: 238731

Ok...I got some very informative replies on how to access the Atari.archive!

Thank-you all for the replies...(There were too many to give a personal reply to all of them!)

Thanks again!

1814. Re: does PROSPERO software have a USENET connections ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 11:14:28 UTC
From: AlexK@tharr.UUCP
Message-ID: <978@tharr.UUCP>
Source record: 238603

In article <1990Sep11.130911.14889@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
>
>Having just bought Prospero FORTRAN, I'd like to know if I can get
>in touch with Prospero via the net. I have some remarks they might
>like to get, but I don't want the hassle of snail-mail.

You should be able to reach them on CIX as prosof@CIX, a path of
...ukc!cix!prosof should reach them.

Alex.

1815. Re: Re: Programming Books for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 13:24:48 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep13.132448.12304@chinet.chi.il.us>
Source record: 238732

In article <15480010@hpdmd48.boi.hp.com> ritchie@hpdmd48.boi.hp.com (David Ritchie) writes:
>>Please pardon me for giving the snotty answer first, because it can be incred-
>>ibly useful: You find ANY major company's phone number in the Thompson Register
>>(It's a set of about 15 big green books in the reference section of a lot of
>>libraries, and in many purchasing offices).
>>
>
> Ahem.. Thomas Register.
>
> - Dave Ritchie

I stand with my nose wiped. Steve J.

1816. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 13:39:20 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep13.133920.12473@chinet.chi.il.us>
Source record: 238733

I've got it!!!! PETRA is really *BIFF*!!!!

(for the businesslike among netters: BIFF provokes a lot of wasted bandwidth by posting idiotic and inflamatory notes, all in caps, to argumentative groups)
Steve J.

1817. Re: Re: wouldn't it be nice (DRIVEL once again).

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:07:53 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330010@hpfinote.HP.COM>
Source record: 238734

Now I remember what Shift-J is for!

Ray
Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com
(no smileys)

1818. Re: Quick ST 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:11:04 UTC
From: darekm@microsoft.UUCP
Message-ID: <57390@microsoft.UUCP>
Source record: 238735

In article <1990Sep12.183659.22645@unicorn.wwu.edu> n8742883@unicorn writes:
>
>Quick ST 2.2 *sounds* good, but could we have some benchmark figures to
>see how much a speed improvment it gives?

Nope! I think enough literature has already been printed about Quick ST that
I do not need to supply it again. Numerous benchmarks of Quick ST 2.0 and 2.1
appeared on GEnie, Compuserve, Current Notes, PSAN, ST Informer, ST World,
and several other ST magazines. For me to post benchmarks could be viewed as
unfair. So instead I will ask you to check one of the reviews of QST 2.0 or 2.1
and then to the press release I posted listing the new QST 2.2 features.

Then again, if you really don't care whether your ST runs fast or crawls
(it's _your_ $1000 or $2000 investment) then don't bother. <grin>

Darek Mihocka All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

1819. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:30:02 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep13.153002.20451@rodan.acs.syr.edu>
Source record: 238612

In article <750079@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:
>A hint book for DungeonMaster that includes maps is available from
>E Arthur Brown. I don't have EAB's address here, but they have ads in
>ST World, among other places. Around $12, as I recall...
>

You can also 'ftp atari.archive.umich.edu' and look in the /atari/games
directory for the following files:

dmhelp.arc
dml1to7.arc
dml8to14.arc
dmspell.arc

I've never looked at these files, though.

---jb

1820. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:34:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4cc925a4.20b6d@apollo.HP.COM>
Source record: 238610

In article <101.26ef7641@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>Hi there poor ST users
> im back again......
> Firstly, the 520St cannot hardware scroll. It has to move each pixel
>individually, alot like an Amstrad.
> The 520 cannot produce 16 voice stereo sound through software.
> It does not have Dynamic Hires- 4096 colours at 704*580.
> It does not have a blitter chip that is used.
> The AMIGA is now outselling the ST in England and America.
> The Obese Agnus Graphics chip supports resolutions of above 1000*1000
> The 520 can only produce sawtooth sound waves, not sine, or white noise etc.
> The flickering of the screen in called Interlace and doubles the vertical
> resolution of the screen. without this resolutions of 704*290 are available,
> with it resolutions of 704*580 are available.
> The ST can only use 16 colours in higher resolutions as opposed to 16,32,64
> and 4096 on the AMIGA.
> It is sick when the new ST `Amiga beater' just doesn't perform as well as
> the Amiga. This also admits that the Amiga is a better computer.
> The ST is only 10% faster than the Amiga however the ST does not have any
> custom chips to carry out complex tasks and leave the 68000 for more pressing
> tasks.

Hi there, poor ST-bashing Amiga owners who lack a life!
I'm back for the first time, and I can even use appropriate punctuation...

Firstly, the life-lacking ST-basher cannot think before it posts. It
has to move each semblance of thought onto the keyboard individually
a character at a time, a lot like the proverbial room-full-of-monkeys.

The l-l ST-basher cannot produce meaningful sound, only volume.

It does not have dynamic personality -- silly numbers are incessantly
quoted instead.

It does not have a brain that is used.

(Must I drag it out to conclusion? I don't much like my ST anymore,
I may buy an Amiga some day, and even I'm tired of seeing posts like
yours -- most Amiga owners I know are far more sensible. We already
know what you've quoted. Go away, you pitiful waste of a social security
number...)
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

1821. How to let ST talk to SEIKO RC4400 Pocket Terminal

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:36:57 UTC
From: freek@prisma.cv.ruu.nl
Message-ID: <freek.653240217@prisma>
Source record: 238615

Who can help?

I have recently purchased a SEIKO RC-4400 Pocketterminal. The software
accompanying it is meant to work on an MS-DOS computer.
2 Questions :

Does anyone know how to upload data from an ATARI 1040ST to the RC-4400.
Can anyone tell me what dataformat the RC-4400 is expecting.

If You can help me out with these questions I'd be most gratefull.

Freek

E-mail: freek@cv.ruu.nl

1822. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:44:02 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep13.154402.26489@watdragon.waterloo.edu>
Source record: 238613

Funny last I heard all the Desktop stores that carried Amiga
products went into BANKRUPTCY. The entire chain went under and when
former employees asked for their commission money from Commodore for
selling Amiga junk Commodore spit in their face and gave them nothing.
If this is the kind of service you give to loyal employees I can imagine
the service you give to joe smoe. Also an entire chain of phase unlimited
stores across Eastern Canada went under sales were down across the board
for Amiga so dont come bragging about a company that has massive loans
to support a computer with no brain.

Oh while we are at it lets talk about the missing desktop. How come you
have to add a CLI to run everything on the Amiga?? Cant even make a
proper desktop. Who wants to type everything in to get things to run??? Now
Im back to DOS on the IBM which is outdated since 1985. How come the Amiga costs
almost twice as much as the ST? How come the icons are so huge you feel
your still sitting in front of a commodore 64? And lastly who paid you to
bother us in the ST area anyways?

1823. Re: Doing Atari compiles on Unix systems.

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 15:59:14 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Sep13.155914.3246@diku.dk>
Source record: 238614

tony@raid5.uucp (Tony Andrews) writes:

>In article <1990Sep6.182302.13306@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
[..]
>the code is pretty portable overall. If your host is enough faster than
>your ST and you have a reasonably fast link, cross-development could be a
>win.

One example: A SUN4 running the ST version (as provided by bammi, FTP
to dsrgsun.ces.cwru, if you can get through, I can't) compiling GNUPLOT 2
CPU time: 72 Secs
SYS time: 14 secs

All I need now is to find out why the program deosn't work on the ST... .

Jens

PS I'm only compiling on the SUN4 because I don't have enough memory in
my ST yet. When I get enough memory, I'll use the ST only. With proper
makefiles the compile speed itself should be a smaller sgnificane.
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1824. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 16:07:26 UTC
From: chu@acsu.buffalo.edu
Message-ID: <35939@eerie.acsu.Buffalo.EDU>
Source record: 238611
Cross-posted to: comp.sys.atari.st,alt.flame

In article <101.26ef7641@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
[material that any ST/Amiga flame war veteran should know, plus some opinion]

since my mail to "PETRA" has bounced back at me, I'll give the
abbreviated response:

So what?
You haven't justified why your opinion is so important.
Flames via mail (and leave a REAL username this time)
Followup to alt.flame

john
chu@autarch.acsu.buffalo.edu

1825. Silly Postings

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 16:34:15 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep13.163415.4174@doe.utoronto.ca>
Source record: 238736

I hate to waste bandwidth on this, because I thought it was self-evident, but apparently I was wrong.

PLEASE do not answer silly messages like the one from a person with the handle "PETRA." If you are concerned, send a message directly to the person. If you are more concerned, send a message to the sysop of the person's machine (root?), telling the sysop that this person is abusing Usenet's resources, in your opinion. The only way to keep assholes off the net is to freeze them out completely -- they're looking for attention, and if we don't give it to them they'll move on somewhere else, like maybe drinking ammonia or assasinating US presidents, the pre-Usenet methods of being noticed.

Let's keep comp.sys.atari.st for serious discussion. Otherwise, we are grossly betraying the trust of the institutions who pay thousands of $$ every year to distribute our ravings.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1826. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 17:29:35 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Sep13.172935.1342@murdoch.acc.Virginia.EDU>
Source record: 238737

In article <1990Sep12.190508.3153@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>That works out to be $4800 folks. You may as well buy a Sparcstation SLC, or
>a Mac IIci or an Amiga 3000, or a 33mhz 386, or.... Hardly a bargain by any
>stretch of the word. Anyone who can afford $5K for a PC would probably want
>more than a ST with a 68030 added on.

Chris, you're comparing apples and oranges. Things like the SLC generally cost quite a bit more in Europe than in the US. The TT is new, and we won't see what the real discounted price is until it's been available for a few months. You won't know what the TT price in the US is until it's released in the US. And so on.

The only person who knows what they want and what options are best and what price is reasonable is the person who's buying the computer, who has to make a decision based on their personal situation.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

1827. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 18:18:44 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Sep13.181844.1906@unicorn.wwu.edu>
Source record: 238738

In article <750079@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:
>A hint book for DungeonMaster that includes maps is available from
>E Arthur Brown. I don't have EAB's address here, but they have ads in
>ST World, among other places. Around $12, as I recall...
>

Or, you can ftp atari@archive and download the Dungeon Master maps for free. They are located in the /games directory, and there are three archived files: one with levels 1-8, another with levels 9-16, and the third archive has a list of all the spells. In addition, one of the three files (I forget which) has a listing of all the items that exist per level. The maps are all in Degas format. I don't know offhand what the name of the files are, but just enter "dir d*" in the /games directory and the names should be fairly obvious.

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1828. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 18:21:18 UTC
From: cbdougla@uokmax.uucp
Message-ID: <1990Sep13.182118.31880@uokmax.uucp>
Source record: 238739

In article <101.26ef7641@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>Hi there poor ST users
> im back again......
> Firstly, the 520St cannot hardware scroll. It has to move each pixel
>individually, alot like an Amstrad.
> The 520 cannot produce 16 voice stereo sound through software.
> It does not have Dynamic Hires- 4096 colours at 704*580.
> It does not have a blitter chip that is used.
> The AMIGA is now outselling the ST in England and America.
> The Obese Agnus Graphics chip supports resolutions of above 1000*1000
> The 520 can only produce sawtooth sound waves, not sine, or white noise etc.
> The flickering of the screen in called Interlace and doubles the vertical
> resolution of the screen. without this resolutions of 704*290 are available,
> with it resolutions of 704*580 are available.
> The ST can only use 16 colours in higher resolutions as opposed to 16,32,64
> and 4096 on the AMIGA.
> It is sick when the new ST `Amiga beater' just doesn't perform as well as
> the Amiga. This also admits that the Amiga is a better computer.
> The ST is only 10% faster than the Amiga however the ST does not have any
> custom chips to carry out complex tasks and leave the 68000 for more pressing
> tasks.
> BYE
> PETRA.

ever heard of the STe?

Collin Douglas

cbdougla@uokmax.ecn.uoknor.edu

1829. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 18:52:45 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep13.185245.15406@cunixf.cc.columbia.edu>
Source record: 238740

In article <1990Sep13.172935.1342@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <1990Sep12.190508.3153@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>>That works out to be $4800 folks. You may as well buy a Sparcstation SLC, or
>>a Mac IIci or an Amiga 3000, or a 33mhz 386, or.... Hardly a bargain by any
>>stretch of the word. Anyone who can afford $5K for a PC would probably want
>>more than a ST with a 68030 added on.
>
>Chris, you're comparing apples and oranges. Things like the SLC
>generally cost quite a bit more in Europe than in the US. The TT is
>new, and we won't see what the real discounted price is until it's
>been available for a few months. You won't know what the TT price in
>the US is until it's released in the US. And so on.

I agree with (gulp, somebody alert the media!) you in that it is
difficult to compare the prices until the items are widely
available, but I don't think it is too far off the wall to base some
speculation on prices that we see now. Sure, there may be some
margin of error, but the alternative is to just not talk about
the system at all.

>The only person who knows what they want and what options are best and
>what price is reasonable is the person who's buying the computer, who
>has to make a decision based on their personal situation.

This is true. However, ATari has touted itself as the Power without
the price manufacturer, and judging by these recent prices disclosures
they have lost that title. What market niche are they trying to enter?
I don't get it. The machine's architecture is too closed to be of
any use as a workstation. The price is too high for a home computer.
There is no unix available to entice educational institutions to
buy them. There is scant network support. The company has a history
of leaving user support up to everyone else except Atari Corp so
businesses certainly won't give it a shot either. I am at a loss
to explain who they think will buy these hot rod STs. Other than
ST developers who would like a fast platform to write software on,
who would want one? I'm not trying to put the machine down mind you.
I wouldn't mind having one myself. I'm just trying to ask some
real world questions.

Also, one other observation...Any other company who had a new
product like this on store shelves would be promoting the
damn thing. Am I to gather that I have to hear 2nd or 3rd hand

reports on Usenet to know that the machine is for sale at stores
in Europe?? Apple,IBM,SUN,<insert vendor> usually has a big
media splash to announce new products like this so that people
become aware of that new product. Actually, they usually do
this BEFORE the product is available. How does Atari Corp.
expect to sell these things if only a handful of net.hackers
even knows of its existence? Again, I'm not trying to be
cynical here. This is a real world (TM) question that begs
for an answer. It is just such a damn shame to see such
products relegated to the computing basement because of the
bungling of the people producing the machines.

Anyway, nuff said.

>--
>"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
> - Dan Bernstein

Nothing wrong with a dose of cynicism. It's actually quite
useful in retaining one's sanity in a situation such as we now
have with ATC.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1830. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 19:11:01 UTC
From: paul@tredysvr.Tredydev.Unisys.COM
Message-ID: <912@tredysvr.Tredydev.Unisys.COM>
Source record: 238741

Do not reply to little Petra's messages. If we just ignore it, may be he will go away. He's probably even have been kick off Amiga BBSs. Do not reply to his message until he grows up.

1831. 68030 board???

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 19:48:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <46300099@uxa.cso.uiuc.edu>
Source record: 238742

Has anybody heard any information on the status of the
MC68030 accellerator board that Dave Small and FAST(?) were
discussing earlier this year? If so, what might we be able to
look forward to? (Price, speed, new graphics, COMPATIBILITY, etc.)
Just wondering. Thanks for any replies.

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

(Peter, Ravi-- are you out there?)

1832. uudecode & encode

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 19:49:20 UTC
From: archbold
Message-ID: <XwcgP2w163w@bluemoon.UUCP>
Source record: 238743

Where can I get an ST version of uudecode & uuencode which is used on .binaries? IF not a running program, then just a source from another system (preferrably in C/assembler)...

Archbold

1833. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 20:15:25 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Sep13.201525.2503@murdoch.acc.Virginia.EDU>
Source record: 238744

In article <1990Sep13.185245.15406@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

> What market niche are they trying to enter?
>I don't get it. The machine's architecture is too closed to be of
>any use as a workstation. The price is too high for a home computer.

etc. etc.

Look, people have given plausible explainations for these things. It was argued, and no conclusion was arrived at. Why do you want to raise these questions again? No new answers will come out.

Let's not discuss this here.

[PS - if you don't recall the comments: (1) most workstations have as low of an expansion capability of the TT, for example the Sun SLC, which Chris himself compared to the TT. (2) A high price now doesn't mean a high price in the future, and some "power" home users are willing to cough up that kind of money to buy a new CPU for their existing peripherals. Well the TT succeed? Only the future will tell. Speculating now won't get you anywhere.]

>Anyway, nuff said.

PLEASE!

>>--
>>"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
>> - Dan Bernstein
>
>Nothing wrong with a dose of cynicism. It's actually quite
>useful in retaining one's sanity in a situation such as we now
>have with ATC.

Yeah, but the point of this quote is to show how Mr. Bernstein comments about everything under the sun, because he considers himself an expert on everything. Now we have you telling us whether or not the TT will succeed in the marketplace. Give it a rest, Chris.

If you want to reply to my PS, please do it in email. I am not saying I have *any* of the answers, just that arguing is useless.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

1834. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 20:36:07 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <4387@crash.cts.com>
Source record: 238745

In-Reply-To: message from edb762bbp1@vx24.cc.monash.edu.au

Thank you for this intelligent message concerning the Amiga vrs. the STe. I shall ignore that fact that you are wrong on a number of counts, about both the STe's and the Amiga's capablities. Perhaps you should educate yourself a little bit better about what the machines you post about can do.

Thank you for your support. Oh, and please, get a life.

.>Brad Martin<.

Cute tag lines on request.

1835. 1040 + GCR + 2nd drive = Mac ; (+ 2mb = Hypercard)

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 21:18:55 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <10181@cuphub.cup.edu>
Source record: 238746

I own a 1040stf (TOS 1.2) and a Spectre-GCR (v2.65).

I have found that while it IS POSSIBLE to **EXECUTE** Hypercard Stacks,
Hypercard simply **WILL NOT** let you use **ANY** of the EDITING TOOLS

---I was using my ST as a 832k system, but the EDIT BOX in Hypercard
was still unselectable...

I have also found that on an actual Mac Plus (1mb) , you CAN NOT CREATE
any Hypercard stacks(programs) because the EDIT TOOLS (again) are NOT
selectable.

Let me re-emphasize: YOU NEED MORE THAN 1-MEG TO ^WRITE^ ANYTHING
IN HYPERCARD!!!

I took my 1040 up to 2mb with the *** J.R.I. SIMMS upgrade board ***
I also had a second video shifter added too (socket on-board) and can enjoy
a 4096-colour pallate now instead of 512. Still 16 at once, but at least
its a TRUE 16-shade Gray-scale.

Again: Go To 2mb and buy a second floppy or a hard drive if you plan on doing
Anything with the GCR! A real Mac is also a bitch to work with
without a second drive(hard or floppy)!!!

--
+---+
!AvaST-Development uucp: kar7481@pitt!cuphub.cup.edu !
!Dan Karbowsky,R&D !
!102 Lee Drive Belle Vernon, PA 15012-2016 !
+---+

1836. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 22:05:19 UTC
From: mui@atari.UUCP
Message-ID: <2295@atari.UUCP>
Source record: 238747

in article <7739@neptune.inf.ethz.ch>, felner@inf.ethz.ch (Tomas Felner) says:
>
> In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>> We would love to put the new desktop in the above machines.
>>Unfortunately, we don't have enough ROM space to fit everything together.
>
> Derek, do you think you could elaborate a little bit on the new desktop,
> telling us about interesting new features that I have not mentioned in my
> 'trade show report' and give us more detailed info than I did? I believe
> that many ST netters would be interested. Thank you!
>
> Tomas Felner, felner@inf.ethz.ch

Tomas Felner writes about the features of the TT desktop:

- quite a few new menu entries have been added in the desktop
- most (or all?) menu entries can be invoked with a single keystroke and
those keys are user configurable
- you can assign a full pathname to the function keys and thus invoke your
favourite programs with a single function key keystroke
- you can now have an unsorted index (nice for auto folders)
- you can choose the background color from a menu entry
- there's a menu entry 'Desktop Configuration' where you can set and
configure quite a few things, which I don't all remember
- you can select a number of logical drives and then search for a
file/folder on all those drives. When the search was successfull, a
window with the file/folder opens. And this search is very fast!
- you can read another .INF file and thus change the look of the desktop
- you can switch between several different color tables
- you can have a different border, text and background color for each part
of a window (like close button, expand button, title bar, vertical scrollbar,
left arrow, up arrow, etc ...)
- you can drag any files on the desktop, leave them there, assign different
icons to them, and give them different names (i.e. move the 1stWord icon to
the upper left corner, change the icon to something cute looking, and name
it "Wordprocessor")
- those icons apparently can be edited somehow and you can add you own ones
(I didn't see this but someone told me)
- there's a completely new control accessory with many new options
- there's a new and fast GDOS

Here are additional features that Tomas Felner missed:

- FILE MASK to select the type of file (*.prg, *.tos atat*.* etc)
that you want to see in the windows.

- SELECT ALL function to select everything inside a window.
- Items will stay selected inside a window until the operation is
finished. For example, drag a bunch of files to copy to a floppy disk
and that floopy disk runs out of room in the middle of the operation.
All the copied items will be deselected and unfinished items will stay
selected (Great for doing backup).
Scrolling the window contents up and down will not deselect items either.
You can use cursor keys to scroll the window contents!
- INSTALL DEVICE to install new partitions icon automatically.
- Desktop will look for deskicon.rsc during the boot up time to load in
users designed iocns.
- Choice of passing in file parameter as full path or just file name only
and choice of setting the default directory according to the appliction or
top desktop window when launching an application.
- Support GEM take parameter (GTP) type.
- DELETE ITEM to activate delete file operation. This is useful when
you open full screen window that covers the trash can icon.
- ALTERNATE + ? to open a device where ? is the drive that you are interested.
(This is the most popular fearture).
- CONTROL + ? to replace the top window contents with the new ? drive.
- All the desktop icon's path (the ones that reside on the desktop)
will be updated if that item is being deleted, renamed or moved.
- Option to or not to preserve file date or not when doing file copy operation.
- DESKTOP CONFIGURATION also shows current total free memory size of the
system.
- Key stroke to change resolution.
- Print out current window's contents in text form.
- Maximum seven possible desktop windows.
- User selectable window and desktop backgorund colors and patterns.
- SIZE TO FIT all the items horizontally inside a window.
- Most of the operations in the desktop are loop alike. For example,
if you select four items inside the window and then select the SHOW
INFORMATION menu. The show info dialogue will display the info of all
the selected files one after one. Drag text files to printer icon will
also print out all the files one after one.
- HELP menu.

..... For the rest of them, please read the official owner manual.

Basically, all the features that we have provided are based on
what an ordinary user will need the most and from all the COMPLAINTS and
CRITICISMS (please, no more) that we have received in the past several
years. The TT desktop is nothing fancy, all we wanted to do is to make the
desktop to be truly useful and hopefully people will enjoy using it.

As usual, the above features are subject to change without
notice :-) :-)

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

1837. Re: Language version (TOS) ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 22:07:26 UTC
From: apratt@atari.UUCP
Message-ID: <2296@atari.UUCP>
Source record: 238748

jackin@vehka.uta.fi (Markku M{enp{{) writes:
>I need to know what version (language) my Mega has.

There is a system variable, _sysbase, which points to the "OS Header."
The OS Header contains information about the TOS you are running,
including the country (language, keyboard) you have. That value is
found in the WORD at offset $1c from the address _sysbase points to;
it's called "os_conf" for "OS configuration."

The least-significant bit of this word is 0 for NTSC and 1 for PAL. The
next four bits (at least) encode the country the OS was built for:

VALUE COUNTRY
0 USA
1 Germany
2 France
3 UK
4 Spain
5 Italy
6 Sweden
7 Switzerland, French language ("Swiss/French")
8 Switzerland, German language ("Swiss/German")
9 Turkey
10 Finland
11 Norway
12 Denmark

Other values may mean other things in the future; no tight promises
there. For that matter, this word may lose most of its meaning if, in
future, a single set of ROMs contains the keyboard and language for
many countries. Those issues will be decided when they arise.

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Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1838. Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 22:37:15 UTC
From: soh@shiva.trl.oz
Message-ID: <2218@trlluna.trl.oz>
Source record: 238749
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

yegerleh@handel.ecn.purdue.edu (James D Yegerlehner) writes:
>So my question is, will Byte review it [the TT] and put it on the front cover,
>as they did with the Amiga 68030 whatever-it-is? Maybe you guys at
>Atari should send them one.

The Byte review for the A3000 was a pathetic three page write-up that talked about little more than the hardware specifications. Hardly anything about the Amiga software features, etc. Hopefully, the TT will get a more thorough review.

I can't see why anyone should worry about what Byte says anyway (except from a marketing viewpoint). The so-called `Journal for Small Systems' has gone done the tubes with regards to any useful technical or intellectual articles. Witness the paucity of information between reams of advertising.

Save the forests! Forget Byte! :-)

Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, Australia

1839. Re: wouldn't it be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-13 22:42:47 UTC
From: soh@shiva.trl.oz
Message-ID: <2219@trlluna.trl.oz>
Source record: 238601

edb762bbp1@vx24.cc.monash.edu.au writes:

> bet you're sorry that you bought STs
> i mean, wouldn't i be nice to have a blitter that will be used
> wouldn't it be nice to be able to scroll properly
> wouldn't it be nice to have 4096 colours on the screen at once
> wouldn't it be nice to have 16 channel stereo sound
> wouldn't it be nice to have 880k disk drives
> wouldn't it be nice.
> should have bought an AMIGA.

> COMMODORE RULES
> TOS is tos
> the ATARI ST sux.

> Petra.

Petra,

That's an inflammatory article if I ever did see one. What's the
big idea? Self-aggrandisement? Now the net will be clogged with
articles flaming you. I hope you understand the effect of what you've
written.

Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, Australia

1840. **** ATARI ST FOR SALE ****

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 00:17:46 UTC
From: richard@jetson.uh.edu
Message-ID: <6914.26efdb5a@jetson.uh.edu>
Source record: 238604

FOR SALE

Atari 520st... This system has 2.5 meg of main memory pre
socketed for 4 meg using Tech Specialties memory expansion board.
Midi ports, an RF modulator for connecting the system with a tv.
Serial and parallel ports, and a mouse.

Also included are the following items:

Atari monochrome monitor.
ICD SCSI interface.
Seagate 48 meg Hard Disk with power supply and case.
Two Atari SSDD disk drives.
A Star NX1000 dot matrix printer.

Also included in the package is a lot of software both PD and
commercial including but not limited to the following titles :

Phasar An excellent check book manager.
Cad 3d A 3d drawing and animation package.
Degas Elite a 2d drawing package.
Time Works Desk Top Publisher.
Time Works ST Writer A word processor.
Time Works Data Manager A data base program.
First Word Plus A word processor.
Word Perfect A word processor.
Interlink A very good telecommunications program.
Uniterm A very good PD telecommunications program.
Atari Planetarium A very good astronomical program.
GPLUS a Printing Utility.
Neodesk A very powerful graphical interface to the operating
system.
Turbo ST A utility for speeding up the graphics display.
And numerous other titles both commercial and P.D.

The Atari ST has the ability to run it's own operating system TOS
with GEM and it also will run several other operating systems by
emulation with the purchase of the required software to do so
including MS DOS, CPM, MACINTOSH.

I will not split up the system to sell in parts and the price is
$1000.00. This includes shipping in the continental United States.
For more information call:
Richard L. Coggins
Work 713-749-4948
Home 713-947-1774

Or send email to:

Richard@jane.uh.edu.

1841. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 00:22:39 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1897@van-bc.wimsey.bc.ca>
Source record: 238605

Thanks Chris. Now seeing as your so well informed,how about posting
thcurrent retail prices in GERMANY. After all thats where the poster quo~rted
the price from.
Your automatic postings putting down any news anyone posts are becoming
tedious. You must be related to this PETRA slug. Oh well

/Christopher M Mauritz/h:j #Bye Chris,please don't change your name

John Henders
Vancouver,BC

1842. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 00:48:29 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep14.004829.18663@ecst.csuchico.edu>
Source record: 238606

Chris Mauritz writes:

- Also, one other observation...Any other company who had a new
- product like this on store shelves would be promoting the damn
- thing. Am I to gather that I have to hear 2nd or 3rd hand reports
- on Usenet to know that the machine is for sale at stores in Europe??
- Apple,IBM,SUN,<insert vendor> usually has a big media splash to
- announce new products like this so that people become aware of that
- new product. Actually, they usually do this BEFORE the product is
- available.

You criticize Atari for annoucing a product early. Above, you criticize them for not annoucing a product early. "Damned if you do, damned if you don't." Give them a break. Actually, you could blow your top for as long as you want; no one's going to listen to you. Go to your room and throw a tandrum.

- How does Atari Corp. expect to sell these things if only a handful
- of net.hackers even knows of its existence?

Atari has said in press releases that the TT will be shown at the November COMDEX. Why is it that the bashers never see this material? This is a paragraph from the San Francisco Chronicle's Business section, June 21, 1990: "Atari has shipped about 500 of the TT computers to software makers, so they can have their applications software ready when the company introduces the machine at the COMDEX computer show in Las Vegas next November." I've seen references like this in USA Today and the San Francisco Examiner. You read the newspaper, don't you?

- This is a real world (TM) question that begs for an answer.

Come back from Never-Neverland (this will Never happen, that will Never happen) in a couple of months. When you come back, you'll have your answer.

1843. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 01:33:39 UTC
From: apratt@atari.UUCP
Message-ID: <2298@atari.UUCP>
Source record: 238607

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>The machine's architecture is too closed to be of
>any use as a workstation.

I beg to differ! I think having SCSI and VME means there is a great deal of openness. You can buy lots of things on VME cards, even with the relatively limited A24/D16, half-Eurocard, 3U format of the TT's internal VME bus. In Dusseldorf at the Atari fair I saw a company selling a new box for the TT with slots for other form-factors of VME cards. They're still limited to A24/D16 (or A16/D8) but it is not unreasonable to suppose that the TT will have a big brother with full-size VME, more room inside for VME expansion and more rotating media, and a beefier power supply to drive those power-hungry peripherals. Sounds pretty open to me!

(Note: "It is not unreasonable to suppose..." is my way of saying that I'm not giving away secrets, and certainly not making promises, just pointing out the obvious.)

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Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1844. Pirate Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 01:40:09 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep14.014009.2283@doe.utoronto.ca>
Source record: 238608

I have information on a (supposedly) pirate version of Spectre on
disk. Could David Small please get in touch with me, and I will
give full details? (Sorry, I don't have his address). I cannot imagine
that this works, but I still would like to pass on the info.

Thanks,

David Megginson

(I can't imagine that the pirates read the net -- do they?)
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1845. Can anyone out there give a NeoDesk 3.0 summary?

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 02:25:25 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Sep14.022525.9695@unicorn.wwu.edu>
Source record: 238609

'lo all!

A few friends of mine were wondering what the specs are on NeoDesk 3.0; I own v. 2.05. I've moved around a bit, so Gribnif's specs probably haven't caught up to me. Can anyone out there post a brief description on what 3.0 has to offer?

thanx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

1846. Instant Graphics Wanted!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 03:12:30 UTC
From: reh2@po.CWRU.Edu
Message-ID: <1990Sep14.031230.7465@usenet.ins.cwru.edu>
Source record: 238616

I'm interested in seeing some new and exciting instant graphics. Are there any on the Atari.archive? If not, how 'bout some people u/l some. As a sysop of an Atari 8 bit/ST BBS I'm currently working on means to make an all out instant graphic BBS. I'd be interested in anybody interested in making custom screens for my BBS? What could they get in return? Oh, I'm sure we can work something out. My BBS which is running on an 8 bit on BBS Express Pro! software (but supports ST probably more than the 8 bit!) can be reached at (216) 381-7859 3oo/12oo/24oo bps 96oo soon!
Thanks,
)_rh_(

1847. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 04:49:12 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep14.044912.19716@ecst.csuchico.edu>
Source record: 238617

Sozobon is PD right? I'm looking for it for one of my BBS users. I didn't see it on atari.archive. If it's there, please tell me where. If not, could someone please tell me where I can get it or send it to me? The latter would be nice, but any of the others will do as well. Thanks for the help.

BTW, I got some source code from /atari/sources/volume02/sozobon1.2, but it wasn't really what I was looking for. :^) At least I don't think so.

1848. Spectre & Think C ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 10:00:51 UTC
From: jackin@vehka.uta.fi
Message-ID: <1569@kielo.uta.fi>
Source record: 238618

These are questions for you Spectre owners.

Does Think C work with Spectre GCR & harddisk ?
Do you know any resource editors that work with Spectre ?

Thanks,
--
Markku M{enp{{
email : jackin@vehka.uta.fi
phone : 358 31 561 575 (in Finland (931) 561 575)

1849. Re: Portfolio 640k

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 10:17:11 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3968@sactoh0.SAC.CA.US>
Source record: 238619

I have not had any problems with my Portfolio over the month and a half I have had it. Once, I killed my addresses, but that was my fault. I take this thing everywhere I go, and I get asked about it alot.

One machine that does interest me alot is the Poquet PC. It is a much better hand held, but then again, you are paying $2000 compared to the mere $400 for the Portfolio. But then again, if they can make the Poquet work, it would be very simplWke &}to have a hand held ST, a Tracy? (You heard it here first!!!)

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1850. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 10:40:10 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1914@van-bc.wimsey.bc.ca>
Source record: 238620

Thanks for the extra info,Derek. One other question. Has the limit on
the number of open windows been raised at all in the TT?
John Henders(ubc-cs!van-bc!jhenders)
Vancouver,BC

1851. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 12:09:19 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <3963@quiche.cs.mcgill.ca>
Source record: 238621

> Funny last I heard all the Desktop stores that carried Amiga
>products went into BANKRUPTCY. The entire chain went under and when
>former employees asked for their commission money from Commodore for
>selling Amiga junk Commodore spit in their face and gave them nothing.
>If this is the kind of service you give to loyal employees I can imagine
>the service you give to joe smoe. Also an entire chain of phase unlimited
>stores across Eastern Canada went under sales were down across the board
>for Amiga so dont come bragging about a company that has massive loans
>to support a computer with no brain.
>
> Oh while we are at it lets talk about the missing desktop. How come you
>have to add a CLI to run everything on the Amiga?? Cant even make a

What are you talking about? Have you ever used Amiga before? Most of my
apllication software I use, I NEVER use CLI with it! I can't see a
single reason why I should.
I use CLI when I'm doing Programming or other things which can be done
more easily on CLI.

>proper desktop. Who wants to type everything in to get things to run??? Now
>Im back to DOS on the IBM which is outdated since 1985.How come the Amiga costs
>almost twice as much as the ST? How come the icons are so huge you feel
>your still sitting in front of a commodore 64? And lastly who paid you to
>bother us in the ST area anyways?

What models are you comparaing with???
I didn't know A500 was twice the price of ST(any model?)....
And don't tell me that A500 only has 512k since most A500 users have
1Meg and it is internally expandable to 8(or was it 9?) Megs now...
No flames please, I'm only defending Amiga, I couldn't resist after
reading those insults.

****
* Yeo-Hoon Bae * Amiga /// *
* tinyguy@calvin.cs.mcgill.ca * 2000 /// *
* tinyguy@quiche.cs.mcgill.ca * \\\/// *
* Amiga2000 + 3MB + 48MB HD + KX-P1124 + DiamondScan * \XX/ *
****

1852. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 12:39:53 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1919@van-bc.wimsey.bc.ca>
Source record: 238622

Re: Full size VME for big brother TT.

Would it also be reasonable to suppose the full VME would have bus-mastering implemented.(fingers crossed ;^))

John Henders(ubc-cs!van-bc!jhenders)
Vancouver,BC

1853. Re: does PROSPERO software have a USENET connections ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 13:04:17 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep14.130417.4483@newcastle.ac.uk>
Source record: 238623

In article <978@tharr.UUCP> AlexK@tharr.UUCP (Alex Kiernan) writes:
>In article <1990Sep11.130911.14889@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
>>
>>Having just bought Prospero FORTRAN, I'd like to know if I can get
>>in touch with Prospero via the net. I have some remarks they might
>>like to get, but I don't want the hassle of snail-mail.
>
>You should be able to reach them on CIX as prosof@CIX, a path of
>...ukc!cix!prosof should reach them.
>

To reach a CIX account I use prosof@cix.uucp

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

1854. defsel.lzh at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 13:32:49 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep14.133249.20547@terminator.cc.umich.edu>
Source record: 238624

Would whoever uploaded defsel.lzh to atari.archive yesterday kindly mail
me? There are some problems with the file.....

Thanks,
Jmw

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1855. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 13:39:02 UTC
From: towns@atari.UUCP
Message-ID: <2299@atari.UUCP>
Source record: 238625

in article <7359@neptune.inf.ethz.ch>, felner@b.inf.ethz.ch (Tomas Felner) says:
>
> In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>> We would love to put the new desktop in the above machines.
>>Unfortunately, we don't have enough ROM space to fit everything together.
>>Just for your information, the new desktop is 22k bigger than the old one.
>>Anyway, we may need a little bit more time or even a miracle in order to
>>squeeze every extra bits into the 192K ROM. We will try!
>
> Well, after all there's a ROM port with an extra 128K of ROM address space.
> How about a solution that involves this space? Then you would also have enough
> space to add GDOS to the TOS ...
>
> Tomas Felner, felner@inf.ethz.ch

There are important applications that use the Cartridge Port. We can
just take that Port and use it. Also, I think there might be some
technical problems with this solution as well.. Alan or Derek would
probably know more about what the ins and outs are of this solution
and why we can't use it..

-- John Townsend
Atari Corp.

1856. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 14:03:40 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <2998@vela.acs.oakland.edu>
Source record: 238626

You mean the amiga still need to use a kickstart and workbench disk
to get you going? And you still need to use that cli???? And this
is supposed to be a superior computer. hmm. that was the whole reason
that I stopped working on the amiga.
swood
--
Only four more days till small | swood@argo.acs.oakland.edu
game season in Michigan!! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1857. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 14:05:29 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep14.140529.1831@chinet.chi.il.us>
Source record: 238627

In article <2295@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>- there's a new and fast GDOS
>
>Here are additional features that Tomas Felner missed:
>
>- Support GEM take parameter (GTP) type.

My understanding is that existing compilers don't support passing parameters to GEM applications. Am I mistaken? Is this going to be supported somehow?

Steve J.

1858. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 14:31:02 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <14445@cbmvax.commodore.com>
Source record: 238628
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2218@trlluna.trl.oz> soh@shiva.trl.oz (kam hung soh) writes:
>yegerleh@handel.ecn.purdue.edu (James D Yegerlehner) writes:
>>So my question is, will Byte review it [the TT] and put it on the front cover,
>>as they did with the Amiga 68030 whatever-it-is? Maybe you guys at
>>Atari should send them one.

>The Byte review for the A3000 was a pathetic three page write-up that
>talked about little more than the hardware specifications. Hardly
>anything about the Amiga software features, etc.

In BYTE parlance, at least, that A3000 article was a preview. They claim that they won't do a full review on anything until it's actually shipping and available in its finished form. That's probably not a bad policy; we could have changed all kinds of things between the December/January dates they probably looked at the 3000 and their April publication date (must have been the May or June issue, if it came out in May).

Of course, that's not at all to say they couldn't have done a more complete job. The 15+ page AmigaWorld article was finished at the same time (early copies of both mags were available at the A3000 launch). The other thing is that, while the BYTE staff does the previews, they often count on contributors to do the actual review (at least, that was the case for the A2000). So you often don't see much in the way of a review. Any BYTE has roughly a five month lead time. Given that A3000s first shipped in mid June, I wouldn't expect to see an actual review until the November or December issues, at the earliest. If at all.

>Hopefully, the TT will get a more thorough review.

Maybe it will. If the TT is as out in force as the Atari folk claim, it's really too late for BYTE to do their typical preview on it, unless they just haven't found the space for it yet (hey, wouldn't want to have to displace Yet Another PClone review just to write up a few pages on something with a hope of being a little different).

>I can't see why anyone should worry about what Byte says anyway
>(except from a marketing viewpoint).

BYTE is good exposure, since lots of computer folks read it, and it still hangs, albeit a bit tenuously, to its claim of multiple platform coverage.

>The so-called `Journal for Small Systems' has gone done the tubes with
>regards to any useful technical or intellectual articles.

That's true, but unfortunate. Back in the 70s and 80s, BYTE was kind of a Scientific American of small computer systems. Lotsa good stuff, technical

stuff written so that you didn't have to be an expert to understand it. Now a days it's about as technical on computers as "Car and Driver" is on cars; lots of reviews and editorials, nothing hardcore. There's nothing wrong with that, but in the case of BYTE, there's no adequate replacement available for what BYTE once was. It's a shame when progress means going retrograde.

>Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1859. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 15:06:20 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330011@hpfinote.HP.COM>
Source record: 238629

Re: another appearance from some jerk codenamed Petra

> From: edb762bbp1@vx24.cc.monash.edu.au
> Date: Thu, 13 Sep 1990 02:06:24 GMT
> Subject: it would be nice
> Message-ID: <101.26ef7641@vx24.cc.monash.edu.au>
> Organization: Computer Centre, Monash University, Australia

> Hi there poor ST users
> im back again......
[tons of crap deleted, along the linues of "my computer can beat up
your computer ... " really mature, useful information, finishing
with the following:]
> It is sick when the new ST `Amiga beater' just doesn't perform as well as
> the Amiga. This also admits that the Amiga is a better computer....

> BYE
> PETRA.

I'm cross-posting this to our colleagues in comp.sys.amiga to ask for
their help in shutting this guy up.

Personal computing has come a long way since the days when users had to
assert their manhood by playing "my computer's better than yours." It's
been several months since anyone in comp.sys.atari.st even played "Ataris
are better than [insert brand name here]", or even "680X0s are better
than 80X86s". Attempts to start such a discussion in this notesgroup are
generally squelched or ignored, as they are totally useless and a waste
of bandwidth -- and meaningless in today's marketplace.

We prefer to use c.s.a.st as a forum for exchanging ideas on how to get
more out of our ST's. Occasionally I even jump into c.s.amiga to see if
there's something that might be useful for my ST (like DungeonMaster
hints :-)

We don't need this kind of garbage. It speaks of a third-grade maturity
and a 1970's mentality. I think we (except for "Petra" -- too cowardly
to use his real name!) are beyond that. It's a shame to see a computer
as nice as the Amiga wasted on a jerk like this.

Please, "Petra", stay off the net until you can post something more
constructive and meaningful. And stay off of c.s.atari.st until you buy
one and have something useful to contribute.

Anybody want to add anything?

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

1860. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 15:12:29 UTC
From: don@brahms.udel.edu
Message-ID: <13737@brahms.udel.edu>
Source record: 238630

In article <2998@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (Scott Wood - EVENSONG) writes:
>You mean the amiga still need to use a kickstart and workbench disk
>to get you going?
Only if you still have an old 1000. Everything else has kickstart in ROM.
(even some 1000's have it).
>And you still need to use that cli????
No, but it's there to provide extra flexibility for those who want to
use it. I don't consider it a disadvantage in the slightest.

>And this
>is supposed to be a superior computer. hmm. that was the whole reason
>that I stopped working on the amiga.

It was apparently a long time ago that you stopped working on it....,

1861. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 15:14:51 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Sep14.151451.13268@arcsun.arc.ab.ca>
Source record: 238631

In article <1990Sep13.172935.1342@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <1990Sep12.190508.3153@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>>That works out to be $4800 folks. You may as well buy a Sparcstation SLC, or
>>a Mac IIci or an Amiga 3000, or a 33mhz 386, or.... Hardly a bargain by any
>>stretch of the word. Anyone who can afford $5K for a PC would probably want
>>more than a ST with a 68030 added on.
>
>Chris, you're comparing apples and oranges. Things like the SLC
>generally cost quite a bit more in Europe than in the US. The TT is
>new, and we won't see what the real discounted price is until it's
>been available for a few months. You won't know what the TT price in
>the US is until it's released in the US. And so on.
>
>The only person who knows what they want and what options are best and
>what price is reasonable is the person who's buying the computer, who
>has to make a decision based on their personal situation.

I have to agree. We are currently looking at some X-terminals for work and these babes are around $5K CDN. I can should be able to get a TT that can do anything these terminals can do and more for about the same price. I personally can hardly wait. I hopefully will be able to use the software from my MEGA at home and have the improvements in speed etc. the the TT should bring.

Bob Erkamp

1862. Re: Spectre & Think C ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 15:32:51 UTC
From: opperman@evax.arl.utexas.edu
Message-ID: <1990Sep14.153251.673@evax.arl.utexas.edu>
Source record: 238632

In article <1569@kielo.uta.fi> jackin@vehka.uta.fi (Markku M{enp{{) writes:
>These are questions for you Spectre owners.
>
>Does Think C work with Spectre GCR & harddisk ?
>Do you know any resource editors that work with Spectre ?
>
Think C works great with my Spectre and SH204. Takes up quite a bit
of space, though.

1863. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 15:45:49 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <14449@cbmvax.commodore.com>
Source record: 238633

In article <101.26ef7641@vx24.cc.monash.edu.au> edb762bbp1@vx24.cc.monash.edu.au writes:
>Hi there poor ST users [....]

it would be nice...

If anyone in the future considering such an irresponsible posting would
first sit down and ponder just how foolish such a posting is going to make you
look. Whining about things you don't completely understand, flame bating, etc.
does absolutely nothing constructive. And the last thing it'll ever do is
convince anyone to come around to your way of thinking. You like your computer
and should respect the fact that other folks may pick a different computer
system for different reasons. And recognizing you as an Amiga enthusiast, the
people in this group are going to be prejudiced against other Amiga enthusiasts
who actually have something constructive to to say.

it would be nice...

If none of us ever saw another of these postings.
--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1864. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 16:14:23 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <14450@cbmvax.commodore.com>
Source record: 238634

In article <2298@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>>The machine's architecture is too closed to be of
>>any use as a workstation.

>I beg to differ! I think having SCSI and VME means there is a great
>deal of openness.

I would tend to agree, to a point. The typical Desktop workstation, today, isn't very expandable. These are typified by the Sun Sparcstations; the SLC has nothing other than SCSI, the standard Sparcstations have 2 (monochrome) or 1 (color) S-Bus slots open.

True workstations, however, are used in a much different situation that most PCs. You rarely add more than 8-16 megabytes of RAM to a workstation. It probably has a hard disk in the 100-200 meg range, and it's hooked up to a network. Tape backup, modems, additional storage is managed by a server node in the network, so there's little if any need to go beyond what the basic hard disk, memory, and Ethernet in a workstation. You pretty much get all you need in the basic package or over the network. Third party developers aren't crazy about workstations.

On a PC, on the other hand, you're often in need of more configurability, and expansion cards cost considerably less than MultiBus or full-fledged VME. PC users add alternate displays, multiple serial port cards for their BBS, DSP cards for music, massive memory and coprocessors for ray tracing, data boards for lab work, etc. PC cards tend to be cheap when compared with workstation cards, both due to economies of scale and to generally less expensive and complex design requirements on PC buses. Maybe not all at once (Apple claims the AVERAGE Mac II owner uses 1.1 NuBus slots). You can probably substitute a high end PC with a card or two (there days, probably just Ethernet and, for some Workstation needs, a color megapixel display) for a Workstation -- 68030, 68040, 80386, and 80486 machines are CPU-speed comparable with low end computers designed specifically to be workstations.

The other big difference you generally find is software cost. You don't pay $2000 for a Spreadsheet or Wordprocessor for your ST, more likely $100-$200. But it's not licensed for network use.

>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Get that coffee outta my face, put a Margarita in its place!

1865. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 16:28:22 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <2285@gmuvax2.gmu.edu>
Source record: 238635

In article PETRA writes:
>Hi there poor ST users
> im back again......
.
.
.
> It is sick when the new ST `Amiga beater' just doesn't perform as well as
> the Amiga. This also admits that the Amiga is a better computer.
.
.
.
> BYE
> PETRA.

Okay, the Amiga is a better computer. Happy? It's not like most of us are going to run out and get a new computer. I personally have NO extra money, even if I WANTED to get an Amiga. I personally don't like the Amiga's set-up, nor Commodore itself. I like my ST because I like Atari. I have always like Atari, and I will stand by it because of it.

Also, it's obvious that the ST can't stand up to the Ami3000 (or whatever the latest is). However, once (if ever) Atari puts out a comparable machine, THEN we can DISCUSS it (no flame wars please!).

Finally, I'm sure most Atari owners are well aware of what we can and can not do in relation to the various other systems. I don't think we need to be reminded of Atari management's ineptitude.

Thanks!!

-Steve

1866. My ST crashes

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 16:57:13 UTC
From: domen@crin.fr
Message-ID: <2700@loria.crin.fr>
Source record: 238636

Everytime I have been using my ST for a couple of hours, it crashes. It seems that the bit 6 of odd addresses is turned to 1. just before the crash, black vertical lines appear on the screen. It is then impossible to reboot as long as the computer is warm. I brought it to the local ATARI dealer who was unable to make the phenomenon happen, but it still happens at my home, even if I boot my ST without anything: no hard disk, no floppy, nothing! Does anybody already had a similar problem and could say me what to do? Would it help if I changed the RAMs?

My computer is a 520ST with 1M RAM.

Eric

1867. Re: Pirate Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 17:31:50 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep14.173150.28747@cunixf.cc.columbia.edu>
Source record: 238637

In article <1990Sep14.014009.2283@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>I have information on a (supposedly) pirate version of Spectre on
>disk. Could David Small please get in touch with me, and I will
>give full details? (Sorry, I don't have his address). I cannot imagine
>that this works, but I still would like to pass on the info.

Actually, this is quite possible. All you really have to do is hack the code to Spectre to look for the Mac ROM image on disk instead of a physical ROM plugged in via Dave's box. I actually saw a version of Magic Sac a year or two ago that someone had hacked like this. You'd be surprised at the time and energy these pirates spend to get around paying for software. You'd figure the original hacker would have to spend hours trying to patch the software to accomplish this (maybe longer). It's too bad that these creeps don't get into constructive programming rather than stealing from people like Dave Small.

>Thanks,
>
>David Megginson
>

Cheers,

Chris

>(I can't imagine that the pirates read the net -- do they?)

You ARE joking, right? If you want to see how much commercial software gets FTPed and emailed over the net, just talk to your friendly neighborhood postmaster at your site. I'm sure he/she will have many an interesting tale to tell.

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

1868. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 17:51:43 UTC
From: felner@inf.ethz.ch
Message-ID: <7819@neptune.inf.ethz.ch>
Source record: 238638

In article <2295@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>
> [Derek extends my list of new TT desktop features]
>
> Basically, all the features that we have provided are based on
>what an ordinary user will need the most and from all the COMPLAINTS and
>CRITICISMS (please, no more) that we have received in the past several
>years. The TT desktop is nothing fancy, all we wanted to do is to make the
>desktop to be truly useful and hopefully people will enjoy using it.

I often heard complaints about Atari not reacting to all the improvements suggested by developpers, especially German developpers. As it looks now, it seems that this wasn't the case at all, at least for the visible desktop improvements. Who knows what they fixed and improved in the GEMDOS, AES and VDI internals (Derek?).

Also, Atari seems to have abandoned its poliy of announcing vapourware.

Now that we know that Atari listens to user complaints and suggestions, we should not complain that they don't seem to do anything. By complaining, we would push them to make early announcements in order to keep us happy. This, however, would result in vapourware. And, as we all know, vapourware is no fun at all.

Atari (Allan, Derek, Ken, John and all the others), keep up this policy!!! Coming up with a new or improved product in a big bang is always better for the image than talking about vapourware for months and years. Others did so (Apple, NeXT, Commodore, Sun, IBM and more) and they were always successfull with it. Why shouldn't you ...

Tomas Felner, felner@inf.ethz.ch

1869. Compile GNU CC on Atari (was: Doing Atari compiles on Unix systems.)

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 18:49:56 UTC
From: jimh@ultra.com
Message-ID: <1990Sep14.184956.255@ultra.com>
Source record: 238639

In <1990Sep13.155914.3246@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:

>tony@raid5.uucp (Tony Andrews) writes:

[deleted]

>PS I'm only compiling on the SUN4 because I don't have enough memory in
> my ST yet. When I get enough memory, I'll use the ST only. With proper
> makefiles the compile speed itself should be a smaller sgnificane.

I don't know about that - I compiled the GNU CC sources on a standard
Atari ST with 4Meg and a 700k Ramdisk for the intermediary files
and it took me something like 8 or 9 hours. The time is just a guess,
I started one Friday evening and, with various timeouts and problem
tracking, I finished sometime early Saturday morning. I was pretty
beat for a while after that.

Note this was just the compiler driver, C pre-processor, and C compiler
driver proper. I didn't get to the assembler yet.

You also need something like a 20Meg partition (I used 32Meg)
just to hold all this.

I would use my SUN/3 at work, but, so far, I just get core dumps
when I try to compile the GNU compiler with itself. It takes
quite a while on the Sun/3, too.

>Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
>Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
>"It never runs around here; it just comes crashing down"
> apologies to Dire Straits
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1870. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 20:07:29 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10706@life.ai.mit.edu>
Source record: 238640

In article <912@tredysvr.Tredydev.Unisys.COM> paul@tredysvr.Tredydev.Unisys.COM (Paul Siu) writes:

Do not reply to little Petra's messages. If we just ignore it, may be he will go away. He's probably even have been kick off Amiga BBSs. Do not reply to his message until he grows up.

Come on, you don't really believe that, do you? I suggest direct action, I.E. forwarding his message to the postmaster of his machine. That's what I did, with a note explaining why I thought his behavior was inappropriate usage of the net. I agree with you that replies to his posts should not be put in this newsgroup or any other, however.

Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

1871. Atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 20:48:17 UTC
From: finleyje@mentor.cc.purdue.edu
Message-ID: <14005@mentor.cc.purdue.edu>
Source record: 238641

Hey guys, I'm fairly new to the Unix system and the user nets so I have a question. I've seen people talking about somthing called Atari.archive and I would like to know how to access this. Any help you can give me would be greatly appreciated. Thanx

James Finley

mail replies to finleyje@mentor.cc.purdue.edu

```
+--------------------------------------------------------------------------+
+ Jesus saves....But Gretzky gets the rebound. He shoots, He SCOOOORES! +
+--------------------------------------------------------------------------+
```

1872. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 21:10:08 UTC
From: jack@leo.UUCP
Message-ID: <86984@leo.UUCP>
Source record: 238642

Does any body have handy maps for Chaos Strikes Back? I already completed the game some time ago, but will like to revisit it with maps and hints.

BTW how about forming a discussion group for atari.st.games? Amiga has one.

1873. ROSCH HASCHANA 5751

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 23:03:42 UTC
From: janette@aragon.gtc.de
Message-ID: <7388@aragon.gtc.de>
Source record: 238643
Cross-posted to: comp.sys.ibm.pc,comp.os.minix,comp.unix.xenix,comp.sys.atari.st,comp.sys.amiga

```
Allen unseren Freunden und Bekannten ein gluecklliches, gesundes
und friedliches neues Jahr 5751

ROSCH HASCHANA 5751

wuenscht

Janette Weiss (janette@aragon.gtc.de)
und
Alexander Horn (vaxima@aragon.gtc.de)
--
Janette M. Weiss _ / \ _
D-7032 Sindelfingen \ /
Germany (West) /_ _\
UUCP: ..!mcvax!unido!gtc!aragon!janette \ /
```

1874. OS-9 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-14 23:24:56 UTC
From: marcotte@sybil.cs.Buffalo.EDU
Message-ID: <36275@eerie.acsu.Buffalo.EDU>
Source record: 238644

I am once again looking for a source for OS-9 for the ST. I'd like to buy it used from someone who doesn't have a use for it. However, if you know of a company who sells it (cheap), I'd appreciate that information also.

Oh, and I know that Microware sells it.

--
- Brian Marcotte

marcotte@cs.buffalo.edu

1875. Pleasant thoughts

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 00:10:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep15.001007.5493@doe.utoronto.ca>
Source record: 238645

I just finished downloading stbibtex.zoo from our local Sun. I received
it on the Sun from Jon Brodie's BART at atari.archive.umich.edu.
I connected with the Sun using Simon Poole's Uniterm, then quit into
David Beckemeyer's RTX-based MT CShell, where I started up ckermit
in the background, downloading the file. Next, I started up metafont,
also as a background job, generating a new font for the SLM. I edited
a couple of files while these jobs were running, and now I'm back
in Uniterm typing this message.

As a machine, the ST may have its problems. It also has its strengths.
And one of the greatest strengths is the individuals who supply cheap or
free software to make our lives a lot more pleasant.

Just a couple of pleasant thoughts.

David Megginson (in a rare happy mood)

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1876. CACHEXXX.PRG bombs with AHDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 00:55:06 UTC
From: schlut@oski.toppoint.de
Message-ID: <5352460@oski.toppoint.de>
Source record: 238646

I run into a problem with AHDI 3.01.

I recently switched from Claus Brod's CBHD Driver to AHDI 3.01, for I
got a 70 MB Hard Disk drive and wanted to use it with only one partition.

As recommend a while ago by Allan Pratt, I tried to install CACHEXXX.PRG.
But even only with a auto folder select program STSELECT.PRG,
the two official fixes TOS14FIX.PRG and POOLFIX3.PRG, the system doesn't
boot. With only the programs listed above in the order STSELECT,
TOS14FIX, POOLFIX3, and CACHE200, it hangs. With any program after
CACHE200, it bombs. CACHE200 prints installation message (as do
the other programs).

All programs are official. I downloaded AHDI 3.01 from the official
Atari Mailbox in Raunheim Germany. I got CACHEXXX together with a
disk based version of TOS 1.4 (8/8/88). The file sizes are

```
----a 3630 11.09.90 22:29:48 c:\auto\stselect.prg
----a 689 11.09.90 22:29:50 c:\auto\tos14fix.prg
----a 1983 11.09.90 22:29:52 c:\auto\poolfix3.prg
----a 820 20.06.89 00:00:00 c:\auto\foldr300.prg
----a 732 28.06.88 17:18:16 c:\auto\cache200.prg
```

Autoboot is installed. shdriver.sys has size 7895. FOLDR300 is not
responsible for crashing. This had been tested.

I have a Mega 2 (4MB) with TOS 1.4 (in ROM, latest german version), a
SCSI Seagate Drive with two partitions, C: 60 MB, D: 10 MB.

Of course C: has a unusual sector size, but A. Pratt claimed, that
this should work with AHDI 3.01.

Please keep reply via E-Mail short. I have to pay 50 cents per
1000 characters for incoming mail.

Greetings,
--
Olaf Schlueter, Sandkuhle 4-6, 2300 Kiel 1, FRG, schlut@oski.toppoint.de
! We have to pay for incoming mail, so don't reply or keep short !

1877. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 04:16:54 UTC
From: archbold
Message-ID: <V3uiP2w163w@bluemoon.UUCP>
Source record: 238647

> program it dosn't work. Does anyone know of either a way to convert these to
> SPC (sprectum compresed) files or where I may find a viewer for the SPUs?
> John Tallarico

The program that does this (although it converts *.SPU to
*.SPS--same quality, less storage required). It's called SPSLIDEX. You
can get it on many boards including the official Atari board in CA. I
live in OH, if you're close by and willing, we could arrange for a
'personal' tranfer... It is a great program...

Archbold

1878. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 05:38:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <33930@cup.portal.com>
Source record: 238648

In response to "Petra's" comparisons of Amiga hardware features with ST hardware features...

So what..?

I like my ST far better than the Amigas I've used, and that's the bottom line...

BobR

1879. What has happened to Avant Garde?

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 08:15:29 UTC
From: chris@tharr.UUCP
Message-ID: <982@tharr.UUCP>
Source record: 238649

Has anybody heard anything from Avant Garde recently? All
I get when I try to telephone is a message saying that the
line has been disconnected.

Has anyone had any better luck? Does anyone know what they
are doing?

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

1880. Re: My ST crashes

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 17:41:32 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Sep15.174132.23192@wam.umd.edu>
Source record: 238650

In article <2700@loria.crin.fr> domen@crin.fr (Eric Domenjoud) writes:
>Everytime I have been using my ST for a couple of hours, it crashes.
>It seems that the bit 6 of odd addresses is turned to 1. just before
>the crash, black vertical lines appear on the screen. It is then
>impossible to reboot as long as the computer is warm.
>
>My computer is a 520ST with 1M RAM.

Sounds a lot like a problem I've been having: the RAM upgrade board sits directly on top of the 68000, thereby preventing adequate ventilation. After a few hours of use I get all sorts of bizzare behavior (including the vertical lines phenonemon). I'm sure it's a heat problem because the 68000 is hot enough to burn my hand when the problems begin. Turning a fan directly on the 68000 "fixes" things. The MMU gets toasty too, which might explain your "bit 6" problem. Try running your ST with the top of the case off; the extra ventilation should alleviate problems like these. If that doesn't help, it's probably something else.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1881. Re: Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 18:40:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1829639471@thelake.mn.org>
Source record: 238651

[In article <1990Sep14.140529.1831@chinet.chi.il.us>,
saj@chinet.chi.il.us (Stephen Jacobs) writes ...]

> In article <2295@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>>- there's a new and fast GDOS
>>
>>Here are additional features that Tomas Felner missed:
>>
>>- Support GEM takee parameter (GTP) type.
>
> My understanding is that existing compilers don't support passing parameters
> to GEM applications. Am I mistaken? Is this going to be supported somehow?
>
> Steve J.

Some may not support parameters. Others do. Sozobon (dLibs with GEMFAST
or GEMQ) allows parameters -- there is no separate GEM startup module.
There are existing GEM application that take args; I think First Word
is one of them.

I would like to see a Desktop that allowed me to drag a data file to a
program icon. That would let me install my own print output formatter
or communications program on the Desktop as if it were a device. I believe
the IXI desktop for Unix works that way -- perhaps others do, too.

As an aside -- I'd like to thank Derek for posting the info on the TT
Desktop. With the TT finally hitting the dealers, and the recent drops
in chip costs, things are really brightening up. I stopped by the local
Atari dealer the other day and was pleased to see 4-megabyte STs selling
for $895 or so (sans monitor). Add Pagestream (running off a RAMdisk)
and a Deskjet and you have a very nice little desktop publisher.
--
Steve Yelvington up at the lake in Minnesota
(moving soon to Marine on St. Croix)
steve@thelake.mn.org plains!umn-cs!thelake!steve

1882. PC-Ditto II - at last!

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 19:46:20 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Sep15.194620.16114@cs.dal.ca>
Source record: 238652

To my great astonishment PC-Ditto II finally showed up a couple of days ago. I had ordered the original upgrade -- how many years ago was that? and early in 1989 I bought a DOS laptop since it was clear that AG wasn't going to ship. Letters requesting a refund were ignored. Finally it showed up. The board looks used -- the backing is already stuck on and the coprocessor jumper is in place. It took me days to get it working, since those bloody pins are hard to squeeze, but it seems to run OK. To my great surprise all kinds of programs, like WP, WS, QB, and 123 run on my ancient 520, even though PCD reports only 384 K free.

Alas, by the time I got the pins tight enough to make contact, I seem to have introduced a jiggle to the screen (both in ST mode and in DOS). I don't know anything about the innards -- this is the first time I have opened up the machine -- and if anyone has an idea on how to get rid of the jiggle, it would be appreciated. Judging by recent postings, further attempts to contact AG would be a waste of time.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

1883. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 20:23:36 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <3968@quiche.cs.mcgill.ca>
Source record: 238653

In article <2998@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (Scott Wood - EVENSONG) writes:
>You mean the amiga still need to use a kickstart and workbench disk
>to get you going? And you still need to use that cli???? And this
>is supposed to be a superior computer. hmm. that was the whole reason

NO! Kickstart disk was only designed for the first machine - A1000, since then, 256k ROM has replaced it for A500 and A2000. On A3000, it has the new 2.0 ROM(s), 512k. It also comes with the older 1.3 ROM images on HD for compatability reason(2.0 is not 100% stable, yet.)

And as I pointed out before, CLI is NOT necessary for running ordinary programs, such as WP, DTP, etc. I use it to program, in which case, I find CLI much more convinient than GUI interface, and I'm sure this is true on any machine if the machine offers both options.(Well, for most people).

>that I stopped working on the amiga.
>swood
>--
>Only four more days till small | swood@argo.acs.oakland.edu
>game season in Michigan!! | swood@vela.acs.oakland.edu
>UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
>Bitnet: swood@oakland | swood@unix.secs.oakland.edu

-TG

1884. Atari ST and PC Clone

Newsgroup: comp.sys.atari.st
Date: 1990-09-15 23:31:00 UTC
From: ron@gsbsun.uchicago.edu
Message-ID: <1990Sep15.233100.21009@midway.uchicago.edu>
Source record: 238654

I really like those 44 meg carts for the ST but I cannot justify the cost unless I can also somehow manage to use it with my PC too. (If I don't then I would be better off getting fixed disks.) Is there a way of mounting those drives like NFS or something? I would like to have both machines use the drive and I would only be using one at a time.

Has anyone done this?

Thanks.

-Ron

1885. Amiga vs. Atari ST flame wars???

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 00:47:32 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <2301@gmuvax2.gmu.edu>
Source record: 238655

Wow! I'm suitably impressed with the civility of the latest ST-Amiga cross-over thread (started by PURTRA, or whatever his/her name was). The lack of harsh words on either side against the other's system is GREAT!

Congratulations!

-Steve Coile
An ST owner with quite a bit more respect for the Amiga community now.

1886. What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 02:18:56 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1990Sep16.021856.27654@ecn.purdue.edu>
Source record: 238656

Subject: What's up with STart?
Newsgroups: comp.sys.atari.st
Distribution: usa

dear netters,

Locally I've noticed that the most recent issue of STart on the
newstands is the August issue. I figure we should have seen at least
the October issue by now. Is this the case elsewhere? How about
you guys with subscriptions, are they running behind? If so
does anyone know why?

Jim

"Laufet Brueder, Eure Bahn,
Freudig wie ein Held zum Siegen!"
- Friedrich v. Schiller

1887. Re: scanned images > ST - what method is best?

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 03:29:43 UTC
From: Seitz@cup.portal.com
Message-ID: <33963@cup.portal.com>
Source record: 238657

Hijaak supports .IMG, but not .GEM

1888. Uploading to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 03:58:52 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep16.035852.2887@terminator.cc.umich.edu>
Source record: 238658

```
Hey y'all,

Whenever you upload something to atari.archive, kindly let me know what
it is and who you are via mail....Recently I have received three files
that contained crc errors, and was unable to do anything but rm 'em,
since I didn't know who uploaded them or where they came from.....

Questions, comments, concerns, and almost anything else to:

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"
```

1889. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 04:46:45 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep16.044645.21751@math.lsa.umich.edu>
Source record: 238659

In article <1990Sep13.185245.15406@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>speculation on prices that we see now. Sure, there may be some
>margin of error, but the alternative is to just not talk about
>the system at all.

That would be no fun, eh? Oh well. But what good has speculation done in the past, particularly in *this* newsgroup? }-)

>I don't get it. The machine's architecture is too closed to be of
>any use as a workstation. The price is too high for a home computer.

Too closed? I don't understand. Sun 3/50s and 3/60s are pretty closed systems, (particularly 3/50s!) but nobody bats an eye when you point to them and say "workstation!". The 3/50 is just a fixed board in a sealed box, no expansion options whatsoever. (No, you say, you can expand the memory in a 3/50 with 3rd party expansions! How is this any different than the ST?)

Price is certainly an issue for personal systems, but I've seen a lot of pricey home computers these days. I think the world has seen enough ZX80s and VIC20s and PCJrs by now to realize that computers for the home should not be stripped down to the level of toys. If you want it to be useful, and have a serious purpose in mind, you will get a "serious" machine.

>There is no unix available to entice educational institutions to
>buy them. There is scant network support. The company has a history
>of leaving user support up to everyone else except Atari Corp so
>businesses certainly won't give it a shot either. I am at a loss
>to explain who they think will buy these hot rod STs. Other than
>ST developers who would like a fast platform to write software on,
>who would want one? I'm not trying to put the machine down mind you.
>I wouldn't mind having one myself. I'm just trying to ask some
>real world questions.

They've done a smart thing, they've contracted another company to port Unix to their platform. (Unisoft.) I don't think lack of unix or networking will be a problem for long, especially given Unisoft's rep.

Who wants 386s? Who wants Mac IIfx's? People like speed. For the most part they don't care about the other features of the architecture, like the cache operation, bus cycle times, memory management, pipelining, etc., but they can see the speed difference. If Intel made a 40MHz 8086, they could probably sell millions. Nobody cares about the majority of the improvements of a 386 over an 8086, they just like speed. (And of

course, the large fraction of those who *do* care care for the wrong reasons. So it goes...)

>Also, one other observation...Any other company who had a new
>product like this on store shelves would be promoting the
>damn thing. Am I to gather that I have to hear 2nd or 3rd hand
>reports on Usenet to know that the machine is for sale at stores
>in Europe?? Apple,IBM,SUN,<insert vendor> usually has a big
>media splash to announce new products like this so that people
>become aware of that new product. Actually, they usually do
>this BEFORE the product is available. How does Atari Corp.
>expect to sell these things if only a handful of net.hackers
>even knows of its existence? Again, I'm not trying to be
>cynical here. This is a real world (TM) question that begs
>for an answer. It is just such a damn shame to see such
>products relegated to the computing basement because of the
>bungling of the people producing the machines.

Good points. I wonder why none of these big guys have trouble with the FCC and pre-announcing new systems. Perhaps because they don't target the home market, and it's easier to get class A certification than B or C. But Atari hasn't done any serious advertising in a long time, why would you expect that to change now? Especially with their current anti-vaporware policy?
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1890. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 12:27:49 UTC
From: mboen@nixpbe.UUCP
Message-ID: <mboen.653488069@peun33>
Source record: 238660

Your margin of error is pretty big: The Sparcstation SLC will cost around 12000 DM (in words: twelve thousand DM). And its a diskless, fanless SPARC workstation - not much good for the home user without a server, eh.

I'll look up the prices for a MacIIic, the average 386 PC (33 MHz, 4MBRam, colour VGA and >=48MB hd) and keep you posted about their price. Maybe I can even find out what an Amiga 3000 costs.

On the whole I think we'll soon see the TT in the mentioned configuration for less that 7000 DM. And that's a pretty good offer. Power without the price is one thing. You always have to show a profit, though, as you've said yourself often enough.

So long.
Martin
--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, PSD-C63
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

1891. Re: Upgrading Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 15:58:50 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3104@medusa.informatik.uni-erlangen.de>
Source record: 238661

ALBERT_DAYES@bdt.UUCP writes:

>Claus, is your book"SCHEIBENKLEISTER II", a pretty good (german written) book
>about many

> on floppy, hard disks and the like available in English if so could you
>give me the name of a distributor.
Unfortunately, there is no English version. We were negotiating with some
distributors, but in the end they saw no market for it. (Strange though,
it sold quite well here. Seufz...)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1892. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 16:12:48 UTC
From: ron@gsbsun.uchicago.edu
Message-ID: <1990Sep16.161248.5315@midway.uchicago.edu>
Source record: 238662

Antic died and STart is now revamped to include what Antic had inside of it. The next issue of STart will be the Oct. issue.

-Ron

1893. Empire (the game)

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 16:22:42 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <14037@mentor.cc.purdue.edu>
Source record: 238663

I just purchased Empire yesterday (made by Intersel). I am having a slight problem with the security access. The program says to look up a word in the SCF-TM-2775 SA manual and I have the SCF-TM-2775 ST manual. The only word that I have found that works is on the first page of the manual. Are these two manuals different, or I am just not entering the words correctly?

Thanks,

--

_____
&y Burnett | burnett@mentor.cc.purdue.edu |

1894. Printer spooler for Spectre2.65 and Multifinder

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 18:56:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep16.185643.6511@rodan.acs.syr.edu>
Source record: 238664

Does anybody know a printer spooler for the Mac that will work with Spectre2.65 and Multifinder? I tried one that I got from the info-mac archives that freezes the computer (I think it was iw-spooler-13, or something like that). Of course PD would be better, but I'd be interested in commercial ones in the event no pd ones work. Post to the net, or email me directly...Thanks
--Gerry
ggreenbe@rodan.acs.syr.edu or maxg@suvm (bitnet)

1895. Moria crash (umoria.arc from atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 20:47:54 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3019@vela.acs.oakland.edu>
Source record: 238665

I have been having oodles of trouble with the version of moria that I downloaded from atari.archive. Whenever I load the program, 75% of the time, it will crash less than three cursor movements after I reach the town. Is this a well known bug, and is there anything I can do to fix it? How about a newer version someone might know of?

Thanks
swood

--
Only four more days till small | swood@argo.acs.oakland.edu
game season in Michigan!! | swood@vela.acs.oakland.edu
UUCP:...!uunet!umich!vela!swood | swood@nucleus.mi.org
Bitnet: swood@oakland | swood@unix.secs.oakland.edu

1896. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 21:53:08 UTC
From: lphillips@lpami.wimsey.bc.ca
Message-ID: <1990@lpami.wimsey.bc.ca>
Source record: 238666
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In <82@maxx.UUCP>, tyager@maxx.UUCP (Tom Yager) writes:
>
>As for displacing a PC clone review, balderdash! Open any recent issue
>of BYTE, and you'll see reviews of software development tools, UNIX
>workstations, Mac stuff, graphics hardware...PCs get a lot of ink because
>they are rolled out more quickly than any other type of computer, but we go
>out of our way to make sure that other platforms get covered. If anything, we
>kill PC clone reviews in favor of something more interesting.

If you do, or if you start doing it more, it will definitely be a welcome change. I have not even bothered to glance at a Byte in a large number of months, since I really was not interested in reviews that raved about yet another fractional increase in clock speed hailed as a significant improvement.

>We recognized some months ago that people were starting to see us as strictly a
>PC book. So, we're changing. Lots of changes are already in place, but 1991
>will bring an almost entirely new BYTE. I won't give away any secrets, but
>we're working to bring back a lot of the nuts-and-bolts, technical leadership
>that made BYTE so popular way back when. It's already happening. Check out the
>September (if you can lift it) and October issues for a few tastes of things to
>come.

I hope so. I have nearly every issue, right up to about 1987, and from then on, they get more and more sparse. It will continue on if I see a swing away from slavish devotion to Intel, IBM, and the clone makers, but that hole in the collection will remain. I won't have the sort of garbage that's been in the magazine recently cluttering my home. I'll look for the issues you mention, with a feeling of hope that you are saying sooth.

>I assume you call our multi-platform coverage "tenuous" because it hasn't
>included much Amiga. Well, that's about to change. No details there, either.
>Wait and see.

I don't. I call it tenuous because for a VERY long time, nothing seemed to get reviewed unless it was an IBM compatible, or unless it was capable of emulating it. I watched with horror as article after article completely ignored large segments of the industry, ignored superior hardware, ignored superior software, while fawning over MsDos, OS/2, Intel, and so on.

Somebody once said that if Cray were to come out with a shirt-pocket, 100 MIPS machine with 20 megs of memory and 1 gig of disk, and sold it for $300, the first thing the industry would ask is "Is it IBM compatible?". This is the feeling I got whenever I looked at a Byte in the past few years.

>Before you complain about how BYTE has lost its teeth, go out and buy the
>September or October issue. Read it, thoroughly, and if you still don't like
>what you see, write and tell us why. Every letter we get is read and
>discussed, and readers' opinions DO have an impact on how the magazine works.

I sincerely hope you are right in what you say about new directions. Byte has too much influence to be in a position of promoting nothing but the lowest common denominator to those who know no better.

-larry

--
It is not possible to both understand and appreciate Intel CPUs.
-D.Wolfskill
+---+
| // Larry Phillips |
| \X/ lphillips@lpami.wimsey.bc.ca -or- uunet!van-bc!lpami!lphillips |
| COMPUSERVE: 76703,4322 -or- 76703.4322@compuserve.com |
+---+

1897. Re: CACHEXXX.PRG bombs with AHDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-09-16 23:53:01 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <26198@cs.yale.edu>
Source record: 238667

In article <5352460@oski.toppoint.de> schlut@oski.toppoint.de (Olaf Schlueter) writes:
>I run into a problem with AHDI 3.01.
>...
>As recommend a while ago by Allan Pratt, I tried to install CACHEXXX.PRG.

You have an old version of CACHEXXX.PRG. It won't work with AHDI 3.01.
You need to get the new version. Its length is 1051, not 732.
--
==========
| Michael Fischer <fischer-michael@cs.yale.edu> |
==========

1898. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 02:59:12 UTC
From: tyager@maxx.UUCP
Message-ID: <82@maxx.UUCP>
Source record: 238668
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I take a week off for Video Expo, and all hell breaks loose!

In article <14445@cbmvax.commodore.com>, daveh@cbmvax.commodore.com (Dave Haynie) writes:
> In article <2218@trlluna.trl.oz> soh@shiva.trl.oz (kam hung soh) writes:
> >yegerleh@handel.ecn.purdue.edu (James D Yegerlehner) writes:
>
> >The Byte review for the A3000 was a pathetic three page write-up that
> >talked about little more than the hardware specifications. Hardly
> >anything about the Amiga software features, etc.

Not much was said about 2.0 because our VERY early pre-release version wouldn't run for more than a few minutes, and we had no 2.0-compatible applications, except for AmigaVision. Bob (the author) talked about everything he worked with. It's appropriate not to discuss those things you can't see and touch.

> In BYTE parlance, at least, that A3000 article was a preview.

Actually, BYTE parlance refers to it as a "First Impression." Same thing.

> They claim that
> they won't do a full review on anything until it's actually shipping and
> available in its finished form. That's probably not a bad policy; we could
> have changed all kinds of things...

Right on--we've run early full reviews of supposedly "golden beta" hardware and found that the vendor changed EVERYTHING when it went to market. That's why there is a clear distinction in the magazine between reviews and First Impressions. We aren't trying to fool anyone. A FI is just our way of introducing a new product to the public.

We also avoid injecting much opinion into FIs because it pisses the vendors off. I'm sure you would have enjoyed an article that included "...the system crashed every few minutes, and virtually all the Amiga software we tested wouldn't run on the 3000." You'd have been livid, and rightly so, because it isn't fair to fling knives at something that's still under development.

> Of course, that's not at all to say they couldn't have done a more complete
> job. The 15+ page AmigaWorld article was finished at the same time (early
> copies of both mags were available at the A3000 launch).

We gave the 3000 the same amount of coverage as any other First Impression; actually, it got a little more. Our FI of the Apollo 2500, which was arguably just as important (maybe moreso--it kicked off the low-end UNIX workstation market), got two pages.

AmigaWorld lives or dies by virtue of the Amiga's success. Of course they gave it 15 pages. If we were a single-platform mag, we'd make a big fuss over the latest box, too. Nothing wrong or dishonest about that; we all need to make a living.

> ...while the BYTE staff does the previews, they often count on contributors
> to do the actual review (at least, that was the case for the A2000). So you
> often don't see much in the way of a review.

I wouldn't say that's true. When we go outside the magazine to do a review, it's because we (the editors) feel that an outsider has more expertise. We try to find experts to do our reviews. We don't always manage, but there has been some excellent work in the past few months. We have also been doing a hell of a lot more testing and writing in-house. Virtually all of our UNIX workstation pieces are handled that way. Future Amiga-related articles probably will be, too.

> Any BYTE has roughly a five month
> lead time. Given that A3000s first shipped in mid June, I wouldn't expect to
> see an actual review until the November or December issues, at the earliest.
> If at all.

Our lead time is four months, and we've got changes in place to trim it to three. Vendors aren't the only ones aggravated by that.

I don't think we've scheduled a 3000 review. We received our loaner about a month ago, and we're starting to get some software and accessories together for it. The rule is, if you can't say much more than what was said in the First Impression, don't bother. Right now, that's the case; there isn't much we can add until more 3000 (and 2.0)-specific software and add-ons start to appear.

Of course, not being in the "Amiga department" per se, I'm only speculating.

> >Hopefully, the TT will get a more thorough review.
>
> Maybe it will. If the TT is as out in force as the Atari folk claim, it's
> really too late for BYTE to do their typical preview on it, unless they just
> haven't found the space for it yet (hey, wouldn't want to have to displace
> Yet Another PClone review just to write up a few pages on something with a
> hope of being a little different).

Atari has a reputation of being uncooperative with non-Atari-specific mags. We have never, to my knowledge, gotten a review unit of ANY recent Atari machine. We ask, brother do we ask, but we never get a response.

As for displacing a PC clone review, balderdash! Open any recent issue of BYTE, and you'll see reviews of software development tools, UNIX workstations, Mac stuff, graphics hardware...PCs get a lot of ink because they are rolled out more quickly than any other type of computer, but we go out of our way to make sure that other platforms get covered. If anything, we kill PC clone reviews in favor of something more interesting.

We recognized some months ago that people were starting to see us as strictly a PC book. So, we're changing. Lots of changes are already in place, but 1991 will bring an almost entirely new BYTE. I won't give away any secrets, but we're working to bring back a lot of the nuts-and-bolts, technical leadership that made BYTE so popular way back when. It's already happening. Check out the September (if you can lift it) and October issues for a few tastes of things to come.

> >I can't see why anyone should worry about what Byte says anyway
> >(except from a marketing viewpoint).

Eventually, EVERYTHING boils down to dollars and cents. The reason 500,000 people read our magazine, and we sell millions in ads every month, is that we ARE taken seriously. I get calls all the time from readers asking for advice about UNIX systems and software, and I know the other editors are all in the same boat. I'm busy enough that I figure somebody must be paying attention.

>
> BYTE is good exposure, since lots of computer folks read it, and it still
> hangs, albeit a bit tenuously, to its claim of multiple platform coverage.

I assume you call our multi-platform coverage "tenuous" because it hasn't included much Amiga. Well, that's about to change. No details there, either. Wait and see.

> >The so-called `Journal for Small Systems' has gone done the tubes with
> >regards to any useful technical or intellectual articles.
>
> That's true, but unfortunate. Back in the 70s and 80s, BYTE was kind of a
> Scientific American of small computer systems. Lotsa good stuff, technical
> stuff written so that you didn't have to be an expert to understand it. Now
> a days it's about as technical on computers as "Car and Driver" is on cars;
> lots of reviews and editorials, nothing hardcore. There's nothing wrong with
> that, but in the case of BYTE, there's no adequate replacement available for
> what BYTE once was. It's a shame when progress means going retrograde.

I hate to harp, because I know virtually everyone reading this is saying, "yeah, right." But McGraw-Hill, the company that publishes BYTE, likes to make money. A lot. And any time they start to see our market share decline, they demand that we take steps. We are taking steps, radical ones. Everything from playing with the cover (little things) to purposely stepping up our UNIX coverage (big things). We're constantly doing research, polling our readership, and trying to make the magazine something more people want to read. You've pointed out a few of our flaws, and we are aware of them (and many others). You can't imagine how hard we're working to improve.

Before you complain about how BYTE has lost its teeth, go out and buy the September or October issue. Read it, thoroughly, and if you still don't like what you see, write and tell us why. Every letter we get is read and discussed, and readers' opinions DO have an impact on how the magazine works. That's not self-serving bullshit, it's the truth. When you get to be BYTE's size, you thrive or perish on the basis of reader satisfaction. One piece of

advice: Don't send a vague letter ("Howcome you don't have more Amiga coverage? Huh?"). Tell us what you want, why you want it, and why you think there are others out there who agree with you. I've seen changes made based on a single, convincing letter.

There is a new BYTE coming, and I think that the readers we've lost over the past few years will start coming back. Oddly, when I started working for BYTE, I didn't read it. I, too, was a fan of the "old BYTE," back in the days of Ciarcia and the like. Now, I'm up to reading about 1/3rd to 1/2 of the editorial material, and it's really starting to grow on me again. Comments from people I run into at trade shows seem to support that trend.

Hell, they'd pay me whether I read it or not. Probably 50% of my job is reading, and I don't like to waste that time. Only recently have I found that BYTE is hitting the targets I, as a reader, want them to hit. My targets haven't changed--BYTE has. And will.

> >Soh, Kam Hung email: h.soh@trl.oz.au tel: +61 03 541 6403
> --
> Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
> {uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy

--
+--Tom Yager, Technical Editor, BYTE----Reviewer, UNIX World---------------+
| UUCP: decvax!maxx!tyager NET: maxx!tyager@bytepb.byte.com |
| "I just bought...the Macintosh portable. And I took it back. Pain in the |
+--butt." --Harry Connick, Jr.-------I speak only for myself.--------------+

1899. Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 07:02:18 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3993@sactoh0.SAC.CA.US>
Source record: 238669

Sigh, since I can't afford the SLM804 Laser, I've decided on the new H-P DeskJet 500. Better quality, quieter, and only about $200 more than the Panasonic 1124.

But a few questions though, before I get it, I currently use Write with GDOS, and for the users of DeskJet and DeskJet Pluses, are there any interface considerations? Printer drivers? Emulation? Does the DJ500 have a Epson LQ emulation? Or is there a DJ driver for Write? (Yeah, I know, I should get Word Flair...)

And I remember a problem with some Ataris and DeskJet and the parallel port?

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1900. Atari discount for retailers

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 07:09:53 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <3994@sactoh0.SAC.CA.US>
Source record: 238670

Can someone at Atari Corp answer this?

Since my company is an Atari retailer (Portfolio) I know of a
discount plan to get Portfolios. Is there a program to get other
Atari peripherals at a discount, if you sell other Atari products?
I'd like to get a SLM804, but around $1000 is too pricey, I'll get
the DeskJet 500 if there's no discount for Atari retailers...

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

1901. Re: does PROSPERO software have a USENET connections ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 07:46:14 UTC
From: jensting@rimfaxe.diku.dk
Message-ID: <1990Sep17.074614.9276@diku.dk>
Source record: 238671

q1cbw@turing.newcastle.ac.uk (D.C. Halliday) writes:

>In article <978@tharr.UUCP> AlexK@tharr.UUCP (Alex Kiernan) writes:
>>In article <1990Sep11.130911.14889@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:
[..]
>>
>>You should be able to reach them on CIX as prosof@CIX, a path of
>>...ukc!cix!prosof should reach them.
>>

>To reach a CIX account I use prosof@cix.uucp

Thanks, both of you. I send mail to prosof@cix, and it
hasn't bounced yet :-)

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

1902. Screens

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 08:05:06 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2382@maestro.htsa.aha.nl>
Source record: 238672

Some time ago ther have been some postings about UW (unix windows) and
screens. I now seek the sources for screens (for a SYSV system).
Anybody ou there who can (and is willing) to help me ???

Greetings,
--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

1903. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 08:27:34 UTC
From: me@dude.pcs.com
Message-ID: <850@pcsbst.pcs.com>
Source record: 238673

jack@leo.UUCP (Jack Benkual) writes:
> Does any body have handy maps for Chaos Strikes Back? I already completed
> the game some time ago, but will like to revisit it with maps and hints.

Some months ago, a German Atari magazine had a map printer on it's pd disk.
It lets you print maps of a saved game of both, DM and CSB. You can even
edit the status of doors and traps.

Since I don't know the Copyright, I won't post it. Maybe the author is
listening, or somebody who knows him?

Michael.
--
Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

1904. TT FAST RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 08:52:40 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3107@medusa.informatik.uni-erlangen.de>
Source record: 238674

Can someone at ATARI or elsewhere tell me _where_ the TT's fast RAM
is located in address space? How do you detect legally if fast RAM
is present? Currently, I intend to look for a _FRB cookie in the
cookie list; if it's there, the machine has fast RAM. But where is
it? Is the TT's memory mapped by the MMU so that it appears
contiguous? Don't tell me a legal program need not know about
fast RAM - I need this info for my hard disk driver which has to
decide if some transfer is to be made into fast or slow RAM. Tnx
for any help.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1905. info about Toy Prolog

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 09:24:59 UTC
From: sanchez@irisa.fr
Message-ID: <1990Sep17.092459.1822@irisa.fr>
Source record: 238675

I got the toy prolog package in comp.binaries.atari.st some time ago
It seen to be a good product, but...

The doc are in german, a language that that I don't understand yet !

-->
Where could I find a english doc for toy prolog ?
-->

--
Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

1906. Wanna buy a Spectre GCR from U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 09:40:43 UTC
From: jackin@vehka.uta.fi
Message-ID: <1576@kielo.uta.fi>
Source record: 238676

I would like very much to buy a Spectre GCR with ROMs.

Now I am asking you where to look. I don't necessarily want
the lowest price, fast & reliable service is more important.

requirements :

1. somewhere in the U.S.A.
2. has a FAX machine
3. accepts foreign orders (cash)
4. can offer both GCR & ROMs

Now people, tell me about your favourite dealer/mail order house.
I will summarize if interest arises.

Thanks,

Markku.

--
Markku M{enp{{
email : jackin@vehka.uta.fi
phone : 358 31 561 575 (in Finland (931) 561 575)

1907. CUMANA 2x1MB floppy station for sale

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 10:56:59 UTC
From: rughoeft@fokus.berlin.gmd.dbp.de
Message-ID: <hug.653569019@uranus>
Source record: 238677

Hello Folks !

This item is a station with two 3,5" NEC1037 drives, integrated power supply
and Shugart-to-ST cable adapter.
I have run the drives about three years at an 520STM without any problems, and
they are still whispering when used.
Since i have bought a MEGA 2 and sold the old 520ST without the drives, i have
to `get rid of them` :-).
Due to the Shugart-to-ST adapter, the drives are only connectable to a 260
(are there still any out there ?), a 520 or a 1040 (possible but senseless
for the last).

The drives are formatting up to 86 (!) tracks, 11 sectors completely reliable
(that's 959488 Bytes free on disk).
The drives were made in April 1986, bought and used since spring 1987.

I'm asking 500,- DM plus mailing expenses.
If anyone interested from other european countries you may pay me by ec-cheque.

Offers by email to rughoeft@fokus.berlin.gmd.dbp.de, or if
our X.400 does not like you (or the other way around), try
hugo@gmdtub.uucp (BANG me at ...[mcsun]!unido!gmdtub!hugo)

Ciao, HuGo

--
X.400: <S=rughoeft;OU=fokus;OU=berlin;P=gmd;A=dbp;C=de> # FROM NetNews IMPORT
RFC822: rughoeft@fokus.berlin.gmd.dbp.de # Disclaimer, (*:-)*)
UUCP: [!mcsun]!unido!fokus.berlin.gmd.dbp.de!rughoeft # OwnOpinion, (*:-)*)
Snail@work: GMD-FOKUS,Hardenbergplatz 2,D-1000 Berlin 12 # FlameKiller; (*:-)*)

1908. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 11:24:39 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep17.112439.1@simvax.labmed.umn.edu>
Source record: 238678

```
Last update: 17 September 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Directory (new articles and articles with changes are marked with an '*'):

Welcome to comp.sys.atari.st
What sort of articles would interest people reading comp.sys.atari.st?
* Where can I get Public Domain/Shareware software?
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
What does TOS ERROR nn mean? What do the bombs on my screen mean?
What is the format for [x] paint program data?
What is GDOS, and where can I get it?
Is TeX/LaTeX available on the Atari ST?
Public Domain/Shareware languages...
Is GNU C available on the Atari ST?
Where can I get copies of ZNET?
ST Pen Pals list
TIPS AND HINTS from other users

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
```

you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?
==========

There is an FTP source and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP: dsrgsun.ces.cwru.edu [129.22.16.2]

User anonymous
<enter password>
cd pub/atari

The dsrgsun server gave me the following message when accessed 15 August:

pub/atari contains atariST Tos files
pub/minix contains atariST Minix files
pub/Composers is the Prolog Composers archive
pub/plink is the Prolog "lint" checker
pub/promix is the Prolog MetaInterpreter
NEW: (updated Apr 9, 90) in pub/atari:
gcc V 1.37.1 for Tos
PatchLevel 56 of the gcc-tos library
microRtx bindings for gcc
updates for all utilities in util.zoo
emacs V18.55 for Tos. New version
gprof and profiling support for gcc tos
V1 of GnuSmalltalk for TOS - 4M machine req
NEW: pub/atari/UPDATES contains diffs for updating the tos library.

Most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so.

How do I deal with Archived files (.ZOO, .ARC, .LZH)?

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive
programs. The most popular are Shareware offerings, also available on
atari.archive server in the /atari/archivers directory. They are:

arcgsh21.arc - European in origin
arcsh197.arc - US in origin

The GEM shells are recommended for inexperienced users (and appear to be quite
handy for the experienced user as well!) They require a copy of the archive
program -- in other words you need BOTH the GEM shell *AND* the archive
program in order to use the GEM shell.

NOTE: arcgsh has been updated to version 3.1. It is currently unavailable
on the atari.archive server, but should be available on the panarthea mail
server.

Documentation on the use of the archive programs should accompany the archive
files mentioned above. To use ARC.TTP in order to extract these files, use the
command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36
Invalid handle.....37

```
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error....................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

What is GDOS, and where can I get it?

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordUp!, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

Is TeX/LaTeX available on the Atari ST?

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the atari.archive server under /atari/tex, or the dsrgsun server under pub/atari/StTeX. Fonts and device drivers (including one for the Epson 9-pin printers) are available on the atari.archive server.

Public Domain/Shareware languages...

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

Version 1 of GNUSmalltalk is also available on dsrgsun.ces.cwru.edu. It requires a minimum of 4 megabytes of memory. It is also in the pub/atari directory.

Is GNU C available on the Atari ST?

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on dsrgsun.ces.cwru.edu
[129.22.16.2] in the pub/atari directory. Be sure to check the README file
before going further.

Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get
copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of
the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

==========

I would like to thank those who sent messages with suggestions and comments. I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel
--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1909. Atari sound

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 11:34:56 UTC
From: CATHRYN@bdt.UUCP
Message-ID: <5061@bdt.UUCP>
Source record: 238679

I keep hearing the STE has enhanced sound, but I still don't know exactly what has changed. Did atari put in an AY 8930 instead of an 8910? Are there more than 3 voices now? Or are the existing 3 voices divided among the left and right channels?
Is digitized dma type sound the only change?

1910. cc.arc on atari_archive (Help ?)

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 14:42:05 UTC
From: paulm@ccicpg.UUCP
Message-ID: <87250@ccicpg.UUCP>
Source record: 238680

I've tried twice to get the cc.arc file from atari.archive.umich.edu!atari
and the files I get when put together and unarced are bad. I get a
bad header error when extracing or anything else. The file I'm talking
about is the: Sources/volume01/cc/cc.arc.

I've tried the sendb on cc.arc and also the part01 and 3 other files.
No luck.

I would really like to get ahold of the cc sources so I can set it up
for my environment: Alcyon C on H:/alcyon/ with headers and libs elsewhere.

If anybond can send me the source or show me the error of my ways :^) I'd
apreciate it.

Thanx in Advance, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ccicpg!dl2!paulm	Paul L. Moreau
or ccicpg!dl1!paulm	Sr. Diagnostics Software Eng
or ccicpg!paulm	Irvine, California
`=='

1911. Looking for VT240 terminal emulation (REGIS)

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 14:56:47 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <26F4E430.2532@maccs.dcss.mcmaster.ca>
Source record: 238681

Hello all,
Can someone recommend a terminal emulation packagae (PD/shareware
preferred) that does VT240 emulation? I have uniterm, but it does
not do REGIS, which is what I need.

Please email. I will summarize to the net if there is sufficient interest
Thanks in advance!

--

Art Mulder, art@maccs.DCSS.mcmaster.ca
...!uunet!utai!utgpu!maccs!art

1912. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 15:43:36 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330012@hpfinote.HP.COM>
Source record: 238682

From jack@leo.UUCP (Jack Benkual) / 3:10 pm Sep 14, 1990 / :

> BTW how about forming a discussion group for atari.st.games? Amiga has one.

Here's another vote for atari.st.games ! Count me in!

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

1913. new files at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 16:13:17 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <26387@boulder.Colorado.EDU>
Source record: 238683

```
The following files have been sent to atari.archive.umich.edu:

macpan.lzh - pac-man clone from Germany (mostly translated), mono only
go_up.lzh - lode runner clone also from Germany (mostly translated) mono only
parkit.lzh - access your favorite hard drive park.prg from a desk acc
unlzh172.lzh - unlzh 1.72, latest version (that I know of) _fast_

+-------------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+-------------------------------------------------------------------------------+
```

1914. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 17:20:35 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Sep17132035@weaver.ads.com>
Source record: 238684

In article <V3uiP2w163w@bluemoon.UUCP> archbold (Archie Jaszcz) writes:

|> Does anyone know of either a way to convert these to
|> SPC (sprectum compresed) files or where I may find a viewer for the SPUs?
^^^
|> John Tallarico

| The program that does this (although it converts *.SPU to
|*.SPS--same quality, less storage required). It's called SPSLIDEX. You
^^^
|can get it on many boards including the official Atari board in CA. I
|live in OH, if you're close by and willing, we could arrange for a
|'personal' tranfer... It is a great program...

Um, Archie... John was asking about SPC, not SPS. Every program I have
seen for displaying Spectrum pictures displays both SPU and SPC but not
SPS; in recent e-mail he told me had found one. Meanwhile, _I_ have an
SPS file I can't do anything with. Does SPSLIDEX in fact display or
convert _SPS_ files?
--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

1915. XBRA

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 17:47:36 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.653593609.larserio@kvart.ifi.uio.no>
Source record: 238685

I see that some resident program use a standard called XBRA.
Can anyone tell me more about this standard ?
I write LOTS og resident programs for use over here in Norway, and
if someone could mail me a copy of this standard it would be great !!

Is it possible to get more info about programs that use XBRA when they
install (like name, size, hooked vectors, etc etc) like MAPMEM on PC ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1916. Which System/Finder combo works w/Spectre2.65&TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 18:20:46 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep17.182046.13394@rodan.acs.syr.edu>
Source record: 238686

I've been using Spectre 2.65 with the Spectre 128 cartridge and Mac System 6.0/Finder ??? (something like 6.0). When I upgraded to TOS 1.4, Spectre bombs before the Finder comes up, so now I have to use an older Sys/Finder combo. Does anyone out there use Spectre with TOS 1.4? What's the highest System/Finder combo you have gotten to work? I'd like to use something over 6.0, since I need the newer Control Panel with the cdevs in the scrolling window on the left. I haven't checked for viruses yet, but I don't think a virus is very likely.

Thanks for any help
---jb

1917. Spectre/SCSI question

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 18:28:01 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep17.182801.17937@rodan.acs.syr.edu>
Source record: 238687

I know that it's possible to use a SCSI drive with a host adapter on an ST with Spectre, but is it possible to move the drive over to a Mac and directly use the partition created by Spectre?

I borrowed a friend's SyQuest drive and formatted and partitioned a cartridge with my ICD utilities. I made a small TOS partition, and one for the Mac. I then formatted the "Mac" partition with the Spectre software. Things were fine on the ST, I could see the TOS partition, and I could see the other partition when running Spectre. I then gave the drive and cartridge back to my friend and asked him to try and read it on the Mac in his office. He couldn't see the partition, the disk was not recognised. Is there a way to swap cartridges this way? Is there some software for the Mac (reasonably priced, that is) that will handle the partitions (I had the Mac partition as the last one, since TOS stops looking at partitions after it finds a non-TOS one.) Does Spectre use a proprietary format for its partition?

Thanks for help
---jb

1918. Re: Yamaha RD350s (2 of 'em, cheap!)

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 19:27:03 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750080@hpsad.HP.COM>
Source record: 238688

Alright! now, does that connect to my MIDI port, or is it RS-232? :-)

1919. Re: Spectre & Think C ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 19:33:14 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1001@christopher-robin.cs.bham.ac.uk>
Source record: 238689

In article <1990Sep14.153251.673@evax.arl.utexas.edu> opperman@evax.arl.utexas.edu (Roger Opperman) writes:
>In article <1569@kielo.uta.fi> jackin@vehka.uta.fi (Markku M{enp{{) writes:
>>These are questions for you Spectre owners.
>>
>>Does Think C work with Spectre GCR & harddisk ?
>>Do you know any resource editors that work with Spectre ?
>>
>Think C works great with my Spectre and SH204. Takes up quite a bit
>of space, though.

Works fine on my Supra drive too. ResEdit 1.2 was supplied with our
Think C package and it works fine, except Spectre crashes when you try
to Play a sound resource. Takes a _lot_ of space (Dratted projects!).

The Debugger does not work at all. There are strong rumours that
Dave Small is working on this (in between Appletalk and 68030 boards)
- most debuggers need very low-level access to the machine to work and
this gives current Spectres grief.

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

1920. Re: Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 19:33:54 UTC
From: mui@atari.UUCP
Message-ID: <2302@atari.UUCP>
Source record: 238690

in article <A1829639471@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
> Some may not support parameters. Others do. Sozobon (dLibs with GEMFAST
> or GEMQ) allows parameters -- there is no separate GEM startup module.
> There are existing GEM application that take args; I think First Word
> is one of them.
>
> I would like to see a Desktop that allowed me to drag a data file to a
> program icon. That would let me install my own print output formatter
> or communications program on the Desktop as if it were a device. I believe
> the IXI desktop for Unix works that way -- perhaps others do, too.
>
> Stuff deleted ...

Yes, the TT desktop has that feature! Dragging any data file icon
on to a program icon will simply launch the program with that data file's
name as the input parameter.

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

1921. Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 20:04:24 UTC
From: schlut@oski.toppoint.de
Message-ID: <5610568@oski.toppoint.de>
Source record: 238691

In article <1990Sep14.140529.1831@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> >- Support GEM take parameter (GTP) type.
>
> My understanding is that existing compilers don't support passing parameters
> to GEM applications. Am I mistaken? Is this going to be supported somehow?

Every compiler I have seen for ST computers (lots of C, Modula, Pascal) supports parameter passing to any program: they do not care about the application type. For example even the first version of 1st Word can handle Filenames as parameters ('Install Application' 'DOC'). This feature works also with Calamus (CDK), Turbo C (C-Files). All you need to do with current desktop versions ist to use 'Install Application' (or something similar - i've never seen an english TOS version) in the EXTRAS Menu. However, you will probably have to play around with the location of RSC files (and CFG's and HLP's and ...).

This is one example how bad documentation can prohibit the use of a really nice feature. It took more than four years, sloppy speaking, to spread the information about how shel_find() works, and to release a TOS version (1.4) that implements it in an intelligent manner. A lot of programs for the ST in use today don't use this routine. As the result you will probably get problems using the 'Install Application' Feature. Even using TOS 1.4 1st Word Plus versions started via double click on a DOC file icon will probably fail to load the default printer configuration PRINTER.CFG. (disclaimer: I've only seen 2.x versions).

Greetings,

--
Olaf Schlueter, Sandkuhle 4-6, 2300 Kiel 1, FRG, schlut@oski.toppoint.de
! We have to pay for incoming mail, so don't reply or keep short !

1922. Re: Which System/Finder combo works w/Spectre2.65&TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 20:15:39 UTC
From: mjv@brownvm.brown.edu
Message-ID: <50164@brunix.UUCP>
Source record: 238692

In article <1990Sep17.182046.13394@rodan.acs.syr.edu>
jfbruno@rodan.acs.syr.edu (John Bruno) writes:
> What's
> the highest System/Finder combo you have gotten to work?

System 6.04 is the highest I know about but 6.03 or 6.02 will work fine.
Just don't use 6.0 or 6.01 since those are very buggy. One thing to keep
in mind is that with 6.04, programs think they are running on a Mac
512ke and not a Plus even if you change the flag. Being a Plus works
fine under 6.03 and down.

> I haven't checked for viruses yet,
> but I don't think a virus is very likely.

Reinstall the system. If I remember correctly, people on the net reported
initial problems with hds and tos 1.4. It never happened to me since I
reformatted as soon as I got tos 1.4 and I really enjoy the speed
improvement!!!

BTW, I use 6.04 since none of the programs I use care about being in a
512ke.

Marshall
--mjv@brownvm.brown.edu

1923. Re: Spectre/SCSI question

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 20:25:08 UTC
From: mjv@brownvm.brown.edu
Message-ID: <50168@brunix.UUCP>
Source record: 238693

In article <1990Sep17.182801.17937@rodan.acs.syr.edu>
jfbruno@rodan.acs.syr.edu (John Bruno) writes:
> Does
> Spectre use a proprietary format for its partition?

From past experience (hi Gerry!) the problem might be that the Mac is looking at what would be the ST partition table and getting mighty confused. I guess that is where some improtant mac info is kept.

I know you can install Mac hard drives into your system and have Spectre recognize them so that's an idea. I guess once Dave implements CHANGING of Syquest drives then you'd be able to take a mac formatted cart and possibly insert into Spectre (changing doesn't work, right?).

Enough rambling,
Marshall

--mjv@brownvm.brown.edu

1924. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 21:21:47 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250005@hpindda.cup.hp.com>
Source record: 238694

I saw the new issue (not the Aug issue) in the store a couple of days ago.
I'm not sure if it was dated Oct or Sept, but it did say that it now includes
Antic. As for subscibers, I'm one and I had to pull teeth to get my Aug
issue and have not received the new issue yet. (grumble...grumble...)

1925. AVANT-GUARDE out of business?

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 21:38:08 UTC
From: eugene@cs.athabascau.ca
Message-ID: <757@vax.cs.athabascau.ca>
Source record: 238695

I just had a letter returned which I had sent to Avant-Guarde Systems regarding my PCDITTO-II. It was stamped "Moved - left no address - Unable to forward"!

This certainly looks like Avant-Guarde has gone belly-up and is now OUT OF BUSINESS. This confirms the recent message on the network regarding Avant-Guarde's lack of phones. Does anyone know any more details about this? This does not look good for us PCDITTO users! And I just got mine working after having to hack apart the insides of my 1040 to install it.

What I was writing them about is.... I received a very early version of PCDITTO II and the software disk they sent didn't have all of the programs they mentioned in the installation manual. Also, they didn't include a user's manual. Does anybody have the software and user's manual that they would be willing to copy and send? I'll pay for any copying and mailing costs with gratitude!

1926. Cold Hard Cache

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 21:44:20 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009172130.AA05732@fsucs.cs.fsu.edu>
Source record: 238696

Would some kind soul please email me a copy of Cold Harc Cache v3.5, or
direct me to an anonymous ftp site which has it!!! Thanks!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-------------------------------------

1927. SF314 or compatible needed

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 23:11:41 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3952@umbc3.UMBC.EDU>
Source record: 238697

I'm looking for someone who might have an extra SF314 or compatible disk drive that they might want to trade for an external 2400 baud modem or some other ST/IBM/Mac hardware or software. Please email me if interested. Thanks!

Chuck Rickard
(chuck@umbc5.umbc.edu)

1928. Re: Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-17 23:28:15 UTC
From: bill@mwca.UUCP
Message-ID: <1703@mwca.UUCP>
Source record: 238698

In article <A1829639471@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>...
>I would like to see a Desktop that allowed me to drag a data file to a
>program icon. That would let me install my own print output formatter
>or communications program on the Desktop as if it were a device. I believe
>the IXI desktop for Unix works that way -- perhaps others do, too...

> Steve Yelvington up at the lake in Minnesota

Gemini (shareware alternative desktop widely available) supports dragging
file(s) to desktop icons to pass as parameters - I do this all the time
with MicroEmacs.

Neodesk 3 claims this feature, I believe. Will someone please holler here
when they actually get a Neodesk 3?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

1929. Re: Which Modem(s) are good? Which are not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 00:03:10 UTC
From: davea@col.hp.com
Message-ID: <16830001@col.hp.com>
Source record: 238699

I've been using a Packard-Bell 2400 modem for some time. For the price
($120 on sale at "Service Merchandise") it seems to work well. I get some
garbage at times, but don't know if it's the modem's fault or what.
It has all the features and commands and leds.
I'd call it a "good" modem, and I'm curious as to what makes a modem "great",
and whether there is that much of a performance difference between modems.

dave allen, colorado springs

1930. Hard drives (was Re: Atari ST and PC Clone)

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 00:15:19 UTC
From: kllove@uokmax.uucp
Message-ID: <1990Sep18.001519.15704@uokmax.uucp>
Source record: 238700

In article <1990Sep15.233100.21009@midway.uchicago.edu> ron@gsbsun.uchicago.edu (Ronald J. Rangel) writes:
>
>I really like those 44 meg carts for the ST but I cannot justify the
>cost unless I can also somehow manage to use it with my PC too. (If I
>
>[stuff deleted]
>
>-Ron

I'm in the market for a hard drive and was wondering what c.s.a.st's opinion of the 44 Meg removables are? Which are best based on cost, reliability, and support? Are the cartridges interchangeable from one to the next (specifically Atari's and that one that comes full of PD software)? Is the one with the PD software available without getting the drive?

Please e-mail replies.

Thanks for the info,
Kenneth Love

1931. Re: scanned images > ST - what method is best?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 00:15:37 UTC
From: steveh@tharr.UUCP
Message-ID: <993@tharr.UUCP>
Source record: 238589

In article <33963@cup.portal.com> Seitz@cup.portal.com (Matthew Eric Seitz) writes:
>Hijaak supports .IMG, but not .GEM

You may find that the program stores the header in Intel rather than
Motorola format numbers. Therefore, you'll need to do a bit of byte swapping
to get the picture to load correctly on an ST.

--
/// Steve Hamley /// TQM Communications, BCM Box 225, London, WC1N 3XX ///
/// ...ukc!axion!tharr!steveh /// steveh@tharr.uucp /// 0426 911573 ///

1932. MIDI beginner, STart disk, Sampsyn

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 00:53:52 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1990Sep17.205352.44@vax5.cit.cornell.edu>
Source record: 238551

I have two questions that are somewhat closely related.

First of all, I'm very interested in learning about MIDI. Some of my friends are musicians (although I'm not) with MIDI keyboards, etc., and I have an ST... a match made in heaven! I'm looking for a sequencer that's cheap, but can do all the basics, like editting and that stuff (you're the experts, you tell me!) Is there anything public domain?

This leads me to my next question, because there is a program in the JULY 90 issue of STart that looks to be about what I'm looking for. My question is, is this program (or any other in STart) considered to be public domain? (i.e., can I get a copy from one of you, or do I need to order the disk from STart?) (BTW, the program is called SUPER CONDUCTOR)

Okay, I lied, I have a third question, also relating to the JULY 90 issue of STart... Has anyone tried making Sampsyn? About how much did it cost, and about hours many hours did it take to build?

Please send any information you have on any of these questions to my email address. Thanks in advance for any/all help!!

David Rowell
Internet: REYY@Vax5.cit.cornell.edu
(I'll get a .sig when I figure out how to write on my monitor!)

1933. Re: AVANT-GUARDE out of business?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 02:55:58 UTC
From: iho@milton.u.washington.edu
Message-ID: <7718@milton.u.washington.edu>
Source record: 238552

In article <757@vax.cs.athabascau.ca> eugene@cs.athabascau.ca (Eugene Rubin) writes:

>What I was writing them about is.... I received a very early version
>of PCDITTO II and the software disk they sent didn't have all of the
>programs they mentioned in the installation manual. Also, they didn't
>include a user's manual. Does anybody have the software and user's
>manual that they would be willing to copy and send? I'll pay for any
>copying and mailing costs with gratitude!

The update package of PC-Ditto II never had the user's manual. The disk
also didn't have the diagnostics programs. The user's manual is unnecessary
as they didn't have anything new (from the original PC-Ditto) to tell anybody.
This does not bode well that they've moved. I'll see if there's any talk on
Compuserve on this subject.

il

1934. Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 03:05:23 UTC
From: kllove@uokmax.uucp
Message-ID: <1990Sep18.030523.13180@uokmax.uucp>
Source record: 238553

Does anybody know of a good GO game? It doesn't matter if it's PD, ShareWare, or commercial. It needs to have rules on play and maybe a few strategies and a computer player (optional 2-player mode). I don't care about much else.

Thanx in advance,
Kenneth Love

1935. Amiga3000 or Atari TT??? I need advice, please!

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 03:14:49 UTC
From: ddyer@hubcap.clemson.edu
Message-ID: <10502@hubcap.clemson.edu>
Source record: 238554

I own an IBM AT clone and am wanting to get a "dream system" after I sell the IBM. Well, I've narrowed it down to these two machines (or some other high end Atar).

I have learned a lot from the "flames" that went on. Those seem to be the most informative and exciting postings (debate type). I don't wish to see "who's better" postings or email on this, but advice and honest insight on your machine (to me, this would be a huge purchase, and I need to take into consideration all advice).

I am wanting a machine that is both fun (ie. entertainment) - this means sound and graphics without addons, animation & graphics (ie. 3D modeling, ray trace for "hobbie"), application software (ie. word processing), reliability and price/performance. These two machines match most of what I want.

Please, anything you have to say would be appreciated. I know much more on the Amiga right now than the Atari.

Doug Dyer

1936. Re: Hard drives (was Re: Atari ST and PC Clone)

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 03:53:15 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009180348.AA09366@fsucs.cs.fsu.edu>
Source record: 238555

In article <1990Sep18.001519.15704@uokmax.uucp>, kllove@uokmax.uucp (Kenneth L Love) writes:
>
>I'm in the market for a hard drive and was wondering what c.s.a.st's opinion
>of the 44 Meg removables are? Which are best based on cost, reliability, and
>support? Are the cartridges interchangeable from one to the next (specifi-
>cally Atari's and that one that comes full of PD software)? Is the one with
>the PD software available without getting the drive?
>
>Please e-mail replies.
>
> Thanks for the info,
> Kenneth Love

Well, you have 4 choices. All of them involve the Syquest SQ-555 44mb removable platter mech. Three companies (that I know of) make such a beast for the ST: Toad Computers, Carter Enterprises, and Atari. The fourth choice is to roll your own. I have a buddie that just bought a magnum Toadfile (this is the toadfile drive w/three cartridges), and he loves it. I would recommend it over the Atari unit because of both price and the ICD controller in the Toad. I have not heard much about the Carter entry, other than it is contained in a small shoebox-style case. The Toadfile has room and cables for one more device (but maybe only 3.5", I cannot remember). Since it is an embedded SCSI device, whipping one up yourself should be cake. Just get a baby AT case with power supply, and ICD host adaptor, and a Syquest. You can get a Computer Shopper and hunt down a Syquest mech (I was quoted a price of $519 about a month ago). Bolt all the stuff together, and voila. One last footnote: I have heard that Syquest is about to release a new mech that stores >100mb on a platter, and charge the same retail for it as the SQ-555. I do not know if this means the same price to the customer in the end though. If someone could confirm/deny this, I would appreciate it.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

1937. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 04:50:22 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009180443.AA10005@fsucs.cs.fsu.edu>
Source record: 238556

In article <1990Sep18.030523.13180@uokmax.uucp>, kllove@uokmax.uucp (Kenneth L Love) writes:
>
>Does anybody know of a good GO game? It doesn't matter if it's PD, ShareWare,
>or commercial. It needs to have rules on play and maybe a few strategies and
>a computer player (optional 2-player mode). I don't care about much else.
>
> Thanx in advance,
> Kenneth Love

There is a file called GNUGO.ARC at terminator (atari.archive).
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

1938. Peace loving ST users please read

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 05:11:20 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3038@vela.acs.oakland.edu>
Source record: 238557

Over the past few days, I have been doing a little research on
our dear match lighter. You know, the one who opened the can of worms.
I do whole-heartedly agree with the ignore it, and it will go away
principle, but I also like to make sure that all options are
exercised.

For those of you interested (which I hope would be most of you) I will
include with this post the letter that I received from the sysadmin for
the host from which PETRA was posting from. It is a reply to an inquiry
on their policies for 'maliscious users'. For the fact that I have done
the footwork, I told him that I would not send a retort, but I leave it to
you to do so for yourselves if you feel so inclined (please do)

swood

From JOHNM@vaxc.cc.monash.edu.au Tue Sep 18 00:38:28 1990
Date: Tue, 18 Sep 90 14:33 +1000
From: John Mann <johnm@vaxc.cc.monash.edu.au>
Subject: RE: Who is your sys adm? (mail address)
Sender: John Mann <JOHNM@vaxc.cc.monash.edu.au>
To: swood@vela.acs.oakland.edu, ALLANT@VAXC.CC.MONASH.EDU.AU,
SIMON@BANYAN.CC.MONASH.EDU.AU, CRAIG@BANYAN.CC.MONASH.EDU.AU,
IANSAV@BANYAN.CC.MONASH.EDU.AU
X-Vms-To: IN%"swood@vela.acs.oakland.edu"
Status: OR

swood,

> Well, I was a little more worried about a user on your system who
> has been offending people on the net. I have a few individuals who would
> like to file complaints to the system types at your host.

I'm very sad to hear that one of our users has been causing problems.
Mail to system@vaxc.cc.monash.edu.au to speak to the VAX systems
programmers, or mail to pra@vaxc.cc.monash.edu.au to reach the
Computer Centre Director.

I assure you we take such problems seriously, and will make some effort
to make sure it doesn't happen again.

John
--
John Mann, Computer Centre, Monash University, Clayton VIC 3168, Australia
Net: johnm@vaxc.cc.monash.edu.au Ph: +61 3 565 4774 FAX: +61 3 565 4746

1939. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 05:16:22 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep18.051622.17644@ecst.csuchico.edu>
Source record: 238558

rlee@weaver.ads.com (Richard Lee) writes:

- Um, Archie... John was asking about SPC, not SPS. Every program I
- have seen for displaying Spectrum pictures displays both SPU and SPC
- but not SPS; in recent e-mail he told me had found one. Meanwhile,
- _I_ have an SPS file I can't do anything with. Does SPSLIDEX in
- fact display or convert _SPS_ files?

There are *TWO* kinds of .SPS files. Typically, if the .SPS file is less than 51K, it's a picture and requires the use of SPSLIDEX to view it. SPSLIDEX also converts .SPU and .SPC to .SPS. When converting from .SPS, it spits it out as .SPU. Furthermore, Spectrum 512 will not recognize .SPS pictures, since SPSLIDEX was written by someone not affiliated with Trio Engineering. You must first convert them. Finally, files larger than 51K are Unispec animations. I have three and have never seen any others. These require the public domain program, ANISPEC, to view. These are 512-color animations.

Jeepers, maybe Dave could put this in the Tips and Hints section of "Welcome to CSAS?" I'd just better not let it go to my head. :^)

1940. Re: Re: TT desktop & prices

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 05:19:45 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep18.051945.17699@ecst.csuchico.edu>
Source record: 238559

bill@mwca.UUCP (Bill Sheppard) writes:

- Will someone please holler here when they actually get a Neodesk 3?

As long as I'm connected to this net, you'll hear. :^) I sent my
upgrade money in the day after I received the newsletter.

1941. Error when sending Pagestream's PostScript to Laserwriter

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 05:42:00 UTC
From: steve@thelake.mn.org
Message-ID: <A88085810@thelake.mn.org>
Source record: 238560
Cross-posted to: comp.text.desktop,comp.lang.ps,comp.sys.atari.st

I've run into a minor but puzzling problem when sending PostScript
files generated on my Atari ST to an Apple Laserwriter.

I'm composing pages with PageStream, writing PostScript to an
IBM-format disk, taking the disk to a print shop, reading the file
into a Macintosh SE30 with Apple File Exchange, and sending the data
across an Appletalk network with the SendPS program.

All goes well, and the pages are printed nicely, but the end of each
file causes SendPS to pop up a dialog and complain about an illegal
PostScript command that looks like this:

%%[
*]%%

... where the * actually is a character that looks like a rectangle.

I ran a test through a Varityper VT600 last month and got an error there,
too, printed out on a sheet.

The tails of the PostScript files look pretty much like this
(at least when they leave my ST):

```
( ) 187 r
(n) 375 r
(o) 375 r
(t) 208 r
(e) 333 r
(s) 291 r
showpage
% End Tile
% End Page
```

... followed by control-D. Is there a PostScript problem here, or am I
perhaps picking up garbage in the MS-DOS-to-Macintosh translation?
Perhaps AFX or SendPS is converting the control-D to something else.

--
Steve Yelvington up at the lake in Minnesota
(moving soon to Marine on St. Croix)
steve@thelake.mn.org plains!umn-cs!thelake!steve

1942. Re: Atari sound

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 07:03:29 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3109@medusa.informatik.uni-erlangen.de>
Source record: 238561

CATHRYN@bdt.UUCP writes:

>I keep hearing the STE has enhanced sound, but I still don't know exactly what
>has changed. Did atari put in an AY 8930 instead of an 8910? Are there more
I didn't know there is an AY 8930 out there. What is it supposed to do better?
Ist it pin-compatible? Availability?

>Is digitized dma type sound the only change?
I think so.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1943. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 07:50:37 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <1003@nikhefh.nikhef.nl>
Source record: 238562

In article <1990Sep18.030523.13180@uokmax.uucp> kllove@uokmax.uucp (Kenneth L Love) writes:
>
>Does anybody know of a good GO game? It doesn't matter if it's PD, ShareWare,
>or commercial. ..

Try Goliath, it won last year's World Championship (computer Go). It costs fl 99,=, with the dollar at 1,70 Dutch guilders today (I think - can't you Americans keep it a bit more steady?). Works both in high and medium rez.

Geert Jan van Oldenborgh

1944. Re: Which System/Finder combo works w/Spectre2.65&TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 07:59:40 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <885@idcapd.idca.tds.philips.nl>
Source record: 238563

I have worked with a Spectre 128 V 2.65 and TOS 1.4 with System/Finder
V 6.02 with no problems.

I have also tried 6.04 and this also appears to work, but it is
rumoured to be instable. I have seen a Spectre 3.0 announcement from Gadgets
which indicates that 6.04 and 6.05 'now work fine' so I think these versions
may be instable on Spectre 2.65

Wilko

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103

1945. Re: Spectre/SCSI question

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 08:03:15 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <886@idcapd.idca.tds.philips.nl>
Source record: 238564

Hi,

Dave Small of Gadgets has informed me some time ago that SCSI disks formatted on a Mac are recognized by Spectre. I don't know if the other way around also works. More information should be in one of the back issues of the Gadgets Spectre newsletter.

Wilko

_ _____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
_____

1946. What's the latest on Flight Simulator II?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 08:45:02 UTC
From: dac@ukc.ac.uk
Message-ID: <5482@harrier.ukc.ac.uk>
Source record: 238565

Does anyone know what the latest version of SubLogic's Flight Simulator is? Has Flight Simulator III been released yet? If so, can anyone shed any light on the improvements over FSII?

Please direct your replies through mail as I doubt that this is of major interest.

Thanks,

Dave.

--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

1947. Re: Hard drives (was Re: Atari ST and PC Clone)

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 09:26:43 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1993@van-bc.wimsey.bc.ca>
Source record: 238566

Re: Syquest Drives.
I heard that Syquest announced release of a 175meg drive which would retail for the same price as the current 44meg unit. That was at the spring Comdex. At the same time they said they'd lower the 44meg price by $200US. I'm still waiting......

John Henders(jhenders@wimsey.bc.ca)
Vancouver BC(ubc-cs!van-bc!jhenders)

1948. proportional mouse accelerator

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 09:29:59 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <3808@ruuinf.cs.ruu.nl>
Source record: 238567

I finally upgraded to TOS1.4. It works fine, and fast, but there is one problem; The proportional mouse accelerator promouse.acc, which was posted to this newgroup some time ago, does not work anymore.
If there is a version of this program which works under TOS1.4, could somebody please email it to me? (I do have maccel2, but I don't like it since it is about 10 times as big as promouse.acc.)

Thanks,
--
Nico Verwer | verwer@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

1949. Am I missing something here ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 10:00:48 UTC
From: nick@lion.inmos.co.uk
Message-ID: <11220@ganymede.inmos.co.uk>
Source record: 238568

Wandering through the newsgroups the other day I noticed
comp.sys.amiga.games, and a similar one for the mac.
Is there such a newsgroup for the atari?, if so what is it?,
should I even be asking this here?

Nick

How many pin heads can sit on one angel? Thats what i'd like to know.

1950. Re: MIDI beginner, STart disk, Sampsyn

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 11:09:35 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <889@ehviea.ine.philips.nl>
Source record: 238569

In article <1990Sep17.205352.44@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
|I have two questions that are somewhat closely related.
|
|First of all, I'm very interested in learning about MIDI.
|Some of my friends are musicians (although I'm not) with
|MIDI keyboards, etc., and I have an ST... a match made in
|heaven! I'm looking for a sequencer that's cheap, but can
|do all the basics, like editting and that stuff (you're the
|experts, you tell me!) Is there anything public domain?

Since I suspect this might interest other people too, I'll give my response here. I'm much of both a computer and a music fanatic, so that explains my interest in MIDI. This is long, so hit 'n' when it isn't appropriate for you!

It just happens that I am currently working on a full-fledged PD MIDI recorder for the ST. It is already in a useable state, and I would like to have some feedback before releasing it to the public. I'm looking for alpha/beta testers for this program; preferably owners of both a MIDI instrument and an ST. What I'd like to hear is what problems you did find, what was unclear, what you couldn't do with it and also what additional features you would like it to have.

If there is much interest (please reply by email), I'd rather send this version to Steven Grimm and collect additional ideas and suggestions from you all. I never used a commercial MIDI recorder - only read some descriptions - but maybe that is just a strong point. To give some indication of its (current) capabilities, a short description is appended (Eric: this will sound familiar!).

Cheers,

Leo.

--------8X--------8X--------8X--------8X--------8X--------8X--------8X--------8X

MidST has an unlimited number of tracks (well, memory is the limit) that you can set each to record/play/protected. Each track has its own input filter for MIDI messages (with which you can also control which channels it listens to). You can set this filtering per channel (en/disabling all messages for a channel), per type of MIDI message (en/disabling that message for each channel) or enable/disable exactly one message type for exactly one channel. You can define for each track a channel offset (e.g. if it's 2, then channel 3 is sent as channel 5), a tone offset and a time offset. You can also create so-called fake tracks, that are tracks that have no data of their own, except for the

offset data. In this manner you can get a fuller sound by say having a fake track on a different channel (by means of the channel offset) and an octave higher.

It is programmed as a (I hope) well-behaved GEM application; there are buttons for record, play, stop, fast forward, rewind, pause, eject (write to file), insert (read from file) and off (leave the program). Using these buttons will also send the appropriate messages for song positioning, start/stop/cont sequencers. There is a metronome section, that deals with timing, clicks and bells; it also sends MIDI clocks to keep sequencers in pace. If told so, you can set it to listen to incoming MIDI clocks and get itself synchronized with them (e.g. you can use the speed control of your synth's rhythm box to control the replay speed of your recording; very nice). There is also a counter section that displays the current tape position in measures, beats and ticks (I use a 'tick' unit that is 1/10 of a MIDI clock in length). You can give a number of 'beats before' to get the right tempo before recording, or even start recording on the first note played. The display of both counter and metronome can be suppressed, which gives greater accuracy in replay (standard GEM drawing is slow).

There is a section for setting the scale; this is handy when editing note events. It also handles a global note offset which affects all tracks.

There is also a section to edit tracks: edit single events, enter by clicking on a keyboard display, wipe/cut out/merge/insert/replace /quantisize portions of tracks etc.

Planned: a monitor function that plays MIDI messages over the ST sound chip.

1951. Multi-Sync Monitor <> Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 11:13:41 UTC
From: helin@vehka.uta.fi
Message-ID: <1578@kielo.uta.fi>
Source record: 238570

Hi!

Has anybody out there tried to use a multi-sync monitor as
a monochrome monitor? If it's possible - please tell me how.

Mikko

1952. Re: proportional mouse accelerator

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 11:29:55 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <1990Sep18.112955.5669@ncs.dnd.ca>
Source record: 238571

```
# Distribution:
Organization: Operations Research & Analysis Establihment
Keywords: promouse.acc tos1.4

# In article <3808@ruuinf.cs.ruu.nl> verwer@ruuinf.cs.ruu.nl (Nico Verwer) writes:
|I finally upgraded to TOS1.4. It works fine, and fast, but there is one
|problem; The proportional mouse accelerator promouse.acc, which was
|posted to this newgroup some time ago, does not work anymore.
|If there is a version of this program which works under TOS1.4, could
|somebody please email it to me? (I do have maccel2, but I don't like it
|since it is about 10 times as big as promouse.acc.)

Don't be too put off by maccel3. Although it takes 11148 bytes on
disk the resident portion is only 1340 bytes. The rest is all
configuration and installation stuff.

--
----
Bob Balkwill Operations Research and Analysis Establishment
balkwill@ncs.dnd.ca DND, Canada
----
```

1953. Re: XBRA

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 11:34:14 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3111@medusa.informatik.uni-erlangen.de>
Source record: 238597

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>I see that some resident program use a standard called XBRA.
>Can anyone tell me more about this standard ?
Any program that steals some system vector must use XBRA to notify other
programs that it linked into a vector. To cut it short, an example in
assembler:

```
...
code to switch to supervisor mode
...
move.l $472,o_hdv ; get old vector value
move.l #my_routine,$472 ; link in own routine
...
code to switch to user mode
...
lotsa stuff, then, somewhere in your program:

dc.b "XBRA" ; XBRA id
dc.b "????" ; four printable characters to
; identify your program
o_hdv: dc.l 0 ; here you store the old vector value
my_routine:
own code that sits in the redirected vector
```

This way, a linked XBRA list is created if several programs link into
the same vector. As there is a standard place for the old value of the
vector, a program can retrieve this old value and thereby remove itself
from the chain. Programs can also detect if they already are linked
into a certain vector. Every program has to use some unique ID (????
in the example above) that consists of four printable characters.
If you want to use some ID, please let ATARI know that. In fact, I don't
know if ATARI monitors XBRA IDs right now; to be sure, mail your new
XBRA IDs to Julian Reschke (sorry, forgot his e-mail address - Julian,
would you please help out).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1954. Re: MIDI beginner, STart disk, Sampsyn

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 11:55:51 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep18.115551.1@simvax.labmed.umn.edu>
Source record: 238572

In article <1990Sep17.205352.44@vax5.cit.cornell.edu>, reyy@vax5.cit.cornell.edu writes:
> This leads me to my next question, because there is a program
> in the JULY 90 issue of STart that looks to be about what I'm
> looking for. My question is, is this program (or any other
> in STart) considered to be public domain? (i.e., can I get a
> copy from one of you, or do I need to order the disk from
> STart?) (BTW, the program is called SUPER CONDUCTOR)

Super Conductor was a commercial program from Michtron, and is -not- in the
public domain. I would say that none of the programs you might find on a STart
disk are public domain, with the exception of ST Writer. You will have to
purchase the disk from Antic (or your local magazine salesperson) in order to
legally use the programs on the STart disk.

(This is also being e-mailed in case David R. doesn't read this newsgroup).

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

1955. Re: scanned images > ST - what method is best?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 12:34:26 UTC
From: shipley@tron.UUCP
Message-ID: <644@tron.UUCP>
Source record: 238573

I have sucessfully imported both .IMG and .GEM files from IBM machines into EasyDraw on the ST. I initially had problems with .IMG files, but the later versions of EasyDraw import them. .GEM files transfer in both directions with no problems other than font differences.

Bill Shipley

1956. Testing Blitter chips

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 13:44:41 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Sep18154441@orion.laas.fr>
Source record: 238574

In article <57346@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:
| Blitter support for faster screen scrolling, and it now checks the
| status of the blitter chip to see if it is disabled. This allows Quick
| ST 2.2 to run on machines with defective blitter chips.

This got me to thinking...! Is there a PD blitter workout program
that thouroughly tests out the blitter? Soon, my Mega 4 ST will be
back from repair and it *will* now have a Blitter in it. Maybe Quick
Index would test it out enough.

Any suggestions,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1957. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 15:06:29 UTC
From: archbold
Message-ID: <i69oP1w163w@bluemoon.UUCP>
Source record: 238575

> Um, Archie... John was asking about SPC, not SPS. Every program I have
> seen for displaying Spectrum pictures displays both SPU and SPC but not
> SPS; in recent e-mail he told me had found one. Meanwhile, _I_ have an
> SPS file I can't do anything with. Does SPSLIDEX in fact display or
> convert _SPS_ files?
> --
> RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
> 415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

SPSLIDEX displays and converts files. You can even do a slide
show, display all files in 'stereo' and other neat stuff. Same thing
happened to me! That is: I had some *.sps files and I couldn't display
them, so I had to do a fair deal of looking for the program before I found
it. If you're interested, lemme know.

Sorry I didn't reply through e-mail, but it doesn't exacly work on
our board yet.

Archbold

1958. Re: MIDI beginner, STart disk, Sampsyn

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 15:17:00 UTC
From: erkamp@arcsun.arc.ab.ca
Message-ID: <1990Sep18.151700.382@arcsun.arc.ab.ca>
Source record: 238576

In article <1990Sep17.205352.44@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>
>First of all, I'm very interested in learning about MIDI.
>Some of my friends are musicians (although I'm not) with
>MIDI keyboards, etc., and I have an ST... a match made in
>heaven! I'm looking for a sequencer that's cheap, but can
>do all the basics, like editting and that stuff (you're the
>experts, you tell me!) Is there anything public domain?
>

I have 2 PD sequencers one for monochrome called Alchimie Jr. and another for color called MIDISEQ (or something like that). I haven't used either much as I am currently using SMPTE-Track from Hybrid Art's. A friend of mine is quite impressed with Alchimie. Also if you don't want to part with too much money you might look at Dr.T's Tiger Cub (s.b. less then $100). I was playing with this on the weekend and was reasonably impressed.

Bob Erkamp

1959. ST books wanted

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 15:29:33 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3043@vela.acs.oakland.edu>
Source record: 238577

I want any books on the ST (as I have but one). Anyone who has ST books that they are growing tired of, or would like to lay out to pasture, I will consider the purchase of any books with useful information that are in good condition. The local bookstores have run dry on ST titles.

swood

1960. Gemini and Venus (and apologies if this is a re-post)

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 15:49:14 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2749@unccvax.uncc.edu>
Source record: 238578

I just FTP'ed Gemini11 from atari.archive, only to find it won't
work with TOS 1.0 :-(

However, the 'neat icon' part of the desktop appears to be in the standalone
program Venus. (I can't tell for sure, all of the docs are in German)

Is is possible to use Venus seperately from Gemini, and does anyone
have (or know of a FTP site for) english docs for it? (Or even a general
description of how to use it?)

Thanks in advance,
(and apologies if this is a reposting--the postnews around here is doing
some strange things...)
Brian Daniels

--

I access the net, therefore I am...
Brian Daniels (cs63bld@unccvax.uucp)

1961. Re: Toothless Byte

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 17:02:42 UTC
From: plouff@kali.enet.dec.com
Message-ID: <15435@shlump.nac.dec.com>
Source record: 238579
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <82@maxx.UUCP>, tyager@maxx.UUCP (Tom Yager) writes...
>I don't think we've scheduled a 3000 review. We received our loaner about
>a month ago, and we're starting to get some software and accessories together
>for it. The rule is, if you can't say much more than what was said in the
>First Impression, don't bother. Right now, that's the case; there isn't much
>we can add until more 3000 (and 2.0)-specific software and add-ons start to
>appear.
>[and several other insights into how Byte handles reviews.]
>--
>+--Tom Yager, Technical Editor, BYTE----Reviewer, UNIX World---------------+
>| UUCP: decvax!maxx!tyager NET: maxx!tyager@bytepb.byte.com |
>| "I just bought...the Macintosh portable. And I took it back. Pain in the |
>+--butt." --Harry Connick, Jr.-------I speak only for myself.--------------+

3000- and 2.0-specific software? In the best of all possible worlds
there should be none. Some compute-intensive packages are available in
two versions - one of which has floating-point coprocessor code inline -
included in the same box. But one of Amiga' strengths is its
compatibility. Up and down the line, forward through OS revisions,
things that work on one Amiga usually work on all others. I would
expect that much software already works with AmigaDOS v2.0. Software
tweaked to work with v2.0 should also still work with v1.3. There is
much more "clean" stuff out there than Byte may realize.

On another note, there are freely redistributable software tools
available (Small C compiler, assembler, C function library) which permit
porting the Byte benchmark suite to Amiga. Since Amiga and Macintosh
have the same CPUs, I look forward to seeing a head-to-head benchmark
comparison in the Amiga 3000 review. Anticipating Tom Yager's
objection, the same has already been done with 386-based UNIX boxes vs.
MS-DOS machines, no?
--
Wes Plouff, Digital Equipment Corp, Maynard, Mass.
plouff@kali.dec.com

Amiga -- over 460,800,000,000 pixels sold.

1962. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 17:16:36 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330013@hpfinote.HP.COM>
Source record: 238580

Re: question from mfolivo@sactoh0.SAC.CA.US (Mark Newton-John)

> ... I currently use Write
> with GDOS, and for the users of DeskJet and DeskJet Pluses, are
> there any interface considerations? Printer drivers? Emulation?
> Does the DJ500 have a Epson LQ emulation? Or is there a DJ driver
> for Write? (Yeah, I know, I should get Word Flair...)

No interface problems that I know of. You will need a GDOS printer
driver. There are two available:

1) Migraph (Federal Way, WA -- no phone, sorry) sells a DeskJet
driver set that includes a screen-dump patch.

2) Neocept (Camarillo, CA -- 805-484-2041) sells TurboJet, that includes
drivers for the LaserJet, DeskJet and the Atari SLM804,
and the OUTPUT program to print .GEM metafiles.

I have used the Migraph drivers with MSWrite and they work fine. Other
people tell me that they've used TurboJet with MSWrite and it works
fine, also. Both cost around $40. Do yourself a favor and buy a registered
copy of whichever one you choose.

You can still print without the drivers, if you use the "generic" ASCII
printer .PRD file -- no italics or anything, mind you, but okay for
program listings and such.

There is an Epson cartridge available for DeskJet series printers. Cost is
around $90 list price. Your dealer may be able to give you a break on it.
It includes a proportional-spaced Times Roman font, prettier than the GDOS
one (IMHO).

> And I remember a problem with some Ataris and DeskJet and the
> parallel port?

That's a new one to me! At HP Corvallis, we've had a 1040ST connected to
DeskJet series printers for years (no exaggeration!) with no problems
whatsoever. The 1040ST and the HP DeskJet/DJPlus/DJ500 are a perfect match.
Enjoy.

--
> the good guys! Sakura-mendo, CA

> Internet: mfolivo@sactoh0.SAC.CA.US

Regards
Ray Depew
HP Colorado IC Division

formerly of HP InkJet Components Operation
rrd@hpfitst1.hp.com

1963. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 17:37:42 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Sep18.173742.16386@watdragon.waterloo.edu>
Source record: 238581

In article <1990Sep18.030523.13180@uokmax.uucp> kllove@uokmax.uucp (Kenneth L Love) writes:
>
>Does anybody know of a good GO game? It doesn't matter if it's PD, ShareWare,
>or commercial. It needs to have rules on play and maybe a few strategies and
>a computer player (optional 2-player mode). I don't care about much else.
>
> Thanx in advance,
> Kenneth Love

I have a very nice version, call GOMOKU from some company called Mindgames.
I don't know the specifics off hand but can look them up (I have the
box back home) so let me know if you want details (like the address
of the company) and I will dig them up.

- Steven W. Klassen

1964. Re: My ST crashes

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 17:53:17 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep18.175317.17270@watdragon.waterloo.edu>
Source record: 238582

Ok just so I dont have to write alot of Mail to everyone your ST isnt dead most likely its your internal power supply. The symptoms of a failing power supply, include having to reboot many times before normal operation, repeated bombs on bootup, erradic working one day and not the next, Lockup during ST operation. Of course there can be many other reasons eg bad ram chip etc. But from running a bbs for 5 years my number one problem was simply bad power supply. So to confirm this on a failing power supply or one thats about to go, get out your multimeter and check the power coming out of the leads going into your ST. If they are 8-10volts for the 12 volt line and 2-3 volts for the 5 volt line your power supply will act erradic if at all. PS NOTE dont play with your power supply without knowing something in electronic or you get a nice Zap or worse blow your keyboard chips. So if you are not techincally inclined borrow a friends ST for a day switch power supplies and see if that solves your problem. If it does you have two options buy a newly designed power supply from atari or fix your existing one. If you plan to fix your existing one you can start by replacing C12 or C13 large capacitors 2200 and 4700 pf and if that doesnt help I have replaced C11 and c12 on older model power supplies. If anyone has any questions leave me mail. Hope that helps.

Hardware Dave at your Service

1965. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 17:56:48 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Sep18135648@weaver.ads.com>
Source record: 238583

In article <1990Sep18.173742.16386@watdragon.waterloo.edu> swklassen@rose.uwaterloo.ca (Steven W. Klassen) writes:

|In article <1990Sep18.030523.13180@uokmax.uucp> kllove@uokmax.uucp (Kenneth L Love) writes:
|>
|>Does anybody know of a good GO game?

|I have a very nice version, call GOMOKU from some company called Mindgames.

Actually, Gomoku is the regular name of a game that is played using the same board and markers as Go, but is much simpler than Go. Unless Mindgames is confused (or I am), I don't think this will satisfy Kenneth.
--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

1966. Re: AVANT-GUARDE out of business?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 20:12:40 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep18.201240.2910@doe.utoronto.ca>
Source record: 238584

May I propose a new news group:

alt.flames.pc-ditto

Votes? (Just joking).

Seriously, with XT clones weighing in at around $700, it's not too economical to invest in emulation -- unlike Mac emulation. This is in no way intended as an insult to the hundreds (thousands?) of people out of money because of Avant-Guarde's big promises and small delivery. I came close to buying it myself, except that I was too poor too at the time. Perhaps group therapy might help.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1967. Re: Toothless Byte

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 20:41:23 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep18.204123.4050@rodan.acs.syr.edu>
Source record: 238585

Could we please move amiga discussions to an amiga group? This newsgroup is called "comp.sys.atari.st" and is for discussion of _Atari_ products. The article I am following up on contained nothing but Amiga drivel. There are more Amiga groups than Atari groups, is it asking too much to keep discussion there?

---jb

1968. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 21:28:54 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330014@hpfinote.HP.COM>
Source record: 238586

No slight intended towards Migraph. When I said "no phone", I meant that
I didn't have their phone number handy. Migraph do indeed live in the
20th century, and you can get their phone number from directory assistance.
They're in Federal Way, WA, near Seattle.

Regards
Ray

1969. Re: Which System/Finder combo works w/Spectre2.65&TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 22:23:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <12033@chaph.usc.edu>
Source record: 238587

In article <50164@brunix.UUCP> mjv@brownvm.brown.edu (Marshall Vale) writes:
>Just don't use 6.0 or 6.01 since those are very buggy. One thing to keep
>in mind is that with 6.04, programs think they are running on a Mac
>512ke and not a Plus even if you change the flag. Being a Plus works
>fine under 6.03 and down.

(this is primarily addressed to Dave Small, and company)

I have been told that MacII (that is, color Mac) emulation is not
likely to be forthcoming, due to the "deathgrip" Mac has on the color ROMs.
What I was wondering is if SE emulation would be at all likely as a future
enhancement to the Spectre line? Would SE/30 emulation be possible with the
(near) advent of the TT? Or does Mac have an equally tight "deathgrip" on
those ROMs as well?

-Mike

1970. 39 Games for Mono Monitors! (Many run in colour too!)

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 22:23:56 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <7024.26f6663c@uwovax.uwo.ca>
Source record: 238588

What started all this....

Short Excerpt from "My Life Story":
On April 1, 1989, I ran home from the computer store with an Atari 1040ST; my very first computer! As I quickly learned the computers without software were not that amusing, I took to hanging around computer stores to see what there was to buy. When my focus settled on games I realized the awful truth: commercial games are primarily written for @*~'%# colour monitors!

One year and one month later, it occurred to me that not only was I shunning computer stores and their commercial software, but that I was now having trouble finding enough time in the day to play all my games. Sigh...

Well, that's how it is. There are quite a few monochrome games out there and many are free! A large percentage of them find their way over from Germany and some kind bilingual soul takes time to translate them into english.

Below is my list of all the monochrome games which I've run across since April of 1989. I've organized them alphabetically into two groups. The first group contains games which run on both colour and mono monitors. The games in the second group run on mono monitors only. I've also added information about the games -the version number (if known), the name of the archive in which I found the game (if it differs from the name of the game), the locations where I remember seeing a copy of the game, etc...

The locations where the game can be gotten will be given by one or more of three letters:
"L" denotes my local BBS 'LUST' (London Users of STs) 519-432-5514
"A" denotes the ftp site 'Atari.archive.umich.edu' (141.211.164.8)
"C" means that the game appeared on comp.binaries.atari.st (and so it will be available at many archive sites, including Atari.archive.umich.edu)
I don't claim that these letters are exhaustive, but it will give people a place to look.

PLEASE NOTE: The descriptions given with each game reflect my personal bias; as well, some of the games I've rarely played. I've tried to write a little about each game to give the reader some idea. So don't just go by my assessment of a game, try it!

If I've missed a mono PD or shareware game which you've enjoyed playing, please let me know. I'd like to make this list as complete as possible and will post it again sometime down the road.

Adele

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London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539

---------- COLOUR AND MONO GAMES----------

AIR TRAFFIC CONTROLLER (C)(atc.arc) Be an air traffic controller without endangering real lives. Several different scenarios available. Shareware.

BOLO (L and A) A commercial quality breakout type game. Excellent. Lots of attention to detail. Also look for the program 'Bolofix'; this program will adjust Bolo to play at the correct speed on North American monitors. Bolo is mouse driven.

GNU GO (C and L)(version 1.1) Play a game of Go against the computer.

GREED (C and L) Game of strategy. The entire (well, almost) screen consists of row after row of numbers (0-9). You move the cursor over this array of numbers leaving a black trail. You can never cross this black trail, neither can you leave the array. Stepping on a number, say 6, moves you 6 places further in that direction. The object of the game is to leave a longest trail possible before you run out of legal moves. Public domain.

KENO (L) This seems to be some sort of betting game. Unfortunately, the rules are not included.

MEGAMAZE (A and L) A 'Gauntlet' type game. With your sword and magic missiles (arrows?) try to find (and fight) your way out of a maze. There are many objects which will help you and many monsters which will try to hinder you! Game requires a joystick. Shareware.

MEGAROID (L and A) Really nice remake of the popular video game Asteroids.

NETHACK (C and L)(version 3.0) I love this game! Nethack is a substantial "Dungeons and Dragons type" game. Has an amazing level of intricacy. There is a group "rec.games.hack" devoted to discussing the game and strategies.

SPACEWAR (L and A)(version 3.1) Two player game, one person is the USS Enterprise and the other commands a Klingon ship. Players try to annihilate each other with torpedoes and phasers, but be careful to avoid the sun....

SOKOBAN (C) Push barrels around a maze and into a holding area. The catch is that you must get behind and push the barrels and cannot pull them; thus one must be careful not to move barrels so that they become 'stuck'.

ST CONCENTRATION (C and L)(St_conc.arc) Plays one to four people. Based on the popular TV game show. Here you have 80-100 cards lying face down. You turn two cards over at a time and trying to pick them identical. The point is to remember the location of as many cards as possible while looking for their partner. Nicely done. Public Domain.

TESS (C) This is 'Beyond The Tesseract V2.0p' a text adventure game. From the docs: 'The scenario for the adventure is meant to be vague. Once the adventure has been completed, the scenario will become clear. This adventure is abstract and a bit on the technical side. Detail knowledge of the technical background is not necessary, although it will make the adventure more enjoyable.' Public domain.

ULARN (L) A Dungeons & Dragons type game that's simpler and quicker to learn than Hack or Moria. For days when you don't have the patience to play Nethack or Moria carefully.

UMORIA (C)(Version 4.87, I hear that version 5.0 is being beta-tested now) A substantial Dungeons and Dragons type game. I haven't played it often, so I don't know how it compares with Nethack. My feeling is that Moria is a bit slower paced. A popular game, there is a group 'rec.games.moria' devoted to discussing Moria.

WANDERER (this will be posted to "A" in the near future. It's not quite finished being ported.)(version 3.2) Off you go wandering through cavernous areas picking up diamonds left and right. You must pick up all the diamonds before advancing to the next screen (there are over 60 screens in all). This diamond collecting business is not that straight forward -each screen is effectively a puzzle. You must figure out how to get at diamonds without trapping other diamonds and without getting eaten or killed. Program has online help. Fun and challenging.

YAHTZEE (this will be posted to "A" in the future. It's not quite finished being ported.) This is the game of yahtzee for the Atari ST. The program will take up to 6 players, some of which can be the computer itself. Program has good online help. Public domain.

---------- MONO ONLY ----------

ALFRED'S KISTENLAGER SCHIEBERIEN (L)(Aks.arc) Push barrels around a maze into a storage area. Looks to be the same game as Sokoban but with much nicer graphics. This game is in German, but comes with an file English.txt which explains the game.

ANDURIL (L) Try to find all the pieces of the broken sword while searching through the maze. (If you've read Lord of the Rings, you know what 'Anduril' was.) Public Domain.

AWARI (L) Play a traditional African pebble game against the computer. Program contains the rules. Easy to learn the rules, not so easy to beat the computer! Shareware.

BANDWURM (L and A) Guide a worm around a playing field so that it can eat little pellets. As it eats pellets the worm GROWS. Trick is to successfully navigate the worm without having it run into walls or itself; this task gets harder and harder as the worm gets longer and longer.....
This German program comes with a file English.txt which tells you all you need to know.

BOUNCING BOUBLES (L and A) (Bouble.arc) An excellently done space invaders type game. Rules flash on the screen in German, but you will have no problem noticing which keys do what. Be careful of running a screen saver while playing this game; my experience has been that after 3 minutes, my screen saver comes on and then Bouble crashes. Game played with keyboard or joystick (the keyboard is faster).

COLUMNS (C and L) A tetris-like game, but harder. There are falling columns which are built up of 3 blocks. Each block can have a different pattern. You can rotate the 3 blocks (change the order of the pattern) and you can also move the column left or right. When the column falls on the heap and there is a sequence of 3 or more blocks with the same pattern, then these blocks disappear. Public domain.

DRACHEN (C and L) (version 2.0) German version of the game of Mah Jong. The idea is to pick up tiles two at a time. Only tiles which match may be picked up together. To add spice to the game, you play against the clock. Excellently done. Look for a file "Drachen.eng" which explains the rules in english. Mouse driven.

EXTENSOR (A and L)(version 3.3) A "Tron" style race game; select different obstacle patterns, number of drones, variable or constant speed, etc. No docs. If you don't have a joystick you can use the cursor keys as well as <a> and <q>. If using a joystick, move it up or down to change speed and left or right to change direction. Catchy music. May not run from a folder. Public Domain.

GO BANG (L and A)(version 3.1)(Gobang.arc) Play against the computer by trying to get five of your stones in a row. Game also known under the name Go-Moku and is played on the traditional Go mat. Freeware.

GO UP (L and A)(goup.arc)(version 1.0) A nicely done 'Lode Runner' clone. Plays slightly different than 'Runner's Revenge' listed below, so get both! There is a working level editor. Plays one to four people. Play with either mouse or joystick.

KRABAT (L and A)(version 0.0a) Play chess against the computer. The pieces are nicely constructed. Krabat looks for the folder 'Pictures' in the root directory.

MACPAN (L and A)(macpan1.arc or Macpan.lzh) German mono version of Pacman. Play with either a joystick or the keyboard. There is a special two-player option whereby both players are playing at the same time while competing/cooperating for points. The main screen has been translated; as well, there is english file outlining the game. Public Domain.

MINES (C and L) Mines is a game of strategy concerning the safe crossing of a mine field. The field is a rectangle of 16 by 16 squares. Some squares contain a hidden mine. The only clue given about the position of the mines is the number of mines within 1 square distance of your present position. Try it!

OPUSNR1 (L) A vector graphic fly-through shoot 'em up maze game.

PATIENCE (C and L)(Version 2.13) A well thought out program with an excellent demo mode. Play up to 6 different versions of solitaire. Originally in German, there is an English patch available.

POOLMONO (L) Pot as many balls as possible before losing your three goes.

PUZZLEPUZZLE (L and A)(puzzle2.arc) German Jig-Saw puzzle game with a twist. Completing a puzzle is like taking a step in a maze; depending on which of two buttons you choose, you go to a new puzzle and step further into the maze. The idea, I think, is to solve your way out of the maze. The puzzles you complete are actually 'linked' to one another in a clever way. Fun. Shareware.

RISK or RISKY (L)(Risk.arc is the Dutch version; Eng_risk.arc is the english one) Very similar to the board game Risk. Try to conquer geographical areas by moving your armies around (you can tell that I haven't played this often). Up to 6 players are allowed and they can be any combination of humans or computer generated players. The english (translated) version has only one map, the Canary Islands; whereas the Dutch version includes other maps. Look for a file "Feud.arc", this is another (english) map for Risky. The game comes with an editor so you can create new scenarios.

RUBIC'S CUBE SIMULATOR (L and A)(rubic.arc)(version 1.2) Simulates playing with a rubiks cube. Now when your mechanical cube breaks, you can run to your computer. Comes with lots of options; however, I haven't tried it.

RUNNER'S REVENGE (L and A)(Runner.arc) A Load Runner type game; get all the eggs lying around the 'maze' without the bad guys catching you. Run up and down ladders, dig holes in the ground to trap the bad guys or to allow you to pass through the floor to the next floor. Lots of strategy involved as well as good reflexes. A well done game. The game comes with a level editor which doesn't work in TOS 1.2 (I presume that it works in 1.0.). The game works in higher levels of TOS. Runner looks for the folders "sounds", "screens", and "sprites.img" in the root directory. Game requires a joy stick.

STETRIS (C) This is Tetris for the ST. Move falling objects so that they land creating a solid surface. Nicely done. Created by the same person who made columns. Public domain.

SUPER BREAKOUT (A and L)(Sbreak.zoo) This is a must-have! Monochrome version of the popular breakout games. Includes every option I've seen in ANY breakout game and over 200 screens. Includes an editor so you can create your own levels. Game is mouse driven.

TETRIS and TETRIX (C) Two more Tetris clones. Tetris has more options, even a "robot" to help you play. Tetrix is a somewhat more primitive version

with "keyboard graphics".

--

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1971. PD Lisp?

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 23:07:50 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Sep18.230750.23210@hayes.fai.alaska.edu>
Source record: 238590

I am looking for a Public Domain (or cheap) Lisp interpreter (though
a compiler would be better). I am doing Expert Systems research and
would like to bring my work home with me to my ST. FTP would be best, include
the path name so I can actually find it.
Thanks for any help you can give.

ALSO: is there an UnLZH program for the IBM? I need to download an LZH
compressed file onto an IBM floppy but it won't fit (360K). So it would be
nice to be able to split it up on the harddrive with UnLZH. Any Ideas?

David M. Braun FSDMB3@ALASKA.BITNET
Samurai and Lizards, Reptiles and Samurai. fsdmb3@acad3.fai.alaska.edu
---

1972. Announcing a new multitasking system for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-18 23:11:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7026.26f67178@uwovax.uwo.ca>
Source record: 238591

I've just sent the sources and binaries of MiNT version 0.6 to comp.{sources,binaries}.atari.st. MiNT is not TOS, but it's a multitasking extension for TOS. It provides a number of facilities that are limited or lacking in other multitasking environments for the ST, including:

-- pipes, named fifo's, and pseudo-ttys
-- signals, including kill(), signal(), sigsetmask(), and sigblock() system calls
-- process groups and job control
-- resource limits
-- process priorities
-- fork() and vfork() system calls
-- new devices: midi, null, mouse (Sun-compatible), tty, and fd0-fd2 (for accessing stdin, stdout, and stderr through the filesystem); these, and the normal con, aux, and prn devices are accessible through files on a fake drive V:
-- processes are available through drive X:; deleting a process kills it, and they may be renamed just like TOS files
-- all system calls are accessible through the GEMDOS, BIOS, and XBIOS traps, so it should be easy to write MiNT programs with any existing ST compiler
-- supports the TOS 1.4 "fastload" bit, CTRL-ALT-DEL for rebooting, and fixes some TOS bugs (including the infamous I/O redirection bug)

MiNT can run GEM programs, but no more than 1 at a time (you can have a GEM program and several "plain" TOS programs running simultaneously). You can run MiNT as an AUTO folder application, or stand-alone. This is a problem with GEM, not MiNT; other window managers don't have this problem (e.g. the MGR window system runs under MiNT, and it should be quite feasible to port an X server and clients to MiNT).

Comparisons with MicroRTX, and Minix are, I suppose, inevitable; but they're probably not helpful. Minix is a whole new operating system, based on Unix V7, and not at all TOS compatible. It's quite nice, but I find that I've spent a lot of effort to get a nice TOS environment, and I don't want to have to re-invent the wheel with Minix. Moreover, with MiNT one gets some nice features from BSD Unix (like job control, safe signals, and pseudo-ttys) that Minix is lacking.

MicroRTX is TOS compatible, but I see it as being aimed at a different group of users. MiNT is not real time, and is not a supported commercial product, so obviously there are some people who will find it inferior to MicroRTX for these reasons. On the other hand, MiNT is more like

Unix, which should make it much easier to port programs to it.
MicroRTX lacks most of the features listed above; on the other hand,
MiNT lacks a number of features of RTX (such as the real-time extensions,
and message queues). If you're an experienced programmer and you like Unix,
you'll probably like MiNT. If you don't like Unix, you may prefer MicroRTX.
If you don't program, you should use whatever best supports the programs you
like. I think the two systems can co-exist. (They even share a (very few)
system calls).

Also, MiNT is freeware, *not* a commercial product or shareware; and it
comes with all the source code. I would encourage people to tinker
with it, improve it, and fix bugs. My hope is that MiNT can become a
reliable alternative to TOS for people who want a more Unix like
environment.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638
--
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

1973. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 00:21:46 UTC
From: apratt@atari.UUCP
Message-ID: <2304@atari.UUCP>
Source record: 238592

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

>Is the TT's memory mapped by the MMU so that it appears
>contiguous?

No. There is no address translation going on in the MMU. If there were, every program that wrote an address into a chip (video, DMA, etc.) would have to be able to do the logical-to-physical translation. This is impractical, and would result in nearly 100% incompatibility with existing programs. The MMU is used, however, so don't mess with it. It's used to get around a bug in the 68030's design; I may explain in more detail later.

>I need this info for my hard disk driver which has to
>decide if some transfer is to be made into fast or slow RAM.

Right you are. That's what the _FRB cookie is for. But you are looking at the problem in the wrong terms: rather than deciding what kind of RAM the transfer is destined for, your program should decide only what it has to: in this case, decide if it's being made to/from a place that the ACSI DMA chip can access. This prevents you from hard-coding the location or size of different pieces of RAM. This saves you from having to re-release your driver when somebody complained that he couldn't access VME RAM with it, because you didn't think of that.

The ACSI DMA chip can access memory only in the low 24 bits of the address space, so that's your answer: you check the high byte of the transfer address. If it's zero, you can use ACSI directly. If it's not, you must use the FRB. You never examine any part of the address other than the high byte, and you only test that against zero. Minimizing the information you require in this way leads to maximum portability and future compatibility.

As an aside to SCSI driver writers, you have less to worry about. As mentioned above, the definition of accessibility on the ACSI bus is "the high byte must be zero." The definition of accessibility on the SCSI bus is "the bus must be 32 bits wide." This means that A24/D16 VME memory is not accessible to SCSI, and you should use the buffer pointed to by the _FRB cookie.

Finally, to defeat nit-pickers before they strike, I *know* that the ACSI DMA chip can't really talk to everything in the 24-bit ST address space: it can't see ROM, for example. But it *can* access any real RAM in that space, and if you're trying to DMA to something else (like the palette) you deserve what you get.

>--
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, West Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>--

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1974. new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 04:07:59 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <26516@boulder.Colorado.EDU>
Source record: 238593

I just u/l'd the following files to atari.archive.umich.edu

maccel33.lzh - maccel mouse accellerator 3 ver 3.3 from Atari
(nice job Ken B. !)
magic.lzh - makes the mouse pointer "sparkle" as you move the mouse
opusnr1.lzh - Game: opus number one, mono one. Seek and destroy the
enemy glider. Nicely done 3-d vectors.

```
+-------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+-------------------------------------------------------------------------+
```

1975. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 04:59:56 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10826@life.ai.mit.edu>
Source record: 238594

In article <26516@boulder.Colorado.EDU> millert@tramp.Colorado.EDU (MILLER TODD C) writes:
I just u/l'd the following files to atari.archive.umich.edu

maccel33.lzh - maccel mouse accellerator 3 ver 3.3 from Atari
(nice job Ken B. !)
magic.lzh - makes the mouse pointer "sparkle" as you move the mouse
opusnr1.lzh - Game: opus number one, mono one. Seek and destroy the
enemy glider. Nicely done 3-d vectors.

When posting about recent uploads, please make sure you spell the name
correctly! The directory is unreadable, so the only way anyone can
find it is if they know the filename. "maccel33.lzh" is actually
stored there as "maccell33.lzh" (note the extra "l"). I found this by
experimenting, and got lucky.

nick

p.s. Why on earth is the directory unreadable? That's nuts!

Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

1976. Re: Multi-Sync Monitor <> Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 05:55:06 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep19.055506.6166@math.lsa.umich.edu>
Source record: 238595

In article <1578@kielo.uta.fi> helin@vehka.uta.fi (Mikko Helin) writes:
>Hi!
>
>Has anybody out there tried to use a multi-sync monitor as
>a monochrome monitor? If it's possible - please tell me how.
>
>Mikko

Yeah, I use a Talon Omniswitch with my multisync monitor. Works OK, although the image is smaller than I'm used to. (14" monitor, .25mm dot pitch.) With overscan, the 732x480 display is pretty decent. Color mode is just fine, of course. No problems with monochrome either. If you're going to build your own cable for the purpose, just bring the monochrome out signal from the ST video connector to all 3 R, G, & B inputs of the monitor. (Along with the rest of the sync & ground stuff, of course.)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

1977. Re: Peace loving ST users please read

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 10:17:09 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Sep19121709@orion.laas.fr>
Source record: 238596

Peace loving ST users, please ignore Scott Wood's comment:

For the fact that I have done the footwork, I told him that I
would not send a retort, but I leave it to you to do so for
yourselves if you feel so inclined (please do)

Their sysadmin has terminated PETRA's account. I include their reply:

Date: Wed, 19 Sep 90 13:13 +1000
From: Peter Annal <PRA@vaxc.cc.monash.edu.au>
Subject: Action against user Petra

Thank you for bringing to my attention the abuse of the NEWS network by the
person Petra. Obviously we cannot be responsible for the items posted by
users but we do treat the matter seriously and take action when we know of
the problem.

We disabled the account of this person once we knew the network name and are
awaiting an opportunity to take the matter further with him or her.

Thank you again for your help, I hope there will be no further incidents.

Peter Annal
Director, Computer Centre
Monash University
Australia
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1978. Spectre vs new HyperCard

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 11:18:35 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3116@medusa.informatik.uni-erlangen.de>
Source record: 238520

Sorry for wasting public bandwidth with a question that should go to
Dave Small - I don't know how to reach him here but I hope he reads
the conference. We are using some beta version of the new HyperCard
for some university project; we can't use the old version because
there are some things that those HyperCard freakies badly need in
the new version.

Some of these beta versions, among them all of the newer ones,
won't run right under Spectre. Anytime you're typing a space char
in a command, you get an error msg from HyperCard. Dave, did you
hear something like this before? Is there a patch? I asked one of
your German distributors, but he couldn't help.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1979. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 11:32:02 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3118@medusa.informatik.uni-erlangen.de>
Source record: 238521

apratt@atari.UUCP (Allan Pratt) writes:

>The ACSI DMA chip can access memory only in the low 24 bits of the
>address space, so that's your answer: you check the high byte of the
>transfer address. If it's zero, you can use ACSI directly. If it's
>not, you must use the FRB. You never examine any part of the address
>other than the high byte, and you only test that against zero.

Ah, that's it. Tnx!

>VME memory is not accessible to SCSI, and you should use the buffer
>pointed to by the _FRB cookie.

Hum, hum, and how do we detect that some RAM is a) VME RAM and b) 16
bits wide? Did I miss something here?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1980. bomb on 520st screen...

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 12:03:00 UTC
From: tremblay@cg-atla.agfa.com
Message-ID: <9095@cg-atla.agfa.com>
Source record: 238598

The only good opening line I can think of is HEEEELLLP.
I have a 520ST that will not boot up, no desk top, nor any
program I put in the floppy drive. The screen displays a
line of bombs and blanks out. What do these bombs mean other
than I'm S.O.L. I know the key board is the problem because
I tried another one and the system worked fine.
Any suggestions for repairs or places to bring it for
repairs would be greatly appreciated.

dead in the water.

--
AGFA Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

1981. Fattrib and detecting directories

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 12:42:07 UTC
From: jmw@tasis.eecs.utas.edu.au
Message-ID: <1752@diemen.utas.edu.au>
Source record: 238522

Is Fattrib able to report on directories? According to my MWC doco a subdirectory is indicated by the bit pattern 0x10 encoded in the return value, but whenever I give it a directory Fattrib fails with a return value of -36 (file not found).

I want to be able to detect the presence of a directory so I can create it if it is not there. So far the only way I have been able to get this to work is by calling Dcreate. If the directory doesn't exist I get a return value of zero for succesul creation; if it does already exist I get a return value of -36 (again). Is this the _only_ way to get that error?

Any suggestions would be much appreciated.

Thanx all,
John M Williams jmw@tasis.eecs.utas.edu.au

1982. *.zip files at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 13:55:15 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep19.135515.11028@terminator.cc.umich.edu>
Source record: 238599

Would whomever uploaded the *.zip files Tuesday at 11:38am kindly let me know
what they are?

Thanks,
Jmw

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

1983. Re: Am I missing something here ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 14:59:55 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6417@castle.ed.ac.uk>
Source record: 238600

In article <11220@ganymede.inmos.co.uk> nick@inmos.co.uk (Nick Haydock) writes:
>Wandering through the newsgroups the other day I noticed
>comp.sys.amiga.games, and a similar one for the mac.
>Is there such a newsgroup for the atari?, if so what is it?,
>should I even be asking this here?

Maybe we should create one........

-Mark.

1984. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 15:10:18 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6419@castle.ed.ac.uk>
Source record: 238501

In article <2285@gmuvax2.gmu.edu> scoile@gmuvax2.UUCP (Steve Coile) writes:
>Okay, the Amiga is a better computer. Happy? It's not like most of us
>are going to run out and get a new computer. I personally have NO extra
>money, even if I WANTED to get an Amiga. I personally don't like the
>Amiga's set-up, nor Commodore itself. I like my ST because I like
>Atari. I have always like Atari, and I will stand by it because of it.

Yuk, just because it's got a copper and super-flickery modes doesn't
mean its better.

In order to have a decent Amiga system you need loads of memory (to run
more than one program at a time), need more than one disk drive or a
hard drive and a monitor to access the migrane-modes.

Personally, I've never needed one of AmigaDos' biggest selling points -
the multi-tasking, although I realise that all Amiga owners play
Populous while they run massive ray-tracing sessions. (Well, actually
you can't do both those things on the Amiga at one time but we'll keep
quiet about that so that people think you can).

-Mark.

1985. FALCON backups

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 15:11:42 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <24402@dartvax.Dartmouth.EDU>
Source record: 238502

I finally bought a copy of FALCON and am learning to play. The docs say the game is not copy protected and that you should make a backup copy but I can't find anything to copy the disks. I have tried various copiers and nothing seems to work. All my copies pop up with PC error 4.

1986. Re: Announcing a new multitasking system for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 15:44:36 UTC
From: joe@quanta.eng.ohio-state.edu
Message-ID: <5826@quanta.eng.ohio-state.edu>
Source record: 238503

In article <7026.26f67178@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>I've just sent the sources and binaries of MiNT version 0.6 to
>comp.{sources,binaries}.atari.st. MiNT is not TOS, but it's a
>multitasking extension for TOS. It provides a number of facilities
>that are limited or lacking in other multitasking environments for...
>--
>Eric R. Smith email:
>Dept. of Mathematics ersmith@uwovax.uwo.ca
>University of Western Ontario ersmith@uwovax.bitnet
>London, Ont. Canada N6A 5B7
>ph: (519) 661-3638

I have a request. How about an update of the 0.5 version at
atari.archive so that we can get it right away. (I use 0.5
all the time, It's great. I should have sent mail.) I
recompiled Zmodem source with gcc using a 64K buffer instead
of the dynamic one, and it runs great in the background
under gulam!

Joe
ps. Are we going to see a way to lie to process' about how
much memory there is so that greedy programs can be
forced to share? (Or did I miss a feature already in it?)

--
:-------------------- rohde@eng.ohio-state.edu ------------------:
: He's dead Jim, you get his tri-corder, I'll get his wallet :
:---:

1987. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 16:19:25 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6421@castle.ed.ac.uk>
Source record: 238504

In article <1990Sep18.051622.17644@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>Finally, files larger than 51K are Unispec animations. I have three
>and have never seen any others. These require the public domain
>program, ANISPEC, to view. These are 512-color animations.

Sorry, I tried sending this by mailed but it bounced.

Where can ANISPEC be found? Does it allow viewing of single files?
SPSLIDEX (if I remember correctly) only works at 60HZ (for viewing,
although conversion to SPS works OK).

Thanks,
Mark.

1988. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 16:42:10 UTC
From: rwa@cs.athabascau.ca
Message-ID: <283@aupair.cs.athabascau.ca>
Source record: 238505

mboen@nixpbe.UUCP (Martin Boening) writes:

>Your margin of error is pretty big: The Sparcstation SLC will cost around
>12000 DM (in words: twelve thousand DM). And its a diskless, fanless SPARC
>workstation - not much good for the home user without a server, eh.

Get your facts straight before posting. It prevents embarrassment.
Look on the back of a SLC. See the SCSI port? Guess what plugs in
there! Why, SCSI peripherals - imagine that. Disks and tapes and all
kinds of clever stuff. But *not* servers. They (servers) plug in the
ethernet connector, also supplied on _all_ Suns; but you don't have
to have a server if you've got local disk... (the sun I'm posting from
has 650 megs local and no server).

Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no
CISC box that I know of now can be justified on price/performance
grounds when compared to (almost) any MIPS / SPARC / 88K / generic
RISC machine, unless you already have a large body of non-portable
software. But that particular arguement can also be used to justify
IBM 3090s and all manner of like overpriced beasties. 68030 boxes
essentially don't cut it. The TT was born dead, but Jack & co aren't
going to tell anybody :-)

--
--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq

1989. User Petra has been shut down

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 16:56:23 UTC
From: psurge@cs.utexas.edu
Message-ID: <12674@cs.utexas.edu>
Source record: 238506

Well, thanks to everyone's complaint to Petra's moderator, we have sucessfully
shut him/her down.

Here is the mail messages sent to me and a few others:

From PRA@vaxc.cc.monash.edu.au Tue Sep 18 23:38:42 1990
Received-Date: Tue, 18 Sep 90 23:38:28 CDT
Received: from cs.utexas.edu by ratliff.cs.utexas.edu (5.59/1.5-Client)
id AA02321; Tue, 18 Sep 90 23:38:28 CDT
Posted-Date: Wed, 19 Sep 90 13:13 +1000
Message-Id: <9009190438.AA11033@cs.utexas.edu>
Received: from vx23.cc.monash.edu.au by cs.utexas.edu (5.64/1.76) via SMTP
id AA11033; Tue, 18 Sep 90 23:38:18 -0500
Date: Wed, 19 Sep 90 13:13 +1000
From: Peter Annal <PRA@vaxc.cc.monash.edu.au>
Subject: Action against user Petra
To: swood@vela.acs.oakland.edu, ma892224@lux.sait.edu.au,
kentd%bach@uunet.UU.NET, psurge@cs.utexas.edu, ralph@orion.laas.fr,
ray=newland@banyan.cc.monash.edu.au
X-Vms-To: @ABUSE.DST
Status: OR

Thank you for bringing to my attention the abuse of the NEWS network by the
person Petra. Obviously we cannot be responsible for the items posted by
users but we do treat the matter seriously and take action when we know of
the problem.

We disabled the account of this person once we knew the network name and are
awaiting an opportunity to take the matter further with him or her.

Thank you again for your help, I hope there will be no further incidents.

Peter Annal
Director, Computer Centre
Monash University
Australia

I thank everyone who responded and hats off to everyone for handling this
matter without flying off the proverbial handle.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin

psurge@cs.utexas.edu

1990. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 17:40:08 UTC
From: don@col.hp.com
Message-ID: <16830002@col.hp.com>
Source record: 238507

Bill Shroka writes:
> .... A local Atari
>store in my area has contacted STart as was told that they are combining
>STart and Antic into a single magazine. This, and the process of taking over
>the subscriptions of other defunct ST mags, has caused a delay in publishing
>STart. I'm not sure when they will be back up to full speed.

I find this rather sad. When STart first began publication, it was to be a magazine for programmers and people developing new applications for the ST. One of it's stated goals was to be chock full of source code listings on the (almost mandatory) disk. It was to be a quarterly, and was NOT supposed to include beginners tips, simple BASIC programs, or the like...these were to be left to the other ST magazines, including the ST columns that were to remain in Antic. Reviews were only to be minimally included, and were to be more things like an article comparing all the available C compilers for the ST, etc.

Based on it's stated goals and first issues, I subscribed enthusiastically. However, with the passing of time I've noticed it gradually turning into just another ST games review magazine. (In fact, even with all the noise, the ST notes groups lately have been carrying more technical info than a typical issue of STart!) In the quest for more circulation and larger revenues and a broader reader base, they have lowered themselve to the common denominator, and in my opinion, anyway, killed all that was good about the magazine originally (especially when they went monthly and had to start including fluff as filler to pad out the issue to make it look a reasonable size). With Antic now merging with it again, it looks like the end of it's usefulness is about to be completed.

Sorry for the dreary diatribe, but I felt a eulogy was in order. Now for my question: Does anyone know of a magazine for the ST, published anywhere in the world (preferably in English, but other languages are okay) that still does what STart started out to do? ie, are there any ST magazines that still publish programming tips, source code, hardware mods and upgrades, and articles on novel applications for the ST? If so, could you please email me information on how to subscribe to that publication? If I get any useful answers, I will post a summary.

Thanks!
Don Allison
don@col.hp.com

1991. 68030 cache, write-allocate, and everything.

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 18:52:43 UTC
From: apratt@atari.UUCP
Message-ID: <2308@atari.UUCP>
Source record: 238508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, for you chipheads out there, here's the scoop:

The 68030 design bug I mentioned is in the cache logic. I/O space must be non-cacheable, so there's an INPUT to the 68030 called "CIIN" for Cache Inhibit INput. That line is checked on all reads, but it is NOT checked on writes.

There is a bit in the cache control register called "write allocate:" when set, some writes to memory create an entry in the cache.

If you write to I/O space with the "write allocate" bit on, the write can cause a cache entry to be created, even though the memory in question is non-cacheable. A subsequent read from the same address hits the cache before the CIIN is checked, so you get stale data.

This only happens when you do a longword write at a longword boundary in I/O space, then read back any part of that longword before the cache line is re-used. You will read what you wrote, instead of reading what the device puts in its register. If it's a read/write register that the device doesn't change, you won't notice, but if it's the kind of register that means one thing when written and another when read, or if the device changes the value in the register, you will get bitten.

To fix this problem, we use the MMU to map all addresses to themselves, but we set the "cache inhibit" bits for I/O space. The MMU's "cache inhibit" bit *does* get checked on writes, not just reads. This does not affect performance (much) because the MMU has a cache of its own, to remember recently-used address translations. Almost the whole table used by TOS fits in this cache, so the MMU won't be walking through memory very much translating addresses. We've timed it, and it just doesn't hurt that much: maybe 1%.

The write-allocate bit is used by TOS so you can access the same memory in user mode or super mode and it won't confuse the cache. If you don't set the write-allocate bit, you could write something as supervisor, write it again as user, then read it as super and get the value of the first write, not the second one. This is a side-effect of the write-allocate bit, not its primary purpose.

It's hard to find, but all this stuff is in the 68030 manual: the section in Chapter 6 (the cache) called "Write Allocate" is on point, as is the whole MMU chapter. Don't get clever with the MMU, though, because we're likely to want to use it in the future.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1992. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 19:14:43 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep19.191443.2236@rodan.acs.syr.edu>
Source record: 238509

In article <10826@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>[speaking about the /atari/new directory at atari.archive.umich.edu:]
>
>p.s. Why on earth is the directory unreadable? That's nuts!

Well, I can't speak for the people at atari.archive, but it makes sense to me.
This prevents people from pulling things from the archive before they have
been tested by people there. I'm sure if someone got a virus from the new
directory they would be screaming at the archive people, even though it's not
at all their fault. It also prevents people from (accidentally or otherwise)
deleting files from there. I personally don't think people should announce
that they've posted things there until they have been moved to their
appropriate locations for the above reasons.

Try to remember, "ftp is not a right, but a privilege". They can run it any
way they please.

---jb
>
>Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
>Bitnet: ncastellano@wesleyan.bitnet
>Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
>Sniktnet: snikt!entropy

1993. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 19:24:19 UTC
From: jimmy@uhccux.uhcc.Hawaii.Edu
Message-ID: <9458@uhccux.uhcc.Hawaii.Edu>
Source record: 238532

In article <6419@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>Yuk, just because it's got a copper and super-flickery modes doesn't
>mean its better.
>
>In order to have a decent Amiga system you need loads of memory (to run
>more than one program at a time), need more than one disk drive or a
>hard drive and a monitor to access the migrane-modes.

Don't remember needing loads of memory to run more than one program. Stock
Amigas w/ 1 meg memory seem to multitask fine. A500 comes with only 1
built-in drive so that must mean it works fine for those people that
have the A500 and no external drives. Who doesn't need a hard drive
these days???? There is a flicker fixer available for the "migrane-modes" and
I would like to see you try working w/o a monitor..8-)... Of course, you need
an expensive multiscan monitor to work in high resolution unless you want to
stay in low resolution for the rest of your computing days...each to his own
I guess.

>
>Personally, I've never needed one of AmigaDos' biggest selling points -
>the multi-tasking, although I realise that all Amiga owners play
>Populous while they run massive ray-tracing sessions. (Well, actually
>you can't do both those things on the Amiga at one time but we'll keep
>quiet about that so that people think you can).
>
>-Mark.

Actually Populous will not multitask or allow any other programs to run
with it but that is because it is a game that wasn't designed to multitask.
Actually some people do ray-tracing on Amigas, though I am not one, and they
seem to enjoy multitasking. Don't know about you but I wouldn't want to
sit there watching a screen computing the ray-trace but with multitasking
you can let the ray-trace work in the background and do something else
with the computer. Everyone that I know that are used to multitasking
are very unhappy to go back to a single tasking system. Of course those
that haven't used multitasking just can't understand why it's important for
computers to have multitasking available. Just look at IBMs, Macs, even
STs and how much they are trying to get a functional OS that multitasks.
I still remember years ago, when the A1000 came out and everyone was saying
what do we need multitasking for, now it seems quite a few naysayers are
now pushing for it.

1994. fax and mega st

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 19:25:53 UTC
From: russ@wpg.com
Message-ID: <3056@wpg.com>
Source record: 238510

A friend of mine runs his law practice with a mega st and wants
to receive fax's via his st and laser printer. How is this
possible? What sort of additional equipment would be required?

Thanks in advance. :-)
--
Russell Lawrence, WP Group, New Orleans (504) 443-5000
russ@wpg.com uunet!wpg!russ

1995. Files sent to atari.archivce

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 19:43:25 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep19.194325.5435@ecst.csuchico.edu>
Source record: 238511

```
The following files have just been sent to atari.archive.

206976 3d_512.lzh - A 512-color Unispec animation.
2176 anispec.lzh - Anispec player to view Unispec animations.
14976 avsplayr.lzh - Player for AVS animations.
135936 excite.lzh - A 512-color Unispec animation.
149504 walls.lzh - Another Unispec animation.
```

1996. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 20:32:10 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Sep19163210@weaver.ads.com>
Source record: 238512

In article <1990Sep19.213509.16841@uokmax.ecn.uoknor.edu> kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:

|In article <i69oP1w163w@bluemoon.UUCP> you write:
|> SPSLIDEX displays and converts files. You can even do a slide
|>show, display all files in 'stereo' and other neat stuff. Same thing
|>happened to me! That is: I had some *.sps files and I couldn't display
|>them, so I had to do a fair deal of looking for the program before I found
|>it. If you're interested, lemme know.
|>
|I'm interested. I don't know about the other guy though. Is this program
|shareware or PD or commercial? Is it available through FTP (if PD or SW)?

I'm "the other guy". Yes, I ftp'd it from Terminator (atari/graphics/spslidex.arc), but haven't had a chance to try it yet...

--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

1997. Next Spectre Update?

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 20:58:33 UTC
From: mjv@brownvm.brown.edu
Message-ID: <50419@brunix.UUCP>
Source record: 238536

Does anyone know when the next Spectre update will be coming out.
In case you really need to know why I'm so needy for it is that I
now need to run system 6.05 because that is what you need to run
HyperCard 2.0. Trust me on this one. :-)

Oh well, back to B39.

Marshall

--mjv@brownvm.brown.edu

1998. I wanna do stuff remotely

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:02:00 UTC
From: psurge@cs.utexas.edu
Message-ID: <12679@cs.utexas.edu>
Source record: 238513

Is there a program shell that will allow me to call my ST over the phone and have it run programs remotely, similar to what we do on Unix. I would prefer to know about free/share ware programs, but also would like to know if programs such as Minix will do this.

I assume the only programs that you can do this with would be TOS programs, seeing how GEM would not work over the phone. I am thinking along the lines of running ARC or any other .ttp program to de-arc files while I am sitting at work.

I also downloaded a file called UNIXTK.ARC or something from Terminator, but there were no readable instructions inside. Could someone please tell me what all those files are for? I recognized many with Un*x command names, but still don't know what they are all for.

Thanks.

Oh, either send me e-mail or post it to the NET.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1999. Re: Error when sending Pagestream's PostScript to Laserwriter

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:13:57 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009192109.AA05214@fsucs.cs.fsu.edu>
Source record: 238514
Cross-posted to: comp.sys.atari.st,comp.text.desktop

```
In article <A88085810@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>I've run into a minor but puzzling problem when sending PostScript
>files generated on my Atari ST to an Apple Laserwriter.
>
> [.....]
>... followed by control-D. Is there a PostScript problem here, or am I
>perhaps picking up garbage in the MS-DOS-to-Macintosh translation?
>Perhaps AFX or SendPS is converting the control-D to something else.
>
> --
> Steve Yelvington up at the lake in Minnesota
> (moving soon to Marine on St. Croix)
> steve@thelake.mn.org plains!umn-cs!thelake!steve

I have been printing ps files from Pagestream on an apple Laserwriter using
'lpr' (through a unix network) with no problems. You may be running into
file transfer problems as you suggested.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------
```

2000. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:19:56 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep19.211956.1822@watdragon.waterloo.edu>
Source record: 238541

Sorry to tell you Petra sad news for Amiga owners

Third quarter report from ST Report says Amiga had a 3.5 Million dollar lose for the 4th quarter of 1989. Oh well that burst another bubble in commodore earnings and losses. Personally I feel sorry for former Amiga employees at bankrupt commodore stores across Canada. If these stores closed shop that means less dealers to sell their products, which in turns means lost revenue.

Hardware Dave

Just stating the facts!

2001. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:28:58 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <4031@quiche.cs.mcgill.ca>
Source record: 238515

>
>Yuk, just because it's got a copper and super-flickery modes doesn't
>mean its better.
>
Copper is better than nothing.
Super flickery mode also happens to be a very nice way to get 640x400
resolution on a standard(non multi-sync) monitor. I'm sure lots of
people can't afford one, so there you are. Infact, I have a multu-sync
without the flicker fixer, but I can reset the initial color settings
so that almost all the flicker disappears.

>In order to have a decent Amiga system you need loads of memory (to run
>more than one program at a time), need more than one disk drive or a
>hard drive and a monitor to access the migrane-modes.
>
True if you are doing lots of animation/ray tracing, but I think that's
true for any machine. Amiga certainly demands less then OS2, Windows 3.0
or Multi Finder. One meg is usually enough to run say, a Wordprocessor
and a modem software.

>Personally, I've never needed one of AmigaDos' biggest selling points -
>the multi-tasking, although I realise that all Amiga owners play
>Populous while they run massive ray-tracing sessions. (Well, actually
>you can't do both those things on the Amiga at one time but we'll keep
>quiet about that so that people think you can).
>
Aha! You think you don't need it. I personally thought that way also,
but since then, I've been using this 'feature' all the time, without
realizing it. For example, I use a terminal program to connect to Unix.
Usually, compiling takes long time for a big program. I can 'switch'
to my Amiga side, letting the Unix continue whatever it's doing, I can
get on with my own stuff. Also what do you do when you are copying
lots of files? I simply open another DOS window, and edit a file, for
example. The possibilities are endless. Once you are used to the
multi-tasking env. you won't live without it(well...)
I think I read something about TOS getting an upgrade so that it can
also multi-task. Try it, then tell me if you don't need it!

2002. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:31:21 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep19.213121.2426@watdragon.waterloo.edu>
Source record: 238542

In article <40250005@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:
>
>I saw the new issue (not the Aug issue) in the store a couple of days ago.
>I'm not sure if it was dated Oct or Sept, but it did say that it now includes
>Antic. As for subscibers, I'm one and I had to pull teeth to get my Aug
>issue and have not received the new issue yet. (grumble...grumble...)

Ok since not everyone has heard there will be no Sept Issue of Start
instead start and antic are merging to form a large new magazine for
October to include 124 pages of interesting articles for both computers
It is even planning on maybe covering the Lynx or Portfolio computers.
Some say its a step backwards other say its a vast improvement. I beleive
its a cost saving measure to keep 8-bit articles in the new magazine.
It wants to be known as the all encompassing Atari Magazine. So if
you have seen the October issue what was it like?

Hardware Dave

2003. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 21:35:09 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1990Sep19.213509.16841@uokmax.ecn.uoknor.edu>
Source record: 238516

In article <i69oP1w163w@bluemoon.UUCP> you write:
> SPSLIDEX displays and converts files. You can even do a slide
>show, display all files in 'stereo' and other neat stuff. Same thing
>happened to me! That is: I had some *.sps files and I couldn't display
>them, so I had to do a fair deal of looking for the program before I found
>it. If you're interested, lemme know.
>
> Archbold

I'm interested. I don't know about the other guy though. Is this program
shareware or PD or commercial? Is it available through FTP (if PD or SW)?

Kenneth Love

2004. Atari Archive Mail Server

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:06:39 UTC
From: dalessio@motcid.UUCP
Message-ID: <4655@feldspar23.UUCP>
Source record: 238538

I know that the Atari Archive has a mail server, but
I don't know how to access it. Can someone please
tell me how to access it or tell me how I can get
this information. Thanks in advance!

****
* ** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Division * *
* * * * *
* ** *
****

2005. Mac sounds on an ST????

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:08:22 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1990Sep19.220822.21148@uokmax.ecn.uoknor.edu>
Source record: 238546

I have a sound file (an outake from Dr. Who) and I want to play it on my ST. However, the file was created on a Mac. Is it possible to play-back this sound on my Mega? I don't have anything to play back sounds at all. Well, there is that AUTO folder with HAL's voice (but that doesn't count IMO :]). What do I need to do this?

Please e-mail replies.

Thanks in advance,
Kenneth Love

2006. Re: FALCON backups

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:15:47 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <MaxysHe00VIFI0hkV6@andrew.cmu.edu>
Source record: 238517

You should be able to copy the game by doing a *file* copy from the desktop, not a *disk* copy. I copied all of the stuff from the two single sided disks the game comes on to a double sided disk and it works fine.

Incidentally, many, many "non-copy protected" programs can only be copied as files. Seems there are a lot of weird disk formats floating around out there...

2007. HELP! STUCK IN SPACE QUEST!

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:45:37 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750081@hpsad.HP.COM>
Source record: 238518

Alright, I'll admit it, I'm stuck. (I never thought I'd post this type
of message!) I am playing Space Quest, chapter 1, the Sarien Encounter.
I'm on the Sarien ship, got my uniform, got my pulseray gun, and know where
the Star Generator is. Lost my helmet, shot a guard, talked to guard, kissed
guard, but I can't get any farther! If I walk into the Star Generator room,
I get shot, even if I'm shooting when I walk in. If I try to get the gas
grenades from the armory, the droid shoots me. I have:
keycard cartridge kit knife glass plant pulseray i.d. card.
My options, as I see them are:
- Keep trying to shoot Star Generator Guard
- Keep trying to get gas grenade
- try to fix the out - of - order elevator.

What am I overlooking? Help, please! My wife is getting tired of my foul
mood, and I'm losing sleep! - (hey, I know, it's just a game...)

Anyway, if you can offer me any tips, please email me. Thanks in advance.

Jim Smith	e-mail: smithj@hpsad.HP.COM
R&D Firmware/Software QA	Telnet: 794-4632
HP Signal Analysis Division	AT&T: (707) 794-4632
1212 Valley House Dr.	HPDesk: Jim M Smith/HP5300/I0
Rohnert Park, CA 94928-4999	HP Mailstop: 2LR-D
Everybody wants a rock to wind a piece of string around. - TMBG

2008. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:50:28 UTC
From: cbdougla@uokmax.ecn.uoknor.edu
Message-ID: <1990Sep19.225028.8644@uokmax.ecn.uoknor.edu>
Source record: 238540

In article <1990Sep19.163839.12496@math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:
>In article <10826@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>>p.s. Why on earth is the directory unreadable? That's nuts!
>
>We have our reasons, but thank you for questioning our sanity anyway.
>
>Making the new directory unreadable is supposed to prevent users from
>accessing the files there. This gives us a chance to preview what's there
>before the world gets a chance to retrieve it. This policy was started
>after some fool uploaded TOS 1.4. If Atari had an over zealous legal
>department like some companies (read: Apple, the evil empire) we could
>have had some real trouble.

good idea. I own an apple and read comp.sys.apple and recently, someone
uploaded midisynth demo and system disk 5.0.2 to an FTP site and the
apple people got REAL pissed.

[munch munch]
>Jon Brode -- jon@atari.archive.umich.edu Jesse '92!
> Supreme Allied Umich Atari Archive Commander (and humble too!)
>--
>Jon Brode -- dyer@math.lsa.umich.edu Jesse '92!
>"Don't you just love Prince?" -Vivian Ward (Julia Roberts)
>"More than life itself." -Edward Lewis (Richard Gere) from "Pretty Woman"

Collin Douglas

cbdougla@uokmax.ecn.uoknor.edu

2009. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 22:52:24 UTC
From: chu@acsu.buffalo.edu
Message-ID: <36848@eerie.acsu.Buffalo.EDU>
Source record: 238539

In article <4031@quiche.cs.mcgill.ca> tinyguy@quiche.cs.mcgill.ca (Yeo-Hoon BAE) writes:
[Amiga information deleted.]

There is a newsgroup (actually, there are many) for discussing Amigas.
If you wish to write about Amigas, please use one of them. If there
are Amiga discussions on this newsgroup, please re-direct followups to
the appropriate Amiga group when you followup etc.

I'm new at using USENET and I already know this.

This post written purely for the purpose of re-directing the
followups. (I had been waiting for the participants of the thread to
do so, but the thread continues, on the wrong newsgroup.)

Followups re-directed to comp.sys.amiga
Flames by mail, please.

john
chu@autarch.acsu.buffalo.edu

2010. More files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 23:23:57 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep19.232357.6677@ecst.csuchico.edu>
Source record: 238519

I've just sent these files to atari.archive.

fuji.lzh - program for the AUTO folder that puts a spinning fuji
symbol in the left corner of the menu bar. Doesn't work
on the STe. Don't know about TOS 1.4. Accompaning desk
accessory allows you to control the speed. No slowdown
either.

pinhed17.lzh - Pinhead version 1.7. Supports the STe, 680x0 upgrade
boards and fixes some problems with DC Desktop and a
few other things. Also XBRA support.

colawars.lzh - An AVS demo featuring Pepsi and Coke. Really nice.
requires AVSPLAYR.LZH.

flxifast.lzh - allows you set the fastload bit on multiple files.

Should I be running Pinhead even though I have the fastload bit set
on all my programs? Is there any other advantage to it?

2011. More files sent

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 23:26:30 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep19.232630.6771@ecst.csuchico.edu>
Source record: 238352

I've just sent these files to atari.archive.

fuji.lzh - program for the AUTO folder that puts a spinning fuji
symbol in the left corner of the menu bar. Doesn't work
on the STe. Don't know about TOS 1.4. Accompaning desk
accessory allows you to control the speed. No slowdown
either.

pinhed17.lzh - Pinhead version 1.7. Supports the STe, 680x0 upgrade
boards and fixes some problems with DC Desktop and a
few other things. Also XBRA support.

colawars.lzh - An AVS demo featuring Pepsi and Coke. Really nice.
requires AVSPLAYR.LZH.

flxifast.lzh - allows you set the fastload bit on multiple files.

Should I be running Pinhead even though I have the fastload bit set
on all my programs? Is there any other advantage to it?

2012. Binary File Transfer

Newsgroup: comp.sys.atari.st
Date: 1990-09-19 23:32:39 UTC
From: slyster@questor.wimsey.bc.ca
Message-ID: <59qRP1w163w@questor.wimsey.bc.ca>
Source record: 238548

Does anyone in the ST world know about sending ARC or LZH files via binary transfer, which is the equivolent of coding the ARC'ed file as ASCII text and then posting it as a "message"? Apparently sender needs to code the file appropriately, and the receiver must have the decoder... does anyone know of such a beast for the ST? If so, it might be made use of here!

2013. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 00:32:21 UTC
From: don@brahms.udel.edu
Message-ID: <13857@brahms.udel.edu>
Source record: 238549

In article <6419@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <2285@gmuvax2.gmu.edu> scoile@gmuvax2.UUCP (Steve Coile) writes:
>>Okay, the Amiga is a better computer. Happy? It's not like most of us
>>are going to run out and get a new computer. I personally have NO extra
>>money, even if I WANTED to get an Amiga. I personally don't like the
>>Amiga's set-up, nor Commodore itself. I like my ST because I like
>>Atari. I have always like Atari, and I will stand by it because of it.
>
>Yuk, just because it's got a copper and super-flickery modes doesn't
>mean its better.
>
It's also got a blitter which actually gets used; the "super-flickery"
modes do mean it's better... for those who need to work with video. The 3000
has a de-interlacer, the new Enhanced Chip Set for all Amigas will provide
hi-res non-interlaced modes. Amigas don't have to be rebooted to switch
resolutions, either...

>In order to have a decent Amiga system you need loads of memory (to run
>more than one program at a time), need more than one disk drive or a
>hard drive and a monitor to access the migrane-modes.
>
The vast majority get by with 1 meg. Yes, more memory is nicer, especially
when you do a lot of multitasking. As far as needing a HD or more than one
floppy, I wouldn't want to run ANY system in a 1-floppy configuration.

>Personally, I've never needed one of AmigaDos' biggest selling points -
>the multi-tasking, although I realise that all Amiga owners play
>Populous while they run massive ray-tracing sessions. (Well, actually
>you can't do both those things on the Amiga at one time but we'll keep
>quiet about that so that people think you can).

Why can't it do this? Certainly on a 68000 machine you'll see a slowdown.
But you can set one task at a lower priority to speed up the other. Of course,
I can plug in a 68010, or an '020 or '030 board, or buy a 3000, for various
levels of speed increase. I have yet to see an ST running on faster than a
14MHz 68000, mostly, I assume, because TOS doesn't support the 0[1-4]0.
I can speed my system up anywhere from 5-10% for $10 (68010) to over 20 times
faster (even more for floating point) with a 50 MHz '030 board.
I never really 'needed' multitasking either... till I got used to it.
I'm lharcing some files right now, while running this term program, a text
editor with a >500K text file loaded in, an open shell window, and a directory
utility, as well as 4 or 5 little utilities I automatically run at startup.
My 3 meg machine reports (via one of those aforementioned utilities) that
I have 1953K free.
>

>-Mark.

2014. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 00:46:08 UTC
From: don@brahms.udel.edu
Message-ID: <13860@brahms.udel.edu>
Source record: 238550

In article <1990Sep19.211956.1822@watdragon.waterloo.edu> hardware@rose.uwaterloo.ca writes:
> Third quarter report from ST Report says Amiga had a 3.5 Million
>dollar lose for the 4th quarter of 1989. Oh well that burst another
>bubble in commodore earnings and losses. Personally I feel sorry for
>former Amiga employees at bankrupt commodore stores across Canada.
>If these stores closed shop that means less dealers to sell their
>products, which in turns means lost revenue.
>
What about Atari's earnings for that quarter? Considering Amigas are
actually _selling_, I'd expect Atari has a lot less profit to work with.
Of course, Atari hasn't spent millions on advertising, a dozen or so major
new products, or large numbers of new employees. Haven't heard about
any stores closing in Canada, but here in the US they've just signed on
400 new dealers.
>
> Just stating the facts!
But nowhere near all of them.

2015. Re: Announcing a new multitasking system for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 00:50:36 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7047.26f7da1c@uwovax.uwo.ca>
Source record: 238355

In article <5826@quanta.eng.ohio-state.edu>, joe@quanta.eng.ohio-state.edu (Joseph T. Rohde) writes:
> I have a request. How about an update of the 0.5 version at
> atari.archive so that we can get it right away. (I use 0.5
> all the time, It's great. ...)

Good idea; I'll send it up later tonight or early tomorrow, when I get a chance. (And thanks for the compliment! I'm glad people are actually using it in the real world.)

> ps. Are we going to see a way to lie to process' about how
> much memory there is so that greedy programs can be
> forced to share? (Or did I miss a feature already in it?)

In 0.6 there's a system call to limit process' total memory, allocated memory, and CPU time. A standard utility ("limit") is provided that lets you run programs with limits enabled.

Other new features of 0.6 are: alarm(), pause(), and select() system calls, improved tty handling (^C and ^Z take effect immediately), and faster pipes and pseudo-ttys.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2016. Re: Re: Binary File Transfer

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 02:12:56 UTC
From: steve@thelake.mn.org
Message-ID: <A2845578547@thelake.mn.org>
Source record: 238357

[In article <59qRP1w163w@questor.wimsey.bc.ca>,
slyster@questor.wimsey.bc.ca (Stuart Lyster) writes ...]

> Does anyone in the ST world know about sending ARC or LZH files via
>
> binary transfer, which is the equivolent of coding the ARC'ed file as
>
> ASCII text and then posting it as a "message"? Apparently sender
>
> needs to code the file appropriately, and the receiver must have the
>
> decoder... does anyone know of such a beast for the ST? If so, it
>
> might be made use of here!

Of course. Binary files are regularly transmitted in the proper
newsgroup (comp.binaries.atari.st), encoded into ASCII with the
standard ``uue'' program, which is available for the ST, PC and
most other machines.

C, executable binary and BASIC versions of the companion decoder are
available from the archive-server@panarthea.EBay.SUN.COM.

--
Steve Yelvington up at the lake in Minnesota
(moving soon to Marine on St. Croix)
steve@thelake.mn.org plains!umn-cs!thelake!steve

2017. Re: What has happened to Avant Garde?

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 03:23:24 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1367@eastman.UUCP>
Source record: 238358

Z*Net editor Ron Kovacs told me today that Avant Garde has, indeed, gone
out of business.

There is no other information currently available.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@cygnus.kodak.COM
Eastman Kodak Company |
Rochester, NY 14653-5219 | Standard disclaimers apply

2018. Re: Binary File Transfer

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 03:40:10 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009200335.AA09619@fsucs.cs.fsu.edu>
Source record: 238362

In article <59qRP1w163w@questor.wimsey.bc.ca>, slyster@questor.wimsey.bc.ca (Stuart Lyster) writes:
>Does anyone in the ST world know about sending ARC or LZH files via
>binary transfer, which is the equivolent of coding the ARC'ed file as
>ASCII text and then posting it as a "message"? Apparently sender
>needs to code the file appropriately, and the receiver must have the
>decoder... does anyone know of such a beast for the ST? If so, it
>might be made use of here!

It sounds like you need uue.ttp and uud.ttp. They are Atari binaries that mimic the Un*x uuencode and uudecode (used by UUCP). They convert binaries to slighly larger files consisting of only select ASCII characters (those which have an EBCDIC counterpart for one, so they can survive passage through an IBM gateway). These files can then be mailed (and also ASCII downloaded, if you don't have xmodem or kermit available). I believe I got mine via ftp from atari.archive some time ago. I have two different sets of binaries, one called uudecode/uuencode.ttp, the other uud/uue.ttp. The second set seems faster and more user friendly (IMHO). If you cannot find them, let me know and we can work something out.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-------------------------------------

2019. Re: Multi-Sync Monitor <> Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 04:15:18 UTC
From: mingliu@athena.mit.edu
Message-ID: <1990Sep20.041518.8314@athena.mit.edu>
Source record: 238363

In article <1578@kielo.uta.fi>, helin@vehka.uta.fi (Mikko Helin) writes:
|> Hi!
|>
|> Has anybody out there tried to use a multi-sync monitor as
|> a monochrome monitor? If it's possible - please tell me how.
|>
|> Mikko
|>
|>

Yes, and my recommendation would be to get a mono monitor and a color monitor, if you can afford the DESK SPACE. (Price is about the same) With three guns trying to simulate the effect of one, the image on an average-priced multi-sync monitor is not as sharp as the mono monitor, made by JVC, from Atari. So unless you absolutely can't afford the desk space and can pay for a better multi-sync monitor (ex: those from Sony and NEC), I would recommend getting two monitors instead.

Minghsun Liu

"Do not ask who I am and do not ask me to remain the same: leave it to our bureacrats and our police to see that our papers are in order. At least spare us their morality when we write." - Michel Foucault

2020. Re: Announcing a new multitasking system for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 05:08:42 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <2561@naucse.cse.nau.edu>
Source record: 238359

The subject line says it all. I would just LOVE to have a multitasking windowing environment for my ST (w/out having to go to Minix, etc.)

Regards,

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

2021. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 05:42:10 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10865@life.ai.mit.edu>
Source record: 238360

In article <1990Sep19.163839.12496@math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:
In article <10826@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>p.s. Why on earth is the directory unreadable? That's nuts!
[...]
Things rarely stay in the new directory for longer than 24 hours. If
that is unacceptable to you, you may take your business elsewhere.
[...]

OK, I assumed new stuff lived there for a while, and was unaware of
the existence of the atari/newitems directory, which contains new
(verified) uploads. I stand corrected.

Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

2022. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 05:58:42 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10866@life.ai.mit.edu>
Source record: 238361

In article <4031@quiche.cs.mcgill.ca> tinyguy@quiche.cs.mcgill.ca (Yeo-Hoon BAE) writes:
[...stuff about multitasking...]
realizing it. For example, I use a terminal program to connect to Unix.
Usually, compiling takes long time for a big program. I can 'switch'
to my Amiga side, letting the Unix continue whatever it's doing, I can
get on with my own stuff. Also what do you do when you are copying

This is not multitasking. I do this all the time on my ST.
Multitasking involves multiple processes running on the same machine.
It has nothing to do with remote modem connections.

I think I read something about TOS getting an upgrade so that it can
also multi-task. Try it, then tell me if you don't need it!

There are several multi-tasking OS's available for the ST, in all
software categories (commercial, shareware, PD). They are not TOS
upgrades from Atari Corp. TOS is single-tasking.

Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

2023. 8930 -- ste sound

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 06:04:01 UTC
From: CATHRYN@bdt.UUCP
Message-ID: <5176@bdt.UUCP>
Source record: 238366

Well, the reason I know a 8930 exists is that I happened to have stumbled upon
the docs for the Covox PC sound board which contains the data sheet for 8930
-- which mention that the thing's 8910 compatible. The chip has both a
8910 mode and an 8930 mode. The pins of the 8930 sefCU~em to match the pins
for
the 8910 which I see in my ancient developer's kit schematic. So it might be
possible to plug in the new chip. The 8930 has 16 bit frequency control.
Duty
cycle registers for each channel. and a bunch of other goodies. (maybe
someone has already tried putting one in. Hmmm?)

2024. Re: Moria crash (umoria.arc from atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 07:04:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <34094@cup.portal.com>
Source record: 238369

swood@Oakland asks:
>I have been having oodles of trouble with the version of moria that I
>downloaded from atari.archive. Whenever I load the program, 75% of the time
>it will crash less than three cursor movements after I reach the town. Is
>this a well known bug, and is there anything I can do to fix it?

Apparently the ST's system clock is used in generating random events in
Moria... if you just boot up your ST cold, without setting the clock to some
value other than 00:00:00, the game will hang...

The solution is to use some kind of clock setting utilty, even the Control
Panel ACC will do, to set the time of day... once you do that, everything
should work fine...

BobR

2025. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 07:24:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <34096@cup.portal.com>
Source record: 238368

Jon Brode writes:
> ... This policy was started
>after some fool uploaded TOS 1.4. If Atari had an over zealous legal
>department like some companies (read: Apple, the evil empire) we could
>have had some real trouble.

Jon... you obviously never had Neil Harris threaten to crush your nuts or
call the FBI on you because you had NeoChrome 0.9 available for download
(after he himself said that 1.0 would be the commercial release), or
the Breakout ACCessory that everyone else had for download, or the
CP/M emulator, or the VT-100 emulator...

Luckily the FBI just laughed at him...

BobR

2026. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 08:55:29 UTC
From: dac@ukc.ac.uk
Message-ID: <5490@harrier.ukc.ac.uk>
Source record: 238364

The subject line says it all. Come on guys! This Atari vs Amiga thing has been going on since time began. I think Atari owners know the advntages the Amiga has over the ST and Amiga owners know the advantages the ST has over the Amiga. So why has all this childish "my dad is bigger than your dad" type argument been going on for so long? I am an ST owner and think it's great! I have a 1985 TOS, I work on a colour TV, have only one floppy disk and 1Mb. I am very happy with my system. I have friends who have Amigas and they are very happy with their systems. Conclusion: everyone is happy. So, what's the problem?

Simple things can fire up this argument. Recently the very simple Petra thing was the spark that restarted the fire. Unfortunately this is one fire which looks like it will always burn. There are some brief periods when it looks like its about to die out, but then things happen, like new machines like the Amiga 3000 and Atari TT come out and it all starts all over again.

When quoting 32-bit specs. Why not try to state the plus points of a machine without saying "... but the ENEMY's machine can't do that"? Let people buy a machine because it has the features they need rather than because an articulate politician made them THINK the other machine wasn't as good. The alternative is to maybe persuade someone to spend lots of money on either a machine which has lots of fancy features they'll never use, or a machine which does not have the fancy features they may end up needing.

Naaaah... From a network full of intelligent, responsible professionals, maybe that's too much to ask. My old 1985 ST will always be better than your Cray... because it's mine.

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

2027. Re: folder for ACC's

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 11:39:49 UTC
From: chenina@sun.rhrk.uni-kl.de
Message-ID: <1990Sep20.113949.22277@sun.rhrk.uni-kl.de>
Source record: 238365

In article <25994@boulder.Colorado.EDU> millert@tramp.Colorado.EDU (MILLER TODD C) writes:
>A while ago I remember hearing about an auto prg that lets you put you desk
>acc's in a folder and still have them run as normal. Does anyone know where
>to get (ftp) such a beast? Any help would be appreciated.
> Thanks in advance -- Todd.
>

It could be DC Stuffer.

You can find it on archive-server@panarthea.sun.com in volume 3 of
the index. Panarthea will send You a copy if he gets a one line message like
'send binaries/volume2 dcstuff09'.

****
* Robert Chenina | *
* Dpt. of Physical Chemistry | Phone : + 49 631 205 2534 *
* University of Kaiserslautern | Fax : + 49 631 205 3200 *
* Erwin-Schroedinger-Str. | EMAIL: chenina@rhrk.uni-kl.de *
* 6750 Kaiserslautern , FRG | *
****

2028. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 13:22:47 UTC
From: mjv@brownvm.brown.edu
Message-ID: <50476@brunix.UUCP>
Source record: 238370

In article <16830002@col.hp.com> don@col.hp.com (Don Allison) writes:
> Now for
> my question: Does anyone know of a magazine for the ST, published
anywhere
> in the world (preferably in English, but other languages are okay) that
still
> does what STart started out to do?

I posted this to the net because I thought other people might be
interested. The magazine that I found has some nice technical articles
is ST World from the UK (not the one from Oregon). It has a very nice
programming column (Isn't it run by Mathew Lodge? and isn't he on the net?)
and general reviews. The letters column is a joy since it keeps threads
of letters going. If I remember correctly, ST World has gone quarterly
so I guess its even more like STart wanted originally to be.
You should be able to find it at most dealers and quite a few mail-order
dealers carry it.

Take care,
Marshall

--mjv@brownvm.brown.edu

2029. Re: folder for ACC's

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 13:45:00 UTC
From: focke@gmdzi.gmd.de
Message-ID: <3368@gmdzi.gmd.de>
Source record: 238523

millert@boulder.Colorado.EDU (MILLER TODD C) writes:

>A while ago I remember hearing about an auto prg that lets you put you desk
>acc's in a folder and still have them run as normal. Does anyone know where
>to get (ftp) such a beast? Any help would be appreciated.
> Thanks in advance -- Todd.

I use MultiDesk to do this. You will not find it using ftp - you have to buy it.

In Germany I paid 69,- DM. (30-40 $)

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

2030. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 14:25:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep20.142509.25542@chinet.chi.il.us>
Source record: 238373

First: I like the ST line. I like Amigas. I have friends with both kinds of machines. Let's stay friendly: we're between iAPX machines of the past and new architectures of the future (I think VLIW will beat RISC in the end, but that argument is for another time and place.....)
Thing about Amiga multitasking is that it was introduced slightly buggy at a time when the applications weren't really obvious. Now it seems to be pretty solid and the applications are ready, or close to ready.
Fortunately for the ST line, people inside and (mostly) outside Atari have obviously been watching. Right now I'd guess ST multitasking is about even with IBM PC multitasking: if you know enough and care enough you can make it work.
Steve J.

2031. STreport/Z*Net articles

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 14:36:14 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Sep20.143614.20033@kcbbs.gen.nz>
Source record: 238351

```
>]Steve La writes:
>]
>] Does any one knows where I can FTP STreport and Zmag (Atari ST news)?
>]It is available on CompuServe, GEnie, and some bulletin board systems.
>]I need to know the hosts on the Internet that allow anonymous FTP.

Jon Clarke replies:

Steve, I do monthly disk for the users in Australia and New Zealand.
I have the months worth of Z*Net and STreport on it. If you would
like a copy each month drop me a note. As a parting note Zmag is
now called Z*Net.

Jon Clarke - Z*Net Down Under.

+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

2032. Re: Am I missing something here ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 14:39:59 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Sep20.143959.23392@stretch.cs.mun.ca>
Source record: 238524

In article <6417@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <11220@ganymede.inmos.co.uk> nick@inmos.co.uk (Nick Haydock) writes:
>>Wandering through the newsgroups the other day I noticed
>>comp.sys.amiga.games, and a similar one for the mac.
>>Is there such a newsgroup for the atari?, if so what is it?,
>>should I even be asking this here?
>
>Maybe we should create one........
>
>
>-Mark.

Let's do it!

--
C. Miguel Borges \ / carlos@stretch.cs.mun.ca
P.O. Box 1594 Station "C" -==(*O*)==- (709) 739-0419
St. John's Nfld MiG
CANADA A1C 5P3

2033. Re: CDAR-504 not only seen but used

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 14:40:12 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Sep20.144012.20093@kcbbs.gen.nz>
Source record: 238353

>]Aaron writes....
>]
>]They have been available here (NZ) for a bit longer than I can
>]
>]The unit presently come with developers documentation and example code
>]and progs aimed at developers. Atari offer _no_ disks for the unit at
>]all (although is does play music CD's ok :-), so you must rely on
>]third party sources (the doc's say it supports the Hi-Sierra system).
>]The buyers I have spoken to have been either developers or BBS's. The
>]Atari BBS with one I have rung had a disk with lots of PD software and
>]PD 'C' code for the ST on-line for downloading.

Jon Clarke replies:

Hi Aarron and all the others out there looking for the Atari CDar504 ,
CD_ROM player. *- WE HAVE NEW ROMS ON-LINE. -*

I am happy to report we have been running one on our BBS {STaTus BBS}
here in Auckland for over 9 months now. It is a cdar504 not the 500 you
mentioned Aaron. It runs all three of the cd_rom formats however we only
use the 'High Serria' and the "ISO 9660' format.

Many people have produced roms that will run with the cdar504. To name
a few we use on a daily basis on the BBS...

[1] Current Notes {American Magazine [and a good one]} Atari ST only
[2] D&C Enterprises Atari ST only
[3] Graphics Lab All computers MAC,IBM,Atari ST
[4] The Golden Immortal Atari ST only

There are other ST specific roms comming on the market like...

[1] Independant Association of Atari Developers {All ST related}
[2] Z*Net PD rom {I understand it may be 2 disks {1.1 gigs}}
[3] MirrorSoft {UK based games company}
[4] There are several roms available from Australia {sorry forget
their names}

I know of only one other user in the country who uses his cdar504 out-
side the dealer network and he is now in Auckland as well. This chap
used to run his cdar504 on his BBS as well when he had Tinkerbell going
Wellington. However there is something like 15 odd in use in NZ out side
the dealer network.

I rang Atari-NZ this to order another one for the BBS and was shocked to
see thay had all been sold, and they are awaiting the next shipment.

I know there are a few in Canada, Steve Gold uses one up there and we spent a little time with him and Bob Brody several months ago helping Steve get Metados sorted out on his system. One thing to remember here is that Metados is (C)opyrighted to Atari and is not PD!

If you are into serious DTP or a BBS I would suggest you get a CDAR504 as soon as you can!

Jon Clarke


```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+---------------------------------+
```

2034. Re: CDAR-504 SEEN!!! and used daily

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 14:45:45 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Sep20.144545.20215@kcbbs.gen.nz>
Source record: 238354

```
>]Ripley writes:
>]
>]The CDAR is available for quite some time here in Germany. As far as
>]I know you get a CD full with PD-software together with the drive...
>]
>]Greetings,
>] RIPLEY
>]--
>]Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
>]Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
>]D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
>]Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)
```

Jon Clarke replies:

Hi guys, it is great to see that the cdar504 is selling up there. I have a few questions for you.

[1] What ROMS are available ?
[2] What is the cost up there? [Average $DM150 in New Zealand]
[3] Do you have any ording address for the roms at all?

We run the cdar504 on Michtron BBS version 3 done here. I am looking for as many roms as we can get for the BBS. We currently have 5 roms we rotate in the player, but soon we will have another one so it will a little easier for the users.

Do you have the same problems with the roms up there we have with the ones we get from the USA? The rom can handle 550 megs but most of them are only 90 megs on average. The one from Whitestar is 440 megs and this is the largest Atari rom I have seen to date. Some are only 35 megs!

Jon Clarke

```
+---------------+-----------------+---------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+---------------------------------+
```

2035. Re: folder for ACC's (error found)

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 15:21:06 UTC
From: chenina@sun.rhrk.uni-kl.de
Message-ID: <1990Sep20.152106.27464@sun.rhrk.uni-kl.de>
Source record: 238371

In article <1990Sep20.113949.22277@sun.rhrk.uni-kl.de> chenina@sun.rhrk.uni-kl.de (Robert Chenina) writes:
>In article <25994@boulder.Colorado.EDU> millert@tramp.Colorado.EDU (MILLER TODD C) writes:
>>A while ago I remember hearing about an auto prg that lets you put you desk
>>acc's in a folder and still have them run as normal. Does anyone know where
>>to get (ftp) such a beast? Any help would be appreciated.
>> Thanks in advance -- Todd.
>>
>
> It could be DC Stuffer.
>
> You can find it on archive-server@panarthea.sun.com in volume 3 of
>the index. Panarthea will send You a copy if he gets a one line message like
>'send binaries/volume2 dcstuff09'.
>
>

Sorry folks!

DC Stuffer is in volume3 not in volume2 !

8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-} ; 8-}

****
* Robert Chenina | *
* Dpt. of Physical Chemistry | Phone : + 49 631 205 2534 *
* University of Kaiserslautern | Fax : + 49 631 205 3200 *
* Erwin-Schroedinger-Str. | EMAIL: chenina@rhrk.uni-kl.de *
* 6750 Kaiserslautern , FRG | *
****

2036. newsgroups

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 15:47:17 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <40160@unix.cis.pitt.edu>
Source record: 238367

I'm new to this net, so I have a quick question. What newsgroups
(Atari-based) are available to read, other than this one?

rjast1@unix.cis.pitt.edu

2037. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 15:58:58 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep20.155858.19560@rodan.acs.syr.edu>
Source record: 238372

In article <13857@brahms.udel.edu> don@brahms.udel.edu (Donald R Lloyd) writes:
>In article <6419@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>In article <2285@gmuvax2.gmu.edu> scoile@gmuvax2.UUCP (Steve Coile) writes:
>>>Okay, the Amiga is a better computer. Happy? It's not like most of us
>>>are going to run out and get a new computer. I personally have NO extra
>>>money, even if I WANTED to get an Amiga. I personally don't like the
>>>Amiga's set-up, nor Commodore itself. I like my ST because I like
>>>Atari. I have always like Atari, and I will stand by it because of it.
>>
>>Yuk, just because it's got a copper and super-flickery modes doesn't
>>mean its better.
>>
> It's also got a blitter which actually gets used; the "super-flickery"
>modes do mean it's better... for those who need to work with video. The 3000
>has a de-interlacer, the new Enhanced Chip Set for all Amigas will provide
>hi-res non-interlaced modes. Amigas don't have to be rebooted to switch
>resolutions, either...
>
>>In order to have a decent Amiga system you need loads of memory (to run
>>more than one program at a time), need more than one disk drive or a
>>hard drive and a monitor to access the migrane-modes.
>>
> The vast majority get by with 1 meg. Yes, more memory is nicer, especially
>when you do a lot of multitasking. As far as needing a HD or more than one
>floppy, I wouldn't want to run ANY system in a 1-floppy configuration.
>
>>Personally, I've never needed one of AmigaDos' biggest selling points -
>>the multi-tasking, although I realise that all Amiga owners play
>>Populous while they run massive ray-tracing sessions. (Well, actually
>>you can't do both those things on the Amiga at one time but we'll keep
>>quiet about that so that people think you can).
>
> Why can't it do this? Certainly on a 68000 machine you'll see a slowdown.
>But you can set one task at a lower priority to speed up the other. Of course,
>I can plug in a 68010, or an '020 or '030 board, or buy a 3000, for various
>levels of speed increase. I have yet to see an ST running on faster than a
>14MHz 68000, mostly, I assume, because TOS doesn't support the 0[1-4]0.
>I can speed my system up anywhere from 5-10% for $10 (68010) to over 20 times
>faster (even more for floating point) with a 50 MHz '030 board.
> I never really 'needed' multitasking either... till I got used to it.
>I'm lharcing some files right now, while running this term program, a text
>editor with a >500K text file loaded in, an open shell window, and a directory
>utility, as well as 4 or 5 little utilities I automatically run at startup.
>My 3 meg machine reports (via one of those aforementioned utilities) that

>I have 1953K free.
>>
>>-Mark.

2038. Current Notes magazine

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 17:04:30 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Sep20.170430.944@rodan.acs.syr.edu>
Source record: 238375

Does anyone have subscription info or at least a phone number for Current Notes magazine?

---jb

2039. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 17:07:36 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330015@hpfinote.HP.COM>
Source record: 238525

> Personally, I've never needed one of AmigaDos' biggest selling points -
> the multi-tasking, although I realise that all Amiga owners play
> Populous while they run massive ray-tracing sessions.

I can counter this with a self-serving, overgeneralized statement:

"People who say they don't need multitasking have never really used it."

Right now, I'm running notes in this window while another window is cranking through a statistical report for me. When the report spews out the data I need, I will use a third window to pull the report into a troff document I'm composing. When I'm ready to send the troff document, I will start up my mailer. But to compose the distribution list, I need to look back through some old files to find the current addresses and pathnames for my colleagues. Some of the files are on another system, so I'll open yet another window to access that other system.

Meanwhile, notes is sitting patiently, waiting for me to get back to it. No games, no Tetris or Zork (at least, not on HP's time :-), just real work.

I used to have a DOS machine. I thought Windows 3.0 was a joke (still do), and I didn't think I needed multitasking either. I will LOVE IT when my home computer has a multitasking OS. (Until then, I still like my ST :-)

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2040. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 17:15:45 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330016@hpfinote.HP.COM>
Source record: 238526

> Could we please move amiga discussions to an amiga group? This newsgroup is
> called "comp.sys.atari.st" and is for discussion of _Atari_ products. The
> article I am following up on contained nothing but Amiga drivel. There are
> more Amiga groups than Atari groups, is it asking too much to keep discussion
> there?

> ---jb
> ----------

I disagree. Except for the technical points of Amiga performance, what has
been said in this string applies as much to the ST(and TT) family as it
does to the Amiga family. This is a constructive string, which basically
addresses the problem of BYTE magazine's trend towards becoming yet another
PC-specific magazine clone. (Yes, that's where I meant to put "clone".)

I don't mind reading about Amigas occasionally. Sometimes the articles
contain information useful to Atari owners. (Like, for example, where to
get the last key in DM!)

Regards
Ray

2041. to Leo De Wit at Phillips -- MIDI sequencer

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 17:27:19 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330017@hpfinote.HP.COM>
Source record: 238527

Hi Leo,

I've been trying to get hold of you all week, but my email keeps bouncing back. Must be a cold front on the Atlantic coast or something.

I would love to serve as an alpha/beta test site for your MIDI sequencer.

I have a 1040ST with the original 1Meg RAM, and a Yamaha synthesizer. (It has only 2 MIDI channels. I'm trying to talk my wife into an 8-channel synthesizer masquerading as a piano!) I compose music as a hobby, not for performance.

I would be happy to test and evaluate your sequencer. I am familiar with the commmercial products SuperConductor (bleah) and Music Studio (limited usefulness), so I would at least be conversant with your sequencer.

If you still need some testers, please do not hesitate to write or email. You may have to resort to paper if the email keeps bouncing. :-(

Regards Home Address:
Ray Depew P.O. Box 2322
HP Colorado IC Division Loveland, Colorado
rrd@hpfitst1.hp.com U.S.A. 80539-2322

2042. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 18:35:38 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Sep20.183538.672@watdragon.waterloo.edu>
Source record: 238528

In article <RLEE.90Sep18135648@weaver.ads.com> rlee@weaver.ads.com (Richard Lee) writes:
>
>Actually, Gomoku is the regular name of a game that is played using the
>same board and markers as Go, but is much simpler than Go. Unless
>Mindgames is confused (or I am), I don't think this will satisfy
>Kenneth.

Richard may well be correct. GO-MOKU may not be the same as GO. (I wouldn't know.) At any rate, I got a couple of e-mail requests for more info so I decided to put it on the net.

First, I couldn't find an address either on the package or in the documentation. Here is what it did say.

The company is ATARI MINDGAMES (a division of Atari?). There are two copyright notices as follows:
(c) 1988 Atari Corp. (UK) Ltd.
(c) 1988 Bray Research Ltd.

I could not find an address on the package but I'm sure someone on the net can get an address for Atari Corp. (UK).

The package includes two games, GO-MOKU and a similar one called RENJU. It includes brief instructions on how to play the games, including the basic rules of the games. It also includes options for 'book' openings (a particular sequence of opening moves), stepping backward or forward through a games, and even has an advise move option. It has nine difficulty levels. I have not yet managed to defeat the upper levels at all but I cannot claim to be a professional GO-MOKU or RENJU player.

It works find on a 1040 STF with a monochrome monitor but claims to work on any 520, 1040, or MEGA with either monochrome or colour.

I purchased the game for about $10 from a 'bargain shelf' on a computer store in Oshawa, Ont., Canada. I don't know if it is still available or not.

- Steven W. Klassen
(Almost a graduate!!)
University of Waterloo

2043. Re: HELP! STUCK IN SPACE QUEST!

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 18:44:05 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750082@hpsad.HP.COM>
Source record: 238529

Got the answer I needed, will try tonight, Thanks to all who replied!
- Jim "Sarien Bait" Smith

2044. Re: Fattrib and detecting directories

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 18:58:07 UTC
From: davea@col.hp.com
Message-ID: <16830003@col.hp.com>
Source record: 238530

jmw@tasis.eecs.utas.edu.au (John Williams) / 6:42 am Sep 19, 1990 /
> Is Fattrib able to report on directories?

My experience is the same as yours - NO. I use Fsfirst(). It will return the correct attribute for a directory, although it's a bit more work, having to set up a disk transfer buffer first (using Fsetdtc(), I believe).

I'm using TOS 1.? I wonder if it's fixed in 1.4?

dave allen, colorado

2045. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 19:00:03 UTC
From: apratt@atari.UUCP
Message-ID: <2310@atari.UUCP>
Source record: 238531

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>apratt@atari.UUCP (Allan Pratt) writes:
>>VME memory is not accessible to SCSI, and you should use the buffer
>>pointed to by the _FRB cookie.

>Hum, hum, and how do we detect that some RAM is a) VME RAM and b) 16
>bits wide? Did I miss something here?

My comment about VME RAM was not clear. In the TT030, which is the full name of the machine that's now available, there are two kinds of VME address space: A24/D16 and A16/D8. These are not 32 bits wide, so the SCSI chip can't access them. The memory map, telling where in memory those segments appear, should be part of the TT documentation: if it's not, it will be.

The VME expansion isn't really for RAM anyway: VME RAM for a TT is expensive and slow -- slow because it's only 16 bits wide, because it goes through the VME bus, and because it's not cacheable by the 68030. You're far more likely to want to put a video display card there, or extra serial ports or something. For those, the fact that the processor can't get at the memory at full speed won't hurt too much.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2046. v04INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 19:30:53 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <339@grapevine.EBay.Sun.COM>
Source record: 238533
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 4, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion article lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to sun!ebay!panarthea!atari-sources. In Europe, send your
submissions to Jan-Hinrich Fessel, the European submoderator of the group,
at unido!atari-sources (or, if you're a masochist, atari-sources@unido.
informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a
pain to separate them, and such submissions are invariably placed on
the back burner. Sources should be submitted in the same format as
binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'
"uue" program if possible, as it can correct some common transmission
errors. Split long submissions up into reasonable (less than 50K)
chunks. "uue" will do this for you, if you use "uue -700 file" to
encode.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission and
label it when I post it.

Subject: The structure of comp.sources.atari.st articles

Each posting in comp.sources.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.sources.atari.st: sources and "information postings." They can be distinguished by the subject line:

Subject: v04INF2: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of volume one. Similarly, the subject line shown below:

Subject: v04i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 4. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v04i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSI - OSI Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 4, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang

path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do try to limit filenames to eight characters whenever possible, though.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

Subject: Listing of archive sites in no particular order

1. Site panarthea is running an archive server, which automatically answers mail requests. Send mail to archive-server@panarthea.ebay.sun.com with the word "help" in the message body for more information. Both the sources and binaries groups are archived on panarthea.
2. Unido is the European archive site. It's running an archive server similar to panarthea's; send "help" to unido!archive-server for more information. Unido archives both the sources and binaries groups.

If you know of additional sites which reliably archive comp.sources.atari.st (or comp.binaries.atari.st, for that matter), please tell me so I can add them to the list.

2047. v04INF2: Index of previously-published sources

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 19:32:54 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <340@grapevine.EBay.Sun.COM>
Source record: 238534
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 4, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/make part01. You may request
several files from the same directory (volume1/make part01 part02 part03).

-- Volume 1 --

volume1/intro Introduction to comp.sources.atari.st
volume1/basic-uud Uudecode in BASIC
volume1/bootcopy Automatic file copier for RAMdisk
volume1/joyread Joystick-reading routines
volume1/cc/part01 C compiler driver (Alcyon)
volume1/cc/part02
volume1/cc/part03
volume1/cc/part04
volume1/mkmfor Something for Absoft Fortran
volume1/make/part01 Program maintainer
volume1/make/part02
volume1/make/part03
volume1/make/part04
volume1/make/part05
volume1/make/part06
volume1/make/part07
volume1/blank Fast disk eraser
volume1/mmdummy Megamax dummy routines
volume1/fdum Megamax floating-point dummy routines
volume1/idle Screen saver
volume1/autotime Time setter for auto folder
volume1/time Time setter
volume1/autodisk Copy files to RAMdisk
volume1/dvist32/part01 DVI previewer
volume1/dvist32/part02
volume1/dvist32/part03
volume1/dvist32/part04
volume1/dvist32/part05
volume1/dvist32/part06
volume1/dvist32/part07
volume1/dvist32/part08
volume1/dvist32/part09
volume1/cache Disk cache
volume1/vdit VDI interface with GDOS font support
```

volume1/flip/part01 Double-sided disk copier
volume1/flip/part02
volume1/rzsz/part01 UNIX end for zmdm, below
volume1/rzsz/part02
volume1/rzsz/part03
volume1/rzsz/part04
volume1/rzsz/part05
volume1/zmdm/part01 Zmodem file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/zmdm/part05
volume1/zmdm/part06
volume1/zmdm/part07
volume1/zmdm/part08
volume1/ops5/part01 OPS5 production system in LISP
volume1/ops5/part02
volume1/ops5/part03
volume1/assist2/part01 Multifunction desk accessory
volume1/assist2/part02
volume1/errorchk Verbose display of error codes
volume1/joinprnt Echo console output to printer
volume1/color Color-selection dialog box
volume1/rsctoc Convert resource to C source
volume1/fastdump Text-only screen dump
volume1/readme12 Online help system
volume1/newstart Fancy printing
volume1/varlint
volume1/flip27/part01 Double-sided disk copier
volume1/flip27/part02
volume1/poplib Shared libraries, with examples
volume1/uupc/part01 UUCP clone (pre-pre-release)
volume1/uupc/part02
volume1/uupc/part03
volume1/uupc/part04
volume1/gnufp GNU floating point routines
volume1/scroll Fast screen scroller
volume1/break Stop programs with a keypress
volume1/newbreak New version of above
volume1/timecode Determine 68000 code speed
volume1/achlib/part01 Memory management and other routines for MadMac
volume1/achlib/part02
volume1/sttar Unix-style "tar" utility
volume1/d110edit D110 patch editor (MIDI)
volume1/raymovi2/part01 Raytrace movie generator
volume1/raymovi2/part02
volume1/gstlink Faster linker for GST object files
volume1/mx2v230/part01 Multitasking kernel with utilities
volume1/mx2v230/part02
volume1/mx2v230/part03

volume1/mx2v230/part04
volume1/mx2v230/part05
volume1/mx2v230/part06
volume1/mx2v230/part07
volume1/mx2v230/part08
volume1/limiter Limit uppermost hard disk device letter
volume1/d110edit Patch editor for D110 synthesizer
volume1/mt32edit Patch editor for MT32 synthesizer
volume1/starchrt/part01 Diffs to Unix starchart program for ST
volume1/starchrt/part02
volume1/passm/part01 Logic circuit assembler
volume1/passm/part02
volume1/leolife Game of Life

-- Volume 2 --

volume2/sc_src/part01 Source to Sozobon C compiler
volume2/sc_src/part02
volume2/sc_src/part03
volume2/sc_src/part04
volume2/sc_src/part05
volume2/sc_src/part06
volume2/sc_src/part07
volume2/sc_src/part08
volume2/sc_src/part09
volume2/dlibs12/part01 Source for DLibs C libraries
volume2/dlibs12/part02
volume2/dlibs12/part03
volume2/shar Pack and unpack shell archives
volume2/keyfix Fix Gulam for non-American keyboards
volume2/sed/part01 GNU sed (stream editor)
volume2/sed/part02
volume2/sort/part01 UNIX-style sort utility
volume2/sort/part02
volume2/uw/part01 Unix Windows windowing terminal software
volume2/uw/part02
volume2/uw/part03
volume2/uw/part04
volume2/uw/part05
volume2/uuduue Dumas uuencode/decode programs
volume2/mwstring dpANS string.h for MWC
volume2/mailtruk GFA BASIC uucp software
volume2/format83 Make Intel ASCII Hex files
volume2/mailtruk.11 Version 1.1 of GFA-BASIC uucp software
volume2/1stjet 1st-Word configuration file for DeskJet
volume2/1stjethv 1st-Word config file to use helvetica font on DeskJet
volume2/cpboot Copy executable boot sectors between floppy formats
volume2/du List disk usage in directory trees
volume2/fplib10 Floating point routines for Sozobon C
volume2/prtset Set printer parameters
volume2/hexify Hexidecimal encode/decode for mailing binaries

volume2/nutshell Use a shell from within a GEM prog
volume2/texchang Change files for BibTeX, Tangle, and Weave
volume2/deskset Re-read DESKTOP.INF and set up system accordingly
volume2/which Find programs using PATH env. variable
volume2/atime89 Set GEMDOS time from keyboard clock
volume2/fplib20/part01 New floating-point library for Sozobon C
volume2/fplib20/part02
volume2/decky Connect DEC keyboard to ST
volume2/djreset Reset DeskJet Plus
volume2/modedit Hardwire an editor into German Modula-2
volume2/overscan Software driver for increased screen size
volume2/gnutar/part01 GNU's version of UNIX "tar"
volume2/gnutar/part02
volume2/gnutar/part03
volume2/gnutar/part04
volume2/gnutar/part05
volume2/gnutar/part06
volume2/gnutar/part07
volume2/gnutar/part08
volume2/coloremu Color emulator for mono screens
volume2/gccgem/part01 GEM libraries for GCC
volume2/gccgem/part02
volume2/gccgem/part03
volume2/gccgem/part04
volume2/gccgem/part05
volume2/gccgem/part06
volume2/postmort Analyze post-bomb information
volume2/crunch Executable file compressor
volume2/environ Set environment variables from AUTO folder
volume2/viruskil Virus killer
volume2/norad Earth satellite tracking program
volume2/diff File difference utility
volume2/emacs.diff/part01 Diffs to GNU-EMACS 18.52 for Atari
volume2/emacs.diff/part02
volume2/protect Virus killer/protector
volume2/ff31 File finder version 3.1
volume2/gcclib2/part01 Patches to GCC library
volume2/gcclib2/part02
volume2/gcclib2/part03
volume2/gcclib2/part04
volume2/gcclib2/part05
volume2/gcclib2/part06
volume2/gcclib2/part07
volume2/gcclib2-patch1 Patch for GCC library
volume2/mandel Fast Mandelbrot set generator
volume2/gfadiff File difference generator
volume2/nolock Disable Caps-Lock key
volume2/builds09 Build Motorola S-records from .ttp files
volume2/colorca Cellular automata in color
volume2/eternal3 Reset-proof ramdisk

volume2/degadesk Load DEGAS .P?3 files onto desktop
volume2/truchet Display random Truchet tilings on mono screens
volume2/yaff Yet Another File Finder
volume2/strings Find text strings in files
volume2/curses/part01 Screen updating package
volume2/curses/part02
volume2/sozobon1.2/part01 Update to Sozobon C compiler
volume2/sozobon1.2/part02
volume2/sozobon1.2/part03
volume2/sozobon1.2/part04
volume2/sozobon1.2/part05
volume2/sozobon1.2/part06
volume2/sozobon1.2/part07
volume2/sozobon1.2/part08
volume2/sozobon1.2/part09

-- Volume 3 --

volume3/fract Monochrome Mandelbrot generator
volume3/uurename Rename binary postings to work with uud
volume3/uustuff More uud-ing tools
volume3/uustuff2 Addendum to previous posting
volume3/xxed/part01 Hex/ASCII file editor
volume3/xxed/part02
volume3/xxed/part03
volume3/xxed/patch01 Messed-up files from XXED
volume3/nroff/part01 Partial clone of UNIX "nroff" formatter
volume3/nroff/part02
volume3/nroff/part03
volume3/kbext410 Keyboard remapper
volume3/cal UNIXoid calendar program
volume3/dhrystone Dhrystone benchmark program
volume3/quix Game: fill up the screen
volume3/3demo/part01 3-D graphics demo
volume3/3demo/part02
volume3/xxedpat Messed-up files from XXED
volume3/tosvers Tell TOS version number
volume3/lharc/part01 LHARC archiver
volume3/lharc/part02
volume3/sound Sound generation docs, plus sample sounds
volume3/necp6 Screendump programs for NEC P6 printer
volume3/file/part01 Determine file types
volume3/file/part02
volume3/barcodes Metafont file for printing barcodes
volume3/mx2net20 Share disk drives across MIDI/RS232
volume3/splitit Split up and reassemble big files
volume3/bm Fast fixed-string searcher
volume3/abzmon Machine-language monitor
volume3/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume3/netsrc The REAL sources to mx2net20, MIDI/RS232 network
volume3/szadb/part01 Debugger for Sozobon C

volume3/szadb/part02
volume3/dstools/part01 Data structure toolkit
volume3/dstools/part02
volume3/sam Disk analyzer
volume3/sre Run programs when gulam is started up
volume3/lharc113/part01 LHArc archiver, version 1.13
volume3/lharc113/part02
volume3/lharc113/part03
volume3/jove/part01 Emacs variant, v. 4.9
volume3/jove/part02
volume3/jove/part03
volume3/jove/part04
volume3/jove/part05
volume3/jove/part06
volume3/jove/part07
volume3/jove/part08
volume3/jove/part09
volume3/jove/part10
volume3/jove/part11
volume3/jove/part12
volume3/xxed11/part01 XXED editor, version 1.1
volume3/xxed11/part02
volume3/xbra XBRA trap-catching system
volume3/wd Uudecoding program (takes multiple file args)
volume3/gfa-uucode Uuencode/decode program in GFA BASIC
volume3/sozoinit Startup module for Sozobon C, for accs and prgs
volume3/fgrep GNU fgrep
volume3/belltest Test out NewBell bell sounds
volume3/chaos Draw random Sierpinski Triangles
volume3/bifurc Draw bifurcation diagrams
volume3/vbi Vertical blank interrupt handler (w/example)
volume3/sunclock Watch the sun go around a map of the Earth
volume3/norad/part01 Satellite tracker, version 2
volume3/norad/part02
volume3/st_conc Concentration game
volume3/mkrsc/part01 Resource construction program
volume3/mkrsc/part02
volume3/mkrsc/part03
volume3/mines Game of Mines for mono systems
volume3/showspec Show Spectrum .SPU pictures
volume3/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume3/maze Walk through a maze in 3-D
volume3/nroff1.10/part01 Nroff clone, version 1.10
volume3/nroff1.10/part02
volume3/nroff1.10/part03
volume3/pi1tomon Display .PI1 pictures on a mono monitor
volume3/gulwrap Make Gulam work under Gemini
volume3/dublvis Format DS disks that work in SS drives
volume3/grep15/part01 GNU grep and fgrep, version 1.5
volume3/grep15/part02

volume3/grep15/part03
volume3/xmore Configurable "more" for various file types
volume3/mutate Disk sector editor
volume3/xxxx Insert numbers into files
volume3/sozo1.2pat Patches for Sozobon C 1.2
volume3/unx2st Convert ST <-> UNIX end-of-lines
volume3/mtprog1 Multitasking in Programming tutorial, posting 1
volume3/nroff110pat Patch for Nroff 1.10
volume3/lharc1.02/part01 Lharc source for ST and UNIX
volume3/lharc1.02/part02
volume3/lharc1.02/part03
volume3/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume3/nroff110pat2 Patch 2 for nroff v. 1.10
volume3/nrchbar Generate change bars in n/troff documents
volume3/stturing Two-dimensional Turing machine
volume3/hdwboot Wait for hard disk to come online

2048. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 19:50:02 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Sep20.195002.16746@math.lsa.umich.edu>
Source record: 238535

In article <34096@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Jon Brode writes:
>>If Atari had an over zealous legal
>>department like some companies (read: Apple, the evil empire) we could
>>have had some real trouble.
>
>Jon... you obviously never had Neil Harris threaten to crush your nuts or
>call the FBI

I don't know what happened when Neil used to be around. Maybe
incidents like that are part of the reason he got canned. Or maybe
he was just giving you a hard time, it doesn't sound like an lawyers
got involved.

At any rate, I recieved a polite message from Alan Pratt asking me to
remove it. No complaints here.

Jon
--
Jon Brode -- dyer@math.lsa.umich.edu Jesse '92!
"Don't you just love Prince?" -Vivian Ward (Julia Roberts)
"More than life itself." -Edward Lewis (Richard Gere) from "Pretty Woman"

2049. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 20:38:00 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.653863080@peun33>
Source record: 238537

In comp.sys.atari.st you write:

>Get your facts straight before posting. It prevents embarrassment.

Might I suggest the same to you? I knew all you are going to tell, BUT
(see below).

>Look on the back of a SLC. See the SCSI port? Guess what plugs in
>there! Why, SCSI peripherals - imagine that. Disks and tapes and all
>kinds of clever stuff. But *not* servers. They (servers) plug in the
>ethernet connector, also supplied on _all_ Suns; but you don't have
>to have a server if you've got local disk... (the sun I'm posting from
>has 650 megs local and no server).

I'm quite aware that you connect to server machines with Ethernet and not
with a 300 Bd dial-up modem, you know. However, (see below).

>Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no

Where over here in Europe can I get it? I know a few people, including me,
who'd then buy them for X terminals and such.

>CISC box that I know of now can be justified on price/performance
>grounds when compared to (almost) any MIPS / SPARC / 88K / generic
>RISC machine, unless you already have a large body of non-portable
>software. But that particular arguement can also be used to justify
>IBM 3090s and all manner of like overpriced beasties. 68030 boxes
>essentially don't cut it. The TT was born dead, but Jack & co aren't
>going to tell anybody :-)

While it's not the most advanced technology, it certainly wasn't born
dead. However, people are trying to beat it to death now it finally WAS
born at all :-).

>--
>Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq

This is below :-) (See above :-)):
Todays $ exchange rate in Germany: a $ costs 1.63 DM

Now the facts, cool and emotionless: you will not be able to get the Sun SLC for
$3.5K in Germany. It has just been announced by Sun for a market price of
11980,-- DM (which at current exchange rates comes to $7349.69). That's
the price of the basic version which according to IX (a UNIX[TM] magazine
by Verlag Heinz Heise GmbH&Co. KG) comes with a 17" monochrome Monitor with
integrated motherboard carrying a SPARC processor, FPU, audio-chip and
8 MB RAM. All this you know and I know. The SCSI bus and Ethernet connector
are also mentioned.

Anyhow, we're now at 11980,-- DM. To get a 650 MB SCSI drive system you'll have to invest another 9980,--DM ($6122.70) [that would be a CSS GIGAFILE optical disk including a removable medium]. To stay with standard technology, you get a 20MB SCSI drive for 475,--DM ($291.41). However, you probably want at least 80 MB which you have to pay 789,--DM ($484.05) for.

Other prices include
- Micropolis 1588-15 SCSI 760 MB 5198,--DM ($3188.96)
- Micropolis 1578-15 SCSI 327 MB 3398,--DM ($2084.66)
(probably not THE CHEAPEST but one of the cheaper offers).

In other words, to get a SLC and a 80MB drive, you have to spend about DM 12,455.00 ($7,641.10), to get anywhere near a 650 MB drive you spend DM 15,378.00 ($9,434.36) and for the setup with 760MB drive you pay DM 17,178.00 ($10,538.65). I guess you get the picture. The $ prices are just for your interest. You can't truly compare them with US prices because of things like different VAT, customs, transport costs, different legal requirements, ...

Anyhow, before I spend 12,455.00 DM, I'll probably settle for a CISC box. No matter how powerful you want to get, you spend at least 5000.00 DM ($3067.48) less even if you do buy one of these expensive CISCmachines by Commmodore, Atari, Apple (almost as expensive as your Sun), or one of a million PC clones for even less. And you do have or will get a good software base by all sorts of vendors and software houses. How is it with a Sun?

So, next time you go quoting Californian prices to German readers, check where what you're reading came from, OK? OK!

So long,
Martin

Disclaimer: SNI has nothing to do with this. They don't even know I have any opinion.

--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, PSD-C63
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

2050. MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 21:35:40 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep20.213540.12460@ecst.csuchico.edu>
Source record: 238543

I've been reading about MiNT, and have a question. Is it a multitasking-out-of-the-box deal, or must I know how to program to use it, like Micro-RTX? Thanks for the info!

2051. TT at the WAACE show

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 21:40:59 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3986@umbc3.UMBC.EDU>
Source record: 238544

I have just heard that Atari plans to show the TT at the WAACE Atarifest in October, but only to registered developers! Is there any truth to this? If it is true, I think it would be a big mistake. Many Atari users have been waiting for a LONG time for this and more delay will just cause more people to abandon ship. I have been looking forward to seeing the TT for many years and am really getting tired of waiting...

Thanks in advance for any replies!

Chuck Rickard
(chuck@umbc5.umbc.edu)

2052. STacy questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 21:54:14 UTC
From: gow@sakari.mrceg
Message-ID: <GOW.90Sep20165414@sakari.mrceg>
Source record: 238545

Can anyone give me information about the STacy features and price plus some user comments ?? I wish I could ask you to mail it, but mail doesn't get through. Please post. I know it takes up bandwidth, but it provides something to read other than "wouldn't it be nice" flames.

Your input will be greatly appreciated.

-Ed
--
------ Ed Gow ------ uwm!mrsvr!gemed!sakari!gow -----------

My opinions are NOT those of GE.
MGB - The most fun you can have in a car without a back seat

2053. Re: Announcing a new multitasking system for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 22:25:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7068.26f90992@uwovax.uwo.ca>
Source record: 238547

In article <2561@naucse.cse.nau.edu>, tar@naucse.cse.nau.edu (Tim Roeder) writes:
> The subject line says it all. I would just LOVE to have a multitasking
> windowing environment for my ST (w/out having to go to Minix, etc.)
>
Yes, I'm going to release MGR for MiNT. I'm still testing it. Stay tuned
to this newsgroup for further details :-).
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2054. Flakey 1040 drive

Newsgroup: comp.sys.atari.st
Date: 1990-09-20 23:39:06 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9009202339.AA08214@cie.uoregon.edu>
Source record: 238379

About a month ago I began to notice that my 1040 disk drive was occasionally scrambling files that I save. The files look fine on the directory but when I try to copy them or load them into a term program I get the message "Data on disk A may be damaged". When I read them from the desktop I get garbage intermixed with the files. So far this has only happened with Interlink, but I rarely use my computer for anything else. A friend suggested it could be a virus but I think it's the fact that the disk is about 4 years old and has never been cleaned. I've been puting up with it this long because I can't afford a repair bill, but it looks like I'll have to do something soon. What I'd like to know is:

1. Might cleaning the disk with a head cleaner help?

2. What could be causing this problem?

3. Where could I get a replacement for an internal DS/DD drive CHEAP?

4. Could a virus be doing this? How can I tell?

All replies are appreciated. Thanks for your help.

James Charles Lynn
---
jamesl@cie.uoregon.edu

"All flames considered on basis of merit (i.e. ignored)"

2055. Can You Suggest an Expert Systems Shell for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 00:44:57 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <26F9628A.22216@maccs.dcss.mcmaster.ca>
Source record: 238356

Hi,
Can anyone recommend an expert system shell that runs on the
Atari ST (Mega 2, floppy only)?

I'm looking for something like (from the MSDOS world) Personal
Consultant Plus.

thanks much!
--

Art Mulder, art@maccs.DCSS.mcmaster.ca
...!uunet!utai!utgpu!maccs!art

2056. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 03:03:25 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <40357@unix.cis.pitt.edu>
Source record: 238385
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <82@maxx.UUCP> tyager@maxx.UUCP (Tom Yager) writes:

>In article <14445@cbmvax.commodore.com>, daveh@cbmvax.commodore.com (Dave Haynie) writes:
>> >Hopefully, the TT will get a more thorough review.
>>
>
>Atari has a reputation of being uncooperative with non-Atari-specific mags. We
>have never, to my knowledge, gotten a review unit of ANY recent Atari machine.
>We ask, brother do we ask, but we never get a response.

"We have never, to my knowledge, gotten a review unit..."
I guess it all depends on your definition of "recent Atari machine."

Check these issues:

March 1986 Vol. 11, No. 3 issue of Byte.
"Product Preview: The Atari 1040 ST"
by Phillip Robinson and Jon R. Edwards
Two Byte editors take a look at Atari's new $999 1-megabyte machine
pg. 84

June 1986 (no Vol. no No.) issue of Byte.
REVIEWS: "THE ATARI 520ST"
by Eric jensen
A good engine for bit-mapped graphics, pg. 233

Thought you might like to know,
Jim Tauberg

2057. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 03:29:38 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep21.032938.28375@math.lsa.umich.edu>
Source record: 238384

In article <283@aupair.cs.athabascau.ca> rwa@cs.athabascau.ca (Ross Alexander) writes:
>mboen@nixpbe.UUCP (Martin Boening) writes:
>>Your margin of error is pretty big: The Sparcstation SLC will cost around
>>12000 DM (in words: twelve thousand DM). And its a diskless, fanless SPARC
>>workstation - not much good for the home user without a server, eh.

>Get your facts straight before posting. It prevents embarrassment.

Take it easy, and read more carefully, that helps prevent embarrassment
too. Martin's message talks about prices in Deutsche Marks. I wonder why
that would be...
>Look on the back of a SLC. See the SCSI port? Guess what plugs in
>there! Why, SCSI peripherals - imagine that. Disks and tapes and all
>kinds of clever stuff.

12000 marks for a diskless CPU is still a lot of money, regardless of
the fact that you can shell out your own additional cash to get an add-on
drive.

>Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no

I bet it's harder to shop around for Sun hardware in Germany than it
is in North America. Think about it sometime. Your quote of "$3.5k" is
meaningless in the context of the original posting.

>CISC box that I know of now can be justified on price/performance
>grounds when compared to (almost) any MIPS / SPARC / 88K / generic
>RISC machine, unless you already have a large body of non-portable
>software. But that particular arguement can also be used to justify
>IBM 3090s and all manner of like overpriced beasties. 68030 boxes
>essentially don't cut it. The TT was born dead, but Jack & co aren't
>going to tell anybody :-)

Yep, once again, too little too late. But that's OK, no one else will
have 68040 systems available till next year anyway. If the other
hardware is fast enough, it may be cute to drop an 040 into a TT.

Meanwhile... the '040 specs put it well ahead of the current generation
of RISC chips, (barring, maybe, the IBM RIOS system...) so I don't think
you can discount CISC so easily. Not at this time, at least. And when
you can take advantage of direct binary compatibility, that's always
the easiest route, eh? Then issues of porting to new hardware don't
have to raise their ugly heads...

(Note that this little nicety doesn't really apply to IBM mainframes.
With their site-customizable microcode, you can't guarantee binary
compatibility from one identical model CPU to the next, let alone

across the product line. But we already knew IBM mainframes were
anachronisms, so no biggie...)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2058. Re: STreport/Z*Net articles

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 06:40:21 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Sep21.064021.27536@cbnewsc.att.com>
Source record: 238374

From article <1990Sep20.143614.20033@kcbbs.gen.nz>, by (Jon Clarke):
>
> Steve, I do monthly disk for the users in Australia and New Zealand.
> I have the months worth of Z*Net and STreport on it. If you would
> like a copy each month drop me a note. As a parting note Zmag is
> now called Z*Net.

Almost true, but not quite. To straighten the record out a little,
A*Net Online is the name of the ST magazine. Zmag was (and is again)
the name that Ron Kovacs applies to the 8bit version of it. After
a nine months absence, Zmag has reappeared on a bi-weekly basis
with news that is aimed primarily at the 8bit Atari user. It is
even numbered #184, so no numbers were skipped. The next issue was
supposed to be out Tuesday, but it isn't up on Ron's BBS yet. (as of
a little eariler this morning). According to mail he left me, that is
because he was at the Atarifest in Glendale, CA. I'm looking forward
to his report.

Incidently, Jon, thanks for your fine articles in Z*Net. I like to
hear the news about Atari in other parts of the world.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

2059. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 08:44:08 UTC
From: dac@ukc.ac.uk
Message-ID: <5499@harrier.ukc.ac.uk>
Source record: 238389

If MiNT is in the public domain, wouldn't it be nice (!) if there was a multi-tasking C shell (as there is for Micro RTX) for it... and if that were also public domain (with full sources), wouldn't THAT be nice :-)

Anyone want to write it? :-)

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

2060. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 09:27:14 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Sep21112714@orion.laas.fr>
Source record: 238388

Furthermore, there is a PD/shareware version of the latter GOMOKU that
came across the net some time back. It has very nice graphics.

On the other hand, I haven't heard of good GO programs. There does
exist GNU GO, but I don't know if it's been ported to the ST.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

2061. Re: FALCON backups

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 13:38:50 UTC
From: ric@mcrware.UUCP
Message-ID: <2971@mcrware.UUCP>
Source record: 238397

In article <24402@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
>I finally bought a copy of FALCON and am learning to play. The docs
>say the game is not copy protected and that you should make a backup
>copy but I can't find anything to copy the disks. I have tried various
>copiers and nothing seems to work. All my copies pop up with PC error 4.

I had this same problem with my original FALCON and the backup of disk #2.
After many attempts, I finally realized that the write protect tabs have to
be in a certain configuration for the disks to work. I can't remember how
they are, but if you look at the working originals and make your copies the
same, I'm pretty sure it'll work.

Ric Yeates
-=-=-=

2062. Re: STacy questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 14:39:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep21.143914.18145@chinet.chi.il.us>
Source record: 238376

In article <GOW.90Sep20165414@sakari.mrceg> gow@sakari.mrceg (Ed Gow) writes:
>Can anyone give me information about the STacy features and price plus

I JUST got a Stacy. If it didn't win some design awards it should have. It is the best looking and solidest feeling laptop I've come across. The one I have is 1M of RAM and a 20M hard disk (furnished formatted and partitioned 4-6-10). The ports are all covered, but most of the frequently used ones are under the back swing-down cover rather than slide-offs (this is good). The screen is magnificent blue and white; by FAR the best LCD screen I've seen, and readable from a huge range of angles. The trackball is very good for moving the mouse, but the button response is very different from on the ST (I'm tempted to say it's bad, but in a week maybe I'll get used to it). The main keyboard is very good; the numeric pad is small, but there and usable. I prefer the way the function, arrow, etc. keys are on the Stacy to the way they are on the ST. The disk is apparently quick. Something makes enough noise to be annoying in a quiet room. Autoboot on initial power-up is about a 50% proposition; reset fixes that. Keyboard warm and 'cold' boot are supported (I have some indication that some status is preserved across a keyboard cold boot), as well as the usual reset button warm boot.
There are EXACTLY the same ports as on a regular ST, including mouse, joystick and monitor.
A couple criticisms: the power connector socket should be accessible on a completely closed case, rather than being behind the back swing-down. Some of the slide-off panels are too hard to open (that's a tough one: on many machines they fall off too easily). Even though the machine simply doesn't run on batteries, I wish there had been some provision for saving its state across a loss of power, at least for a few minutes.
I like it. If you separated the screen from the system box, put the screen on a pantograph arm (and made it a LITTLE brighter), and put the system box in a drawer, you'd have a KILLER executive machine.
After all this, I just don't know about prices. I'd guess around $2000, maybe a little less.
Steve J.

2063. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 14:59:30 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <745@accucx.cc.ruu.nl>
Source record: 238395

The DeskJet PLUS has a problem when connected to the ST:
if you switch it on after ST powerup, the ST's hardware gets confused.
It tells you the printer is not available.
As long as the printer is connected but not switched ON
the ST thinks it is there and ready to print.

For the first problem I've written an ACC that resets the appropriate
ST hardware if it finds the printer unavailable; it also serves
as a configuration program for the printer (orientation, line spacing,
pitch, quality, margins).

I'll post it to the binaries soon, along with a NEAT screen dumper
for the DeskJet/+/500 (centered screen dumps, XBRA installation,
compressed graphics data transfer, about 750 bytes).

The second problem I cannot solve the software way.

There may be a hardware modification that solves the problem, if
so I would like to know.

2064. DeskJet+ Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 15:02:48 UTC
From: jeroen@phil.ruu.nl
Message-ID: <746@accucx.cc.ruu.nl>
Source record: 238396

The DeskJet PLUS has a problem when connected to the ST:
if you switch it on after ST powerup, the ST's hardware gets confused.
It tells you the printer is not available.
As long as the printer is connected but not switched ON
the ST thinks it is there and ready to print.

For the first problem I've written an ACC that resets the appropriate
ST hardware if it finds the printer unavailable; it also serves
as a configuration program for the printer (orientation, line spacing,
pitch, quality, margins).

I'll post it to the binaries soon, along with a NEAT screen dumper
for the DeskJet/+/500 (centered screen dumps, XBRA installation,
compressed graphics data transfer, about 750 bytes).
Should show up in a couple of weeks.

The second problem I cannot solve the software way.

There may be a hardware modification that solves the problem, if
so I would like to know.

2065. comp.sys.atari.st.games?

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 15:20:28 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Sep21.152028.6583@wam.umd.edu>
Source record: 238398

In article <1990Sep20.143959.23392@stretch.cs.mun.ca> carlos@stretch.cs.mun.ca (Carlos Borges) writes:
>In article <6417@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>In article <11220@ganymede.inmos.co.uk> nick@inmos.co.uk (Nick Haydock) writes:
>>>Wandering through the newsgroups the other day I noticed
>>>comp.sys.amiga.games, and a similar one for the mac.
>>>Is there such a newsgroup for the atari?, if so what is it?,
>>>should I even be asking this here?
>>
>>Maybe we should create one........
>>
>>
>>-Mark.
>
>Let's do it!

Be aware that it will take many months to create the group; it's not just a simple matter of issuing a command. After the mudslinging fest involved with the comp.sys.atari.st.tech vote, I think anyone who would volunteer to be the vote taker is certifiably insane.

But, if someone _really_ wants to try, that individual should be SURE to read the "How to Create a Newsgroup" document which is periodically posted to news.announce.newusers. (Is that where it goes? Someone correct me if I'm mistaken about that.)

I'm not sure there's really enough game-oriented discussion here to warrant a new group. Remember that you'll need to get a 2/3 majority and at least 100 more "YES" votes than " NO" (oops, I mean "NO" :}) votes for the group to be created.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2066. Neocept new address

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 15:22:24 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1660@uvm-gen.UUCP>
Source record: 238394

I just got my Word Up disk 1 update, and Version 2.0 of Fontz from
Neocept yesterday. For those who are wondering, the reason it took so
long is because Fontz 2.0 was only finished on September 11th. The
upgrade to Word Up 3.0 is the August 20 version, and now requires that
you also upgrade disk 5 (the printer drivers).

Send in your Word Up 3.0 disk 5 and a Self Addressed Stamped Envelope ($0.25)
(in the U.S.A.) to Neocept at its new address:

Neocept, Inc.
925 Paseo Camarillo, Suite 646
Camarillo, CA 93010

tel. (805) 484-2041

Neocept is still selling off ST hardware:

Atari Laser printer: $490.00
1040STF w/mono monitor, $360.00

call *them* about the hardware.

I'm not affiliated with them, just a fairly satisfied user
(hate the blinking line cursor though! 8-).

If you want a MAC Write (tm) like wordprocessor in native ST mode,
Word Up 3.0 is it. It has an excellent dictionary and thesaurus, and
is in its way, a rival for Word Perfect and low end desktop publishing
programs. It has multiple fonts and the ability to incorporate bitmap
and object oriented pictures in your documents. It runs on unexpanded
520s and can be used off of floppies, but more memory and a hard disk
are recommended IMHO. It really is getting to be excellent and still
cheap with this 3.0 version.

If this sounds good to you, buy it, so Neocept can be around for the
coming TT age 8-).

Bob Pegram
Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

2067. Re: Current Notes magazine

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 15:56:32 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009211552.AA28625@fsucs.cs.fsu.edu>
Source record: 238451

In article <1990Sep20.170430.944@rodan.acs.syr.edu>, jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>Does anyone have subscription info or at least a phone number for Current
>Notes magazine?
>
>---jb

Phone number : (703) 450-4761
1 year subscription : $24 (If a member of a CN recognized AUG, $20)
snail mail: CN Subscriptons
122 N. Johnson Rd.
Sterling, VA 22170.

I am in no way connected with CN, other than as a satisfied subscriber.
By the way, has anyone seen the september issue??
--

Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

2068. Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 16:22:56 UTC
From: ron@gsbsun.uchicago.edu
Message-ID: <1990Sep21.162256.19514@midway.uchicago.edu>
Source record: 238400

```
Help!

I would like to find out about a harddisk defragmenter for the st -
either PD or $$.

Thanks

Ronald Rangel
```

2069. Re: Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 16:27:33 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330018@hpfinote.HP.COM>
Source record: 238377

> My old 1985 ST will always be better than your Cray...
> because it's mine.

And I paid for it with my hard-earned cash.

And I studied all available (to me) computer lit for months before buying.

And I think my machine's cool.

And I'm not about to admit that I was wrong! Not me! Never!

> Dave.

:-) Couldn't agree with you more. Turn off the flamefest, everyone. Let's
get back to useful (?) discussions.

--

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com
"Macintosh bashing is best done with a large sledgehammer."

2070. Re: Desk Jet || port prob and WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 16:33:51 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1661@uvm-gen.UUCP>
Source record: 238399

From article <15330013@hpfinote.HP.COM>, by rrd@hpfinote.HP.COM (Ray Depew x2419):
> Re: question from mfolivo@sactoh0.SAC.CA.US (Mark Newton-John)

(lots of useful deskjet advice deleted)

>> And I remember a problem with some Ataris and DeskJet and the
>> parallel port?

> That's a new one to me! At HP Corvallis, we've had a 1040ST connected to
> DeskJet series printers for years (no exaggeration!) with no problems
> whatsoever. The 1040ST and the HP DeskJet/DJPlus/DJ500 are a perfect match.
> Enjoy.

Funny, there was a big stink about it. Some (*other* 8-)) HP person
claimed that the ST's parallel port was joke after some people's
soundchips burned up, trying to drive the deskjet too quickly
(graphics?), over, perhaps, too much cable. The solution was reported
to be the addition of heavy duty TTL line drivers inside the ST end of
a parallel cable. Don't blame me, I just remember this, and don't
have a deskjet yet - looks *much* better to me now though! Anybody
know what a used dj or dj+ is going for these days?

> Regards
> Ray Depew
> HP Colorado IC Division
> formerly of HP InkJet Components Operation
> rrd@hpfitst1.hp.com

Bob Pegram
Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

P.S. You are the guy who needs to get in touch with Neocept about
WordUp and/or Fontz, right? Hope you (and anyone else curious about
things in Camarillo CA) see my "Neocept new address" posting,
otherwise email me for the latest.

RBPIII

2071. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 16:57:05 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Sep21.165705.20285@cunixf.cc.columbia.edu>
Source record: 238454

[all bitching about difference in German and US pricing deleted]

Listen, it is obvious that for whatever reason the computer companies have decided (or were forced due to regulations) to price their systems differently in Europe and the US. Until that changes, Atari will have a nice thriving market in the European marketplace. Great, that is fine. However, here in the US the manufacturers are more competetive in price and those companies that boast about "power without the price" but who do not deliver will lose (or never find) any market share. Maybe someday, the United States of Europe will adopt more fair trade practices and dispense with all the VAT and regulatory bullsh*t so that you fellows can buy a computer a the same reasonable cost that we can.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2072. Mac Emulator Survey

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 20:39:13 UTC
From: paul@tredysvr.Tredydev.Unisys.COM
Message-ID: <924@tredysvr.Tredydev.Unisys.COM>
Source record: 238378

I notice a lot of interest in the Spectre emulator. I am trying to gather enough information to write an article about Macintosh emulation. The questions posted are a bit long, but I think they pretty much cover everything. All constructive data are welcome, yes, even Petre's, but note the emphasize on CONSTRUCTIVE data. Answer as many as you stand, but please e-mail all response. The result will be posted on this group. Thanks!

1. SYSTEM SOFTWARE: Compatibility with Macintosh System Software up to what version? Can you run Multifinder? How stable is it? Is there mention of System 7 compatibility?
2. FLOPPY SUPPORT: Can it read Macintosh Diskette? What format can it read 400K, 800K, 1.44 MEG? Is a Macintosh disk drive needed? How is disk ejection and swapping handled. What is the performance compared to an SE?
3. HARD DRIVE SUPPORT: What hard drives are supported? Can host computer share data on the same partition or is seperate partition needed? Is removable media supported? What is the performance of hard disk transfer compared to a Macintosh SE?
4. VIDEO SUPPORT: Do you get a larger screen? Is screen redraw faster compare to an SE? Is the picture correct in proportion (a circle looks round instead of oval)?
5. SOUND SUPPORT: Is sounded supported? If so, is it clear or distorted?
6. PRINTER SUPPORT: Has anyone try to print to an imagewriter directly? Is third party printer driver needed? Has anyone try printing postscripts?
7. OTHER PERPHERIAL SUPPORT: Has anyone try using a modem under Mac emulation? Can it access any of the host computer's devices such as MIDI ports? Can the Mac emulator use the built in system clock? Can it emulate Appletalk?
8. ACCELERATORS: Has anyone try to run it under an accelerator? Is there any side effects?
9. SOFTWARE COMPATIBILITY: Has anyone encountered incompatibility with software except for games? with DAs? with Inits? with utilities in general? with HyperCard? What about programming language and debugger?
10. RAM OVERHEAD - How much RAM do you lose under emulation for overhead? What is the max RAM configuration supported?
11. HARDWARE REQUIREMENTS: What do you need (mac disk drives, mac roms, etc), and how much is it going to cost? What system is needed to run the emulation? Name any hidden cost.
12. EASE OF INSTALLATION: How easy is it to install? How was the customer service (in fixing existing problems)?
13. Anything else you can think of.

2073. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 21:05:31 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1370@eastman.UUCP>
Source record: 238380

Hard Drive Turbo Kit from Michtron is an execellent de-fragger. It also
has a tar-like backup system and disk cache.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@cygnus.kodak.COM
Eastman Kodak Company |
Rochester, NY 14653-5219 | Standard disclaimers apply

2074. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 21:48:40 UTC
From: feat@max.bnl.gov
Message-ID: <2153@bnlux0.bnl.gov>
Source record: 238381

I read in an article in the NY Times that a DeskJet to DJ 500 upgrade was being offered for ~$200. I now live 1000 miles from the dealer where I purchased my DJ. How do I find out about doing this upgrade?
John
feat@max.bnl.gov

2075. Re: STacy questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 22:36:57 UTC
From: opperman@evax.arl.utexas.edu
Message-ID: <1990Sep21.223657.19675@evax.arl.utexas.edu>
Source record: 238382

In other words -- can I put my Spectre on it and have a good, cheap
Mac portable???

2076. Thanks to.....From Atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-21 23:27:16 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep21.232716.8551@terminator.cc.umich.edu>
Source record: 238383

Howdy everyone,
I just wanted to take a sec to thank everyone who has uploaded something
to atari.archive in the recent weeks:

PT%VIROLOGY.GLASGOW.AC.UK@pucc.PRINCETON.EDU
aimd@castle.edinburgh.ac.uk
dmb%wam.umd.edu@uunet.uu.net
millert@tramp.Colorado.EDU
ekrimen@ecst.csuchico.edu
Adele Fraser(7103_3654@uwovax.bitnet)

And whomever else I have forgotten, thanks!

Jmw

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

2077. Mint 0.6 (Gulam Source Request)

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 01:01:57 UTC
From: joe@quanta.eng.ohio-state.edu
Message-ID: <5847@quanta.eng.ohio-state.edu>
Source record: 238386

My oh my. Does it look good. I love the new suspension check on task swaps. The process limits are great too!

I would now like to make a request to the net. It has always been stated that the author would be willing to share the source for gulam. Does anyone have it, or know the current address of the author?

I think '&' and '|' and other things would be great to plug into gulam with mint. (It would also be a nice oppurtunity to try and fix some things I don't like in the command recall, ie: BackSpace at the beginning of the line, and swap the Up/Down keys).

Thanks for any info ahead of time!
Joe

2078. Re: 1040 + GCR + 2nd drive = Mac ; (+ 2mb = Hypercard)

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 01:14:54 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Sep22.011454.2054@rice.edu>
Source record: 238387

In article <10181@cuphub.cup.edu> kar7481@cuphub.cup.edu writes:
>I have found that while it IS POSSIBLE to **EXECUTE** Hypercard Stacks,
>Hypercard simply **WILL NOT** let you use **ANY** of the EDITING TOOLS
>Let me re-emphasize: YOU NEED MORE THAN 1-MEG TO ^WRITE^ ANYTHING
> IN HYPERCARD!!!
The limitation seems to be free memory seen in Mac mode rather than actual ST memory: I wrote stacks using System 5.3/Finder 4.1[<-?] with a 1-Meg 520 and had no problem. Maybe you need to cut down on Mac accessories and fonts, too, but I recall my system was pretty loaded and still worked fine.(I have more memory now and use System 6.0.2.)

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

2079. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 01:38:35 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <39195@shemp.CS.UCLA.EDU>
Source record: 238390

In article <1990Sep21.165705.20285@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
`Sender: news@cunixf.cc.columbia.edu (The Daily News)
`Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
`Organization: Columbia University
`Lines: 24
`
`[all bitching about difference in German and US pricing deleted]
`
`Listen, it is obvious that for whatever reason the computer companies
`have decided (or were forced due to regulations) to price their systems
`differently in Europe and the US. Until that changes, Atari will have
`a nice thriving market in the European marketplace. Great, that is
`fine.
[stuff about unfair trade deleted]

The _point_, Chris, is that the TT prices we have are given in DM.
You insist on comapring the TT's German price to the Sun's U.S.
price. We don't yet know what the TT's US price will be. Until then,
There's no point in complaining about how the TT's German price doesn't
stack up to a Sun's U.S. price. As you yourself pointed out, U.S.
machines cost more in Germany.

`Cheers,
`
`Chris

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2080. Amiga owner's thoughts on ``PETRA''

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 04:13:12 UTC
From: lshaw@walt.cc.utexas.edu
Message-ID: <37485@ut-emx.uucp>
Source record: 238391

It has come to my attention that a certain person who calls himself "PETRA"
has been posting mean and nasty things to this newsgroup. This steams me
for two reasons:

(1) I don't want y'all (yes, I'm from Texas) to think that Amiga people
are jerks. Really, we're not. :-) (Though some of us may be geeks,
but that's an entirely different story, and probably true of people
all across the net :-) :-)).
Personally, I like my Amiga more than I like Atari ST's, but that's
why I bought it in the first place. I'm sure all of you have good
reasons for owning an ST.

(2) There's a musical group called "Petra" that I happen to like very
much and it annoys me that someone would steal their name and then
have the nerve to act stupid.

Stolen quotes:
"My apple is better than your orange"
"My cray is better than your sparcstation"

Just trying to extinguish the flames...
==
"The beauty queen, clevely clad, Logan Shaw
admires herself in a cigarette ad. lshaw@ccwf.cc.utexas.edu
Will she admit that all was in vain ========================
when the face in her mirror cracks like a windowpane?"
-Elim Hall, _Things_Break_

2081. Another Amiga owner extends hand...

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 04:56:43 UTC
From: greg@walt.cc.utexas.edu
Message-ID: <37486@ut-emx.uucp>
Source record: 238392

I wanted to add a few things to what Logan Shaw (lshaw@ccwf.cc.utexas.edu) said....

What "Petra" did was immature and inexcusable. I am ashamed that this child (I'm making assumptions from his/her actions) said what he/she did, and I want you all to know that his/hers is not the general opinion of the comp.sys.amiga newsgroups.

Also, being an almost religious reader of comp.sys.amiga, I can say that I have never seen this person post. Apparently he/she wasn't very knowledgeable about the Amiga...

Amiga owners in general, as with all computer owners, are pretty proud of their machines. This sometimes results in flame wars, unfortunately. Most of this is directed toward Macs and IBMs, and is usually pretty legitimate stuff, too.

Recently comp.sys.amiga even had an Atari TT thread, although I must admit to not reading it....

As Logan said, we have a few things in common. One is that we are the owners of the only _affordable_ 68000 machines. (More bang for the buck!) We both have exciting new machines.

I understand (from reading the Petra-related posts here) that Atari is having managment troubles. Commodore has had theirs, too. Only in the last year or so have we had any progress from CBM. We're all really excited that CBM is getting their act together. (As one poster used to say, "Commodore's marketing sucks dead gophers through a garden hose.") I wish you Atari owners the luck we've had lately with Commodore!

In the next few years we will most likely be seeing the decline of the MSDOS market. The new (very powerful) Macs are outrageously priced. The time where no one computer dominates will be soon coming.

Now, while I'm here, I'd like to request info on the full line of Atari 16-bit (and 32-bit ??) machines. This is for my own education, however I am willing to provide the same to those who request it. (Doing this publicly might start another flame war.) Please include stats on processor types, speed, memory (stock and max expandability), etc. List and educational prices would also be appreciated. And one last thing I would like is info on where Ataris are being used in the business/educational world.

Thanks for reading my comments. I hope I have presented a more worthy image of Amiga owners to you. This "Petra" is certainly not the norm...

Disclaimer: "Who me? Surely you must be mistaken!" _ _
"The lunatic is in the hall. The lunatics are in my hall. AMIGA! ////
The paper holds their folded faces to the floor, ////
And every day the paperboy brings more." -- Pink Floyd _ _ ////
\\\\////
Greg Harp greg@ccwf.cc.utexas.edu \\XX//
Stolen from an idea by es1@cunixb.cc.columbia.edu [Ethan Solomita]:
execute (Saddam_Hussein); oil_prices++;

2082. MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 04:59:11 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10913@life.ai.mit.edu>
Source record: 238393

I downloaded MiNT and so far it looks nice. Problem is, it doesn't do me all that much good since I can't stop any jobs--i.e., almost all the programs I use regularly (JOVE, uniterm, less) use 'raw' input mode, so they eat the ^z themselves. Suggestion to the author, Eric Smith: put in another special ctrl-alt keystroke like ctrl-alt-z, to stop the current job whether it takes raw or cooked input. This would be nice for the other keystrokes ctrl-c and ctrl-\, as well. I make this suggestion based on my observation that the ctrl-alt keys for debugging _do_ work in raw mode. There are probably technical problems with this that I can't possibly forsee since I have only a miniscule understanding of multitasking, but I do know that it would make your program much more valuable. Meantime, I'll use it when I need pipes and such but it would be nice to be able to use a program with so much potential to the fullest extent of its abilities.
Good luck,

nick

p.s. If I'm just overlooking something and there is already a way to do what I want, _please_ let me know!
Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

2083. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 13:20:32 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7083.26fb2ce1@uwovax.uwo.ca>
Source record: 238453

> I've been reading about MiNT, and have a question. Is it a
> multitasking-out-of-the-box deal, or must I know how to program to
> use it, like Micro-RTX? Thanks for the info!

MiNT comes with some simple utilities to run programs in the background,
run two programs connected by a pipe, etc. (i.e. it's not just the
kernel, like RTX). It also comes with a (very simple!) shell with
job control and pipes. I hope people will write better stuff for it,
but in the meantime it is usable.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2084. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 13:23:24 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7084.26fb2d8d@uwovax.uwo.ca>
Source record: 238452

> If MiNT is in the public domain, wouldn't it be nice (!) if there was a
> multi-tasking C shell (as there is for Micro RTX) for it... and if that were
> also public domain (with full sources), wouldn't THAT be nice :-)
>
MiNT is not in the public domain, but it is free (like gulam). I must agree
that it would be nice if someone wrote a nice shell for MiNT (or at least
improved the sample shell that comes with it). The GNU "bash" shell should
port to MiNT relatively easily; anyone want to take a crack at it?
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2085. Re: I wanna do stuff remotely

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 13:29:16 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7085.26fb2eec@uwovax.uwo.ca>
Source record: 238462

> Is there a program shell that will allow me to call my ST over the phone and
> have it run programs remotely, similar to what we do on Unix. I would prefer
> to know about free/share ware programs, but also would like to know if
> programs such as Minix will do this.
>
Just about any multitasking system will allow this (e.g. MicroRTX or MiNT).
Minix will too, and in fact is probably the best choice for it (since it
has a login procedure and security built in). However, minix does not run
TOS programs, only minix ones. (I presume OS/9 would be in a similar
situation).

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2086. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:07:59 UTC
From: jmack@b11.ingr.com
Message-ID: <8798@b11.ingr.com>
Source record: 238464

In article <15330012@hpfinote.HP.COM>, rrd@hpfinote.HP.COM (Ray Depew x2419) writes:
> From jack@leo.UUCP (Jack Benkual) / 3:10 pm Sep 14, 1990 / :
>
> > BTW how about forming a discussion group for atari.st.games? Amiga has one.
>
> Here's another vote for atari.st.games ! Count me in!

Add one more vote for the atari.st.games. Quite often I seek hints
to solutions of games and it would be nice to post questions on the net
without forcing readers of atari.st to sift through it all.

2087. HELP! Calamus vs. TOS version!

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:25:55 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1509@hagbard.dc.luth.se>
Source record: 238455

Hi Netters,

I have purchased the Calamus (version 1.09) from USA (thank you,
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Thank you in advance
Ryszard

PS: Extra questions (rhetoric ones, I don't wait any answer!):

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descriptions, offerts, advertisments, even handbooks and manuals?
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May it function?

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+---+
I Ryszard J. Nipl I
+---+
I Lulea University of Technology, Division of Mineral Processing I
I postal address: S - 951 87 Lulea, Sweden I
I phone: +46 920 916 93 telex: 80447 LUHS I
I telefax: +46 920 911 99 internet: rjnipl@mop.luth.se I
+---+

2088. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:30:30 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1510@hagbard.dc.luth.se>
Source record: 238457

Newsgroups: comp.sys.atari.st
Subject: HELP! Calamus vs. TOS version!
Summary: Help needed!
Expires:
Sender: Ryszard.Nipl@mop.luth.se
Followup-To:
Distribution: comp.sys.atari.st
Organization: University of Lulea, Sweden
Keywords: Calamus, TOS

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2089. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:33:45 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1511@hagbard.dc.luth.se>
Source record: 238458

Newsgroups: comp.sys.atari.st
Subject: HELP! Calamus vs. TOS version!
Summary: Help needed!
Expires:
Sender: Ryszard.Nipl@mop.luth.se
Followup-To:
Distribution: comp.sys.atari.st
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2090. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:37:24 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1512@hagbard.dc.luth.se>
Source record: 238459

Newsgroups: comp.sys.atari.st
Subject: HELP! Calamus vs. TOS version!
Summary: Help needed!
Expires:
Sender: Ryszard.Nipl@mop.luth.se
Followup-To:
Distribution: comp.sys.atari.st
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2091. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:44:27 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1513@hagbard.dc.luth.se>
Source record: 238460

Newsgroups: comp.sys.atari.st
Subject: HELP! Calamus vs. TOS version!
Summary: Help needed!
Expires:
Sender: Ryszard.Nipl@mop.luth.se
Followup-To:
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2092. Re: fax and mega st

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:48:31 UTC
From: marten@tpki.toppoint.de
Message-ID: <654018511@tpki.toppoint.de>
Source record: 238468

In article <3056@wpg.com> russ@wpg.com (Russell Lawrence) writes:

>A friend of mine runs his law practice with a mega st and wants
>to receive fax's via his st and laser printer. How is this
>possible? What sort of additional equipment would be required?

Yes interesting: at the atari fair here in Germany I saw some
programs, but they could only transmit fax, never receive!!

Marten

Marten Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
DNET/EUNET/USENET/SUBNET: marten@tpki.toppoint.de
Please keep your replies short - I have to pay for them

2093. HELP! Calamus vs. TOS version!

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 15:50:17 UTC
From: Ryszard.Nipl@mop.luth.se
Message-ID: <1514@hagbard.dc.luth.se>
Source record: 238461

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2094. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 17:34:54 UTC
From: jcohen@lehi3b15.csee.Lehigh.EDU
Message-ID: <1118@lehi3b15.csee.Lehigh.EDU>
Source record: 238456

Look petra, no on really gives two craps what you say. The majority of
the people here enjoy using the atari, and you are not going to change that
we don't care for your remarks. I must tell you that reading your message
reminded me of the olden days of 300 baud, phreaking and rampant wars over
the commodore 64 and the atari 8bit. Your drive is simply your either,
loathing for atari,or your love for commodore. Well, some of us feel the
same way about you and your commodore, but we are mature enough to suppress
these infantile feelings and smart enough not to waste network bandwidth
with it. Again, this group is for people interested in the st to discuss
the uses of the machine, I do not beleive you are a part of this. Please
go away....

jcohen@islsun1.mse.lehigh.edu
(if you care to flame, mail me here ,the rest of the net is far less
interested in what you have to say than I am. (I dont care either)

2095. Re: STacy questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 18:25:47 UTC
From: dejesus@pegasus.cs.tulane.edu
Message-ID: <4255@rex.cs.tulane.edu>
Source record: 238463

In article <1990Sep21.223657.19675@evax.arl.utexas.edu> opperman@evax.arl.utexas.edu (Roger Opperman) writes:
>In other words -- can I put my Spectre on it and have a good, cheap
>Mac portable???

YES!!! Good enough to make Apple/Mac users nervous, since it even does something the Apple Portable can't do: run MIDI software (ST's SW, for Mac MIDI SW Dave Small created another board that allows it). Dave Small (creator of Spectre) is giving a lot of support to the Stacy, he's designed (though I'm not sure if marketed yet) an INTERNAL Spectre GCR for it, and some other nifty goodies... 'nuff said.
- Francisco X DeJesus
dejesus@comus.cs.tulane.edu
ak662@cleveland.freenet.edu

2096. C libraries for Sozobon C compiler

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 19:59:44 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <14277@mentor.cc.purdue.edu>
Source record: 238465

Is there a library for opening dialog boxes and useing the GEM menus
for the Sozobon C compiler? If so, where can I get it? I am looking for
PD/Shareware stuff if at all possible.

Thanks,
--

____
&y Burnett | burnett@mentor.cc.purdue.edu |

2097. Mercury UUCP posted without me knowing anything about

Newsgroup: comp.sys.atari.st
Date: 1990-09-22 22:30:16 UTC
From: rodney@merkur.gtc.de
Message-ID: <6452703@merkur.gtc.de>
Source record: 238469
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st,mercury.allgemein

Stuttgart (FRG), September 22. 1990

S T A T E M E N T

Some days ago my Software, called "Mercury UUCP modules" or "Rodney's UUCP modules" was posted to comp.binaries.atari.st by an aquaintance of mine; ripley@opal.cs.tu-berlin.de - Hans Ch. Eckert (Berlin, Germany).

Mr. Eckert has posted my software WITHOUT MY KNOWLEDGE. Some days ago he asked me to write an english documentation for Mercury UUCP without telling me, what he was about to do. I sent mail to him, saying that I would send a copy of Mercury UUCP with an english documentation to Adrian Ashley (Edmonton, Canada) so he could post it to comp.binaries.atari.st.

IN SPITE OF THIS Mr. Eckert has posted an old and buggy version of my software, without asking me if I would agree or not; even without telling me at all. -

I cannot imagine what this guy was thinking of, when he did this. I want to observe that Mercury UUCP is NOT FREEWARE but Shareware; Mr. Eckert has posted it WITHOUT MY PERMISSION.

So: Sorry, if there should still be severe errors in the stuff. Don't blame me, but nevertheless feel free to ring me up if there should be problems.

A complete distribution of "Rodney's UUCP modules Version 1.16" is available via Ano. FTP at the following host:

rusmv1.rus.uni-stuttgart.de (129.69.1.12)

I suggest you use version 1.16, or alternatively wait for the next posting. I shall post binaries and the source of the stuff at X-mas.

-Rodney Volz
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/

2098. ST equipment for sale <cheap>

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 00:04:41 UTC
From: Duncan.Lewis@samba.acs.unc.edu
Message-ID: <1138@beguine.UUCP>
Source record: 238466
Cross-posted to: misc.forsale,comp.sys.atari.st

Various ST items for sale, please respond by e-mail.

Prices are firm/do not include shipping.

SM-125 monochrome monitor with swivel stand built in $110.00
Atari SC1224 two tone case original 1985 very sharp color.. $180.00
Laser C Compiler and Megamax C Docs .. $ 60.00
Alpha Systems Switchback, Hardware Interrupt Memory Partitioner
Allows for concurrent flipping between two applications with
software and hardware switch. .. $ 30.00
15-20 Assorted Atari Mags with about 5 disks plus 12 disks
with assort PD-wares and Neodesk v1.0 + manual .. $ 10.00

e-mail me at
Duncan.Lewis@bbs.acs.unc.edu

Thanks
Duncan

--

2099. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 01:38:12 UTC
From: tony@raid5.uucp
Message-ID: <1990Sep23.013812.3470@raid5.uucp>
Source record: 238467

In article <2310@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>My comment about VME RAM was not clear. In the TT030, which is the
>full name of the machine that's now available, there are two kinds of
>VME address space: A24/D16 and A16/D8. These are not 32 bits wide, so
>the SCSI chip can't access them. The memory map, telling where in
>memory those segments appear, should be part of the TT documentation:
>if it's not, it will be.

The thing that has interested me most about the TT is that it is probably going to be the cheapest VME machine around. My company develops disk arrays that operate over the VME interface (among others). We currently find it difficult to give each software developer their own VME host and disk array. A cheap VME machine like the TT might change all that (once a UNIX port is available, anyway).

Could you give me some more specifics about the VME on the TT? Is it a 6U card cage? How many slots are available? How much power is available? Are A24/D16 and A16/D8 the only supported modes? (A16/D16 would be nice.) Is host memory accessible by VME bus masters?

--
Tony Andrews uunet!dunike!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

2100. Re: it would be nice (Right Of Reply) Pauvre Marc!

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 11:41:50 UTC
From: aiajms@castle.ed.ac.uk
Message-ID: <6440@castle.ed.ac.uk>
Source record: 238471

Well well well,....I think Mr Davidsons best quote of the century must be :-

"Wish I Had Bought An Amiga"

when he found his Hard Drive had trashed for the million time. Despite being against multi-tasking, he was still interested in getting someones multi-tasking kernel and as for hi-res displays, at least Amiga owners dont have to pull plugs out of their computers every 2 secs for the second monitor they would have to buy!! And as for Copper processing, well a DMA channel devoted to a graphics co-processor must be better than not having one.....so I presume that must simply boil down to jealousy. And as for playing populous and running ray-tracing....well most games take complete control of the computer for many reasons (not just for software protection) and many professional packages such as pro-write, Excellence! and everything that runs from Amiga dos can multi-task with other tasks.

Mark also likes Soundtracker, so much so he is searching every PD software library in the land for it. His first introduction to this program was on the Amiga....my Amiga (btw we live in the same flat!). He's also quite excited about DPaint on the ST and has been ordering many Amiga animations which have been converted (Walker Demo, The Chase etc).

Another interesting point, we play Kick Off 2 quite a bit in our flat. We have both Amiga and ST versions of the game......and when I play Mark..... 95% of the time it is played on my Amiga......and not the ST. Why? Because the ST version runs in super-flicker head-ache mode!!!!!

I believe in critical argument, after all freedom of speech is fundamental to our very existence. But I would prefer to have a qualified argument, and not some bandwidth wasting drivel. Secondly, I was under the impression this was comp.sys.atari.st which is meant to be about ST hardware/software/news/tips etc. From this, I find it very hard to comprehend why the Amiga is a discussion point. And as for this rogue Amiga person who has been sending unqualified messages, you have my sympathy for his abuse of netiquette.

I have posted this message after my flatmate had a good chuckle about what he had posted to the net (he refused to tell me himself). The message, when I read it was nothing short of childish ignorance and I apologise to the net on his behalf.

-=Andy=-

2101. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 11:46:34 UTC
From: aiajms@castle.ed.ac.uk
Message-ID: <6441@castle.ed.ac.uk>
Source record: 238472

In article <13860@brahms.udel.edu> don@brahms.udel.edu (Donald R Lloyd) writes:
>In article <1990Sep19.211956.1822@watdragon.waterloo.edu> hardware@rose.uwaterloo.ca writes:
>> Third quarter report from ST Report says Amiga had a 3.5 Million
>>dollar lose for the 4th quarter of 1989. Oh well that burst another
>>bubble in commodore earnings and losses. Personally I feel sorry for
>>former Amiga employees at bankrupt commodore stores across Canada.
>>If these stores closed shop that means less dealers to sell their
>>products, which in turns means lost revenue.
>>

Dear oh dear, Gallup reported that the Amiga now had 28% of the UK Home Computer market which was a good increase on the year before. The ST had dropped to only 16% of the computer market. I guess if Commodore are in great trouble, Atari must be in real sh*t.

I report only the facts

-=Andy=-

2102. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 13:22:16 UTC
From: ant@mks.com
Message-ID: <1990Sep23.132216.24466@mks.com>
Source record: 238473

>On the other hand, I haven't heard of good GO programs. There does
>exist GNU GO, but I don't know if it's been ported to the ST.

I ported it a year ago and sent it off to comp.{binaries,sources}.atari.st
If you look in the archive I'm sure you'll find GNUGO some where. The port
was trival since there are no fancy graphics.

- ant

--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

2103. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 13:53:37 UTC
From: flo_h@mcshh.hanse.de
Message-ID: <8093@mcshh.hanse.de>
Source record: 238483

ralph@laas.fr (Ralph P. Sobek) writes:

>On the other hand, I haven't heard of good GO programs. There does
>exist GNU GO, but I don't know if it's been ported to the ST.

It has been ported, but you might as well write a short program putting
markers at random, it would be quite as good.
Forget GNUGO.

Bye, Florian.

-->
Florian Hars | Close to the middle of the network
flo_h@mcshh.hanse.de | It seems we're looking for a center
D-2000 Hamburg | What if it turns out to be hollow?
| - Suzanne Vega

2104. ICD tape streamers

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 14:15:05 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep23.141505.3120@newcastle.ac.uk>
Source record: 238474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a hard disk system that uses an ICD advantage plus host board and would like to add a tape streamer to the system. The first problem is, that I would require streamer software etc. ICD produce some software but I do not know how good this is, how I could obtain it, or how much it costs. The second problem is, what tape steamers does this or any other software recognise? (A SCSI device would be prefered.) If not a SCSI device what type of device is it (so I can arrange a suitable SCSI->XXXX board.)

I know about the existance of removerable hard disk systems but in our experiance these are not as reliable and have a much higher media cost.

Any help is welcome.

Many Thanks,

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2105. Re: Hard drives (was Re: Atari ST and PC Clone)

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 14:33:14 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <40937@unix.cis.pitt.edu>
Source record: 238470

In article <9009180348.AA09366@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
>Well, you have 4 choices. All of them involve the Syquest SQ-555 44mb
>removable platter mech. Three companies (that I know of) make such a beast
>for the ST: Toad Computers, Carter Enterprises, and Atari. The fourth choice
>is to roll your own. I have a buddie that just bought a magnum Toadfile (this
>is the toadfile drive w/three cartridges), and he loves it. I would recommend
>it over the Atari unit because of both price and the ICD controller in the
>Toad. I have not heard much about the Carter entry, other than it is contained
>in a small shoebox-style case. The Toadfile has room and cables for one more
>device (but maybe only 3.5", I cannot remember).

The SyQuest Mech is a standard 1/2 height 5 1/4" drive.
The TOADFILE has space to accomodate TWO of these 5 1/4" drives.

NOTE: CARTER GRAPHICS's drive also uses ICD ADV+ host, and
is also nice. They make several models... including
an under monitor style (like TOAD) and also a SUPER
small drive (just a bit bigger than a floppy drive.
The front panel is about the same, but it is deeper.)

>Since it is an embedded SCSI device, whipping one up yourself should be cake.
>Just get a baby AT case with power supply, and ICD host adaptor, and a
>Syquest. You can get a Computer Shopper and hunt down a
>Syquest mech (I was quoted a price of $519 about a >month ago). Bolt all
>the stuff together, and voila.

NOTE: THE $519 SyQuest comes WITHOUT A CARTRIDGE!!!!!
----- A cartridge is an additiona $79 plus shipping...
The ICD ADV + is (I believe) around $100.
A HD Case and Power Supply is at least $80.
A fan is cheap, about $10.

CONCLUSION: After adding up all of these prices, and NOT INCLUDING
---------- Shipping charges, which may be substantial, we arrive
at the figure $788.00. Seems like a lot of TROUBLE
When one considers that the TOADFILE is about $850.00,
and includes the larger UNDER MONITOR case which has
a special power supply to supply TWO (2) drives, and
has a case to handle 2 drives as well.

I'm not affiliated with any of the above companies, and the
opinions expressed are my own. I do own the TOADFILE, and a friend of
mine owns the CARTER GRAPHICS drive. We are both very happy and
consider our drives to be entirely equal. The only deciding factors in
purchase should be case style preferences and locality to MD or Utah

(where Toad and Carter are loacated respectively).

I would also agree with the previous poster that the ICD ADVANTAGE PLUS host is far superior to any other, ceartanly better than the ATARI. I've read on usenet that people are having troubles with the ATARI when it comes to Swapping disks "on-the-fly" where the disks have different partition sizes... THERE IS ABSOLUTELY NO PROBLEM WHATSOEVER in this type of process using ICD's ADVANTAGE... I consider this a HUGE ADVANTAGE.... PLUS, the ICD ADV+ comes with a battery backed clock that is a great Plus!

About using SyQuest disks on other SyQuest drives. I have 2 froends with SyQuests (one Carter, one Toad). Between us we have 7 cartridges. All of these carts. are COMPLETELY compatible in any of our three drives!!! (of course if you had the ATARI host, you'd not be able to swap on-the-fly with these carts... because they are all partitioned differently.... including SPECTRE partitions.)

Hope this helps,
Jim Tauberg

jimmy@unix.cis.pitt.edu
jimmy@130.49.254.10

P.S. If you have any questions/comments post here or mail to the above address.

2106. Problems with dsrgsun archive.

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 14:37:27 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep23.143727.3236@newcastle.ac.uk>
Source record: 238475

Over the last week I have been unable to access the dsrgsun archive. I can logon as normal and change directory to say /pub/atari or whatever but dir or ls refuse to list any files. It is also impossible to download anything, (the names I tried where from memory). If this is a file permission problem how long is the archive likely to remain in this state. I will soon be loosing my only route to FTP in the states and would like to make sure that all my software is up to date.

Many Thanks,

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2107. Re: Looking for Go

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 17:52:02 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009231747.AA19712@fsucs.cs.fsu.edu>
Source record: 238477

I just found a nifty mono-only go that looks very nice. I am not a go player, but one of the features is the ability to load historically significant games to look at them (there are several included with the program). This would lead me to believe that this is a "real" go (not a subset of). I would not mind posting it to comp.binaries.atari.st, except I do not know how. Could someone email me the instruction posting?

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

2108. Re: it would be nice (Right Of Reply) Pauvre Marc!

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 18:12:31 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <40964@unix.cis.pitt.edu>
Source record: 238478

In article <6440@castle.ed.ac.uk> aiajms@castle.ed.ac.uk (-=Andy=-) writes:
>
>... and as for hi-res displays, at least Amiga owners
>dont have to pull plugs out of their computers every 2 secs for the
>second monitor they would have to buy!!

This shows obvious ignorance. There are several monitor
switchers available for the ST. There are also switchers which allow
the use of 3rd party MULTI-Syncs.... Of course WE already know this...
It would be nice if these AMIGA USERS would GET THEIR FACTS STRAIGHT...
or better yet just stop their childish challenges. It is really just
making them look stupid.

Then -=andy=- writes:
>
>I believe in critical argument, after all freedom of speech is
>fundamental to our very existence. But I would prefer to have a
>qualified argument, and not some bandwidth wasting drivel. Secondly, I
>was under the impression this was comp.sys.atari.st which is meant to be
>about ST hardware/software/news/tips etc. From this, I find it very hard
>to comprehend why the Amiga is a discussion point.

WE TOTALLY AGREE WITH YOU. I believe most of your article was
bandwith wasting drive! comp.sys.atari.st IS MEANT FOR DISCUSSION OF
ST.

Jim Tauberg

2109. Re: it would be nice (Right Of Reply) Pauvre Marc!

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 18:14:33 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <40966@unix.cis.pitt.edu>
Source record: 238479

Please, When responding to this article, DON'T quote it in its
entirety. Most of it isn't worth reading even once.

Thanks in advance,
Jim Tauberg

2110. Phone.acc - off Genie or compuserve - please

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 19:07:27 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3106@vela.acs.oakland.edu>
Source record: 238480

Has anyone by chance downloaded a version of Phone.acc off of the
'Atari Explorer' files off of Genie or Compuserve???

I read the explorer article on the program recently, and I am interested in
getting a copy to see how it works. I just got on-line at compuserve and the
program is no longer in the explorer files. Anyone have it?

Also, I would like to know if anyone has seen or used the new 1.4 version
of cardfile? I have the 1.3 version via shareware, but have been reluctant
to send my 20 dollars, as the lack of wildcards in the filters makes it
incomplete to fill my needs. Does the newer version use wildcards?

swood

2111. IBM joysticks on an ST?

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 19:11:38 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3107@vela.acs.oakland.edu>
Source record: 238476

I hope that this subject has not been brought up numerous times before, but is there any way to effectively use an IBM style joystick up to an ST?

I noted with the recent purchase of a flight simulator, that the old atari 'switch' style joystick is not sufficient to effectively simulate a flight stick. I have noted that many of the newer flight simulators are allowing for a mouse link-up, and this type of data check might permit for the use of a variable position stick like those used on the IBM's.

Any hints?

swood

2112. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 19:36:40 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep23.193640.16527@watdragon.waterloo.edu>
Source record: 238481

Hardware and Software Dave at your Service

2113. Re: it would be nice (Right Of Reply) Pauvre Marc!

Newsgroup: comp.sys.atari.st
Date: 1990-09-23 23:18:35 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2775@unccvax.uncc.edu>
Source record: 238482

E N O U G H !

I've been gone for three days, and on my return I find that
there is STILL a #%#@! Amiga/ST flame war going on! AARRGGH!

Look.

Let me state some simple requests.

1. If you have an Amiga, great! It's a neat machine and there's a lot
of better things you can do with it than write letters telling ST users
how terrible their machine/company/etc. are. To find out some of these
better things to do, read comp.sys.amiga or any other amiga group. You'll
find people who would love to talk to you about your machine! Plus, us
ST users might be able to get back to some worthwhile discussions!

2. If you've got an ST, please please PLEASE do not reply to any of the
current 'your ST sucks' messages with 'Oh yeah?! well let me tell you'
type messages. This only encourages this @#$%! war to continue, and we've
got better things to talk about. Thanks.

Apologies for this flame, but I've been putting up with this obnoxiousness
since PETRA, (may he never find access again) started it all.

Thank you,
Brian Daniels
(just a happy ST user who would like to read about the ST, not the Amiga)

--

I access the net, therefore I am...
Brian Daniels (cs63bld@unccvax.uucp)

2114. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 05:45:55 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep24.054555.624@ecst.csuchico.edu>
Source record: 238485

- 1. Is there software to take advantage of the new modes

A paint program named Canvas is supposed to be able to use the 4096 colors. The utilities for JRI's 4096-color board work on the STe, but they aren't that good and only convert 32 color IFF pics to 32 shade grayscale pics. (I think that's right, but not sure.)

As for sound, there are only PD stuff available that use the stereo sound. There are some great demos and a couple utilities, but that's about it. I've heard that MicroDeal, makers of ST Replay, have a stereo version in the works.

- 2. What sort of good (ie real time, 640x400x4)4 or 5 or 6)
- animation/painting software is there for the STe

There's no such thing as 640x400x4 on any of the ST models. It's monochrome. There's a company called Lexicor, which is some of the authors that wrote the Cyber series for Antic, and they are coming out with some great animation and drawing stuff.

- 3. If I want to run DTP stuff, do I need the monochrome monito{ ?

Calamus requires a monochome monitor. Pagestream does not.

- BTW does STe have high res color, or is it the same as the ST,
- 640x200is the highest color resolution?

Yes. It's the same as the other ST's, only 4096 colors to choose from instead of 512.

- Does the STe do full real overscan?

No, don't think so.

2115. floppy disc problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 10:51:38 UTC
From: waal@cwi.nl
Message-ID: <2217@charon.cwi.nl>
Source record: 238484

Since yesterday the builtin floppy disc drive of my 1040ST refuses to read any of my discs. I suspect that the heads need cleaning, but I don't know how to do this. Can anybody tell me how I can check whether this really is the problem, and, if so, how to clean the heads?

By the way, does any of the Dutch newsreaders out there know whether TOS 1.4 is available yet in the Netherlands?

==========
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
==========

2116. Re: floppy disc problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 15:04:01 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <893@idcapd.idca.tds.philips.nl>
Source record: 238489

As far as I know, Atari Benelux is shipping TOS1.4 for some time now.

Floppy disk drives stopping SUDDENLY with reading is not very likely caused by dirty drive heads I'm afraid. Dirty heads usually tend to produce a lot of soft errors (and therefore retries). This becomes worse when heads are becoming dirtier. I think that something about the diskcontroller logic is ill. Maybe you can try to connect an external drive and test if this drive works allright? If so, your drive is dead.

Good luck

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103

2117. Programming problem

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 16:17:29 UTC
From: paulr@syma.sussex.ac.uk
Message-ID: <3505@syma.sussex.ac.uk>
Source record: 238496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been trying to get a simple program working on an Atari ST using FastBASIC. The idea is to connect a heart rate monitor to a suitable input (parallel port status line or serial port handshake input) and use a VBI interrupt routine to count heart beats. Unfortunately I get a crash as soon as I install the VBI interrupt routine, so I guess I must be doing something wrong. Since I don't normally program Atari ST's and I have no debugging tools and very little information at my disposal I was wondering if anyone could cast their eye over the following short test program and see if they can spot where I'm going wrong. The program halts with a bus error at the CALL to "init".

Thanks in advance,

//Paul

```
REM ------------------------------------------------------------------------
REM Demo program to test interrupt handler for using parallel port
REM status line or serial port CTS/DCD/RI lines as input for timing
REM and counting (eg: for use with heart rate monitor).
REM
REM Paul Russell, Department of Experimental Psychology,
REM University of Sussex, 19th September 1990
REM ------------------------------------------------------------------------
PRINT "Assembling..."
RESERVE code,$100 : REM reserve some memory for machine code
FOR pass = 1 TO 2 : REM humour the assembler
[
OPT pass
ORG code
port EQU $FFFA01 \ address of I/O port
vblq EQU $456 \ address of pointer to VBI queue
init MOVEA.L vblq,A0 \ get address of VBI queue
LEA handler(PC),A1 \ get address of our handler
MOVE.L A1,4(A0) \ stash it in the VBI queue
RTS
quit MOVEA.L vblq,A0 \ get address of VBI queue
LEA 0,A1 \ get null address
MOVE.L A1,4(A0) \ stash it in the VBI queue
RTS
handler LEA tim(PC),A0 \ increment timer
MOVE.W (A0),D0
ADDQ.W #1,D0
MOVE.W D0,(A0)
LEA port,A0 \ get port state
MOVE.B (A0),D0
```

```
ANDI.B #$0F,D0 \ clear high 4 bits
LEA old(PC),A0 \ compare with old state
CMP.B (A0),D0
BEQ.S nochng \ if unchanged then skip
MOVE.B D0,(A0) \ else save new state
LEA cnt(PC),A0 \ get edge count
MOVE.W (A0),D0
ADDQ.W #1,D0 \ increment it
MOVE.W D0,(A0) \ and save it
nochng RTS
reset LEA tim(PC),A0 \ clear timer
CLR.W (A0)
LEA cnt(PC),A0 \ clear counter
CLR.W (A0)
RTS
readt LEA tim(PC),A0 \ read timer
MOVE.W (A0),D0
RTS
readc LEA cnt(PC),A0 \ read counter
MOVE.W (A0),D0
RTS
tim DC.W 0 \ timer (counts VBI interrupts)
cnt DC.W 0 \ counter (counts edges)
old DC.B 0 \ old state of port
EVEN \ make sure we are word aligned
]
NEXT
REM ------------------------------------------------------------------------
PRINT "Here we go..."
REM --- First, try reading the timer and counter values without the ---
REM --- interrupt handler installed (should just display zero's) ---
PRINT "No interrupt handler..."
REPEAT : REM repeat
t%=USR(readt) : REM read timer
c%=USR(readc) : REM read counter
PRINT t%,c% : REM display values
UNTIL inkey$<>"" : REM until key pressed
REM --- Now try it with the interrupt handler installed - should ---
REM --- see a steadily increasing timer value with a counter value ---
REM --- which increments whenever one of the input lines is toggled ---
PRINT "Installing interrupt handler..."
CALL init : REM install interrupt handler (-> Bus Error)
REPEAT : REM repeat
t%=USR(readt) : REM read timer
c%=USR(readc) : REM read counter
PRINT t%,c% : REM display values
UNTIL inkey$<>"" : REM until key pressed
CALL quit : REM remove interrupt handler
REM ------------------------------------------------------------------------
```

Paul Russell, Department of Experimental Psychology
University of Sussex, Falmer, Brighton BN1 9QG, England
Janet: paulr@uk.ac.sussex.syma Nsfnet: paulr@syma.sussex.ac.uk
Bitnet: paulr%sussex.syma@ukacrl.bitnet Usenet: ...ukc!syma!paulr

2118. DeskJet Plus Fixes (one more time!)

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 18:18:17 UTC
From: close@lunch.wpd.sgi.com
Message-ID: <1990Sep24.181817.20470@relay.wpd.sgi.com>
Source record: 238499

For everyone's benefit, here are the articles from 1989 on the great
solder-in fix discovered by John Logajan:

Path: cacilj!crash!ncr-sd!ncrlnk!uunet!cs.utexas.edu!csd4.csd.uwm.edu!uakari.primate.wisc.
edu!indri!paz.geology.wisc.edu!uwvax!umn-d-ub!nic.MR.NET!ns!logajan
From: logajan@ns.network.com (John Logajan)
Newsgroups: comp.sys.atari.st
Subject: DeskJet Plus power-up sequence fix!
Message-ID: <1582@ns.network.com>
Date: 20 Aug 89 02:57:53 GMT
Sender: logajan@ns.network.com (John Logajan)
Organization: Network Systems Corp. Mpls MN
Lines: 125

HP DeskJet Plus / Atari ST power-up sequence problem -- solved!

I have discovered that if the Atari ST parallel (printer) port
STROBE line (normally high) is pulled toward ground (low) by a
heavy load (such as a powered-off HP DeskJet Plus), the ST STROBE
line will thereafter stay low until the load is removed (by
powering up the DJ+), and until software intentionally sets the
STROBE line high again. (Weird note: the STROBE line has to be
pulled low for something on the order of 1/2 second or longer for
it to "stick" low -- I do not know why this is.)

Once the STROBE line gets stuck low, the DJ+ responds with a BUSY
set high. The Atari TOS will not send any data to the printer
while the BUSY line is high -- so no printing can take place.

There are six solutions to this grid-lock (I recommend #6):

1.) Power up the DJ+ first and the ST second. (Then the ST will
never see a heavy "low" load on the STROBE line.)

2.) Push the Atari RESET button. (The reset sequence sets the
STROBE line high, clearing the problem.)

3.) Have a software routine which sets the STROBE line high. (No
sense putting this in the auto folder to clear it on reboot,
since reboot itself clears the problem -- until next time.)

4.) Power cycle the DJ+ with a print job in the ST "queue". (You
will lose the first part of the print job, and I think the
print job must be a minimum length of bytes long to get it
over the DJ+ power-up self-test delay.)

5.) Momentarily ground the BUSY line with a print job in the ST "queue". (I'm not sure if you will lose the first byte of your listing with this method.)

6.) Install a PNP transistor in the STROBE line. This fix is much simpler than it may seem. Also it simultaneously solves the heavy loading problem the DJ+ puts on the Atari STROBE line. (Without the transistor, the loading on the STROBE line appears to push it near the 0.8 volt level limit. The DATA lines do not seem to have same problem, their low levels seem to be well within limits -- so no buffering seems needed.)

You need:

- One 2N2907 (or practically any PNP transistor)

- Access to the Printer cable wires for pin #1 (STROBE) and any ground pin (pins 18-25 on the Atari end, or pins 19-30 on the DJ+ end.) I managed to do this inside the cover of the Centronics-type connector.

Step #1 Disconnect the STROBE wire from pin #1.

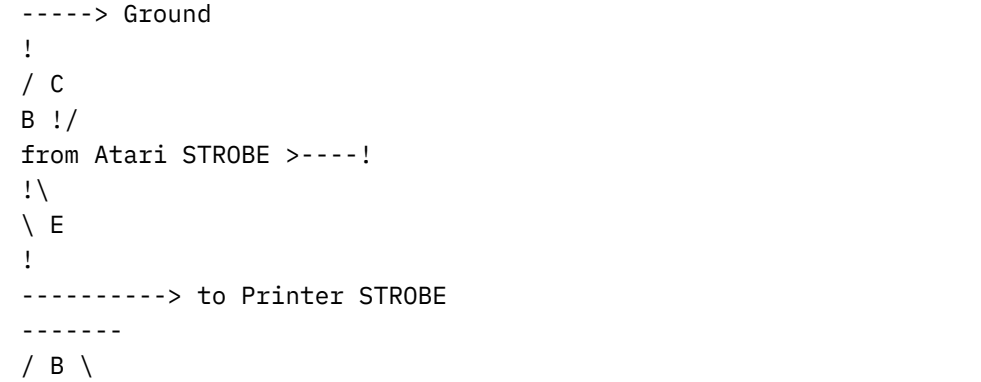
Step #2 Connect the Emitter (E) wire of the transistor to the Printer side of the wire/pin#1 split you did in step #1. (It depends upon which end of the cable you put your transistor into.)

Step #3 Connect the Base (B) of the transistor to the Atari side of the wire/pin#1 split you did in step #1.

Step #4 Connect the Collector (C) of the transistor to one of the ground pins (18-25 Atari end, or 19-30 DJ+ end.)
[Caution: Metal cased transistors often have the case electrically connected to the Collector -- hence the case will most likely be grounded -- avoid having the case touch anything that should not be grounded.]

Step #5 Close up and/or wrap up. Make sure the transistor case and connections are not touching anything they shouldn't be touching.

Figures:



```
/ E \ Metal Can style transistor -- common pin
== ! configuration -- bottom view.
\ C /
\ /
-------

----
! C \
! B ! Plastic Flat sided style transistor -- common
! E / pin configuration -- bottom view.
----
```

Appendix:

Speed on the parallel printer port.

The Atari does screen dumps at about 1250 bytes/second.

The Atari does text dumps at about 714 bytes/second.

A GFA Basic program I wrote dumps graphic bytes to the DJ+ at
about 2174 bytes/second. Since an 8 by 8 inch graphic picture
with 300dpi density requires 720,000 bytes -- you can see that the
dump alone should take almost 6 minutes for even the GFA program.

This all suggests that one might want to take advantage of the
DJ+'s mixed mode graphic commands, where "blank" space is jumped
over. Software should be able to "count" over these locations
much faster than it would take to dump them in dumb mode.

THE END.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

From crash!ncr-sd!ncrlnk!uunet!lll-winken!csd4.csd.uwm.edu!srcsip!nic.MR.NET!ns!logajan
Thu Aug 24 13:09:08 PDT 1989
Article 17084 of comp.sys.atari.st:
Path:
cacilj!crash!ncr-sd!ncrlnk!uunet!lll-winken!csd4.csd.uwm.edu!srcsip!nic.MR.NET!ns!logajan
From: logajan@ns.network.com (John Logajan)
Newsgroups: comp.sys.atari.st
Subject: Burning out the printer port?
Message-ID: <1592@ns.network.com>
Date: 23 Aug 89 05:03:44 GMT
Sender: logajan@ns.network.com (John Logajan)
Organization: Network Systems Corp. Mpls MN
Lines: 55

Someone wrote to me about my DeskJet Plus single transistor fix to the
power-up-sequence problem and STROBE line drive buffering.

They were still concerned that the data bits need buffering -- I hope
to show with my measurements that there is nothing to worry about.
The data lines do not need to be buffered.

I measured the resistance of the DJ+ data pins. This was done by
connecting a potentiometer between a data pin and ground. The pot was
then adjusted until it read 2.5 volts, or 1/2 the applied no-load
voltage. 2.5 volts occured when the pot was set to 2000 ohms.

So it is safe to say that the DJ+ has at least 2000 ohm pullup.

I further measured at .8 volts and .4 volts, which had 300 and 100 ohms
respectively. You can see that the current draw increases non-linearly
as the voltage drops because you are not only drawing current from the
pull-up, but also from the TTL input.

I also re-measured the actual voltage present when the Atari was pulling
a data bit to zero. That was between .2 and .3 volts, let's say .3.

Actually, let's say .4, because I don't have a current measurement for
.3. .4v/100ohm=.004amp .004amp*.4volt=.0016mw

Now the Atari (according to a quote from a manual) is spec'd to be able to
drive 3000 ohm loads on the data pins. They would have to spec it at the
worst case maximum low voltage level, the TTL standard being 0.8 volts.

If 0.8 volts is at the driver, that leaves 4.2 across the pullup resistor/
TTL input. 4.2volts/3000ohms=.0014amps 1.6 ma is considered a standard
TTL input low load. So it looks like Atari is claiming the data pins can
drive one TTL load.

Power wise, 0.8volts*.0014amps = 0.00112 watts, or 1.12 milliwatts.

So we have the difference between 1.6 and 1.12 milliwatts, the case would even
be better if I had the current measurements for the "real" .2 to .3 volt
logic zero level.

The power difference at this level is miniscule and not worth worrying about.
These drivers are designed to withstand direct shorts to the power rails --
the difference here is piddly in comparison.

Thus I'd say the Atari is quite safe running the DJ+ without buffers (on
everything except the STROBE line, which needs buffering for other reasons
also.)

So, I think my one transistor buffering is a complete solution to the
power-up problem and STROBE loading.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -
--
Diane Barlow Close
close@lunch.wpd.sgi.com
also close@cygnus.com

I'm at lunch today. :-)

2119. new files on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:15:53 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <26827@boulder.Colorado.EDU>
Source record: 238492

```
The following files were recently sent to atari.archive.umich.edu
Look for them in the newitems directory sometime soon.

a2lswtc1.lzh : switch .arc files to .lzh
cpanel.lzh : a replacement for the atari control panel, very nice.
dmm.lzh : disk map munger, fixes ghost partition bug for sh204's
driveoff.lzh : turns off floppy driver light if you auto-boot from hard drive
fuzzball.lzh : great PD Q*bert clone : color only
hdx301.lzh : atari hard driver formatting/utilities ver. 3.01
parkhd.lzh : small HD-parking ACC
sfx_lzh.lzh : creates self-extracting archives from .lzh files
term4.lzh : term prog. from Kerry Flint. Auto zmodem/ymodem-g d/l,
nice dialer, and small macro language.
gilgalad.lzh : Gauntlet sort of dungeon adventure game. Kind of awkward use
of the mouse for movement. Mono only.

+--------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--------------------------------------------------------------------------+
```

2120. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:25:42 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330019@hpfinote.HP.COM>
Source record: 238486

Apologies for questioning the person who said that he'd heard of problems getting the DJ+ and ST to talk to each other. I've since heard from someone who documented the problem very well and created 3 workarounds for the problem.

1) Software workaround: A desk ACC which resets the printer i/f before printing. MWC source code follows.

2) Hardware workaround: You solder a resistor into one of the lines. This is documented at several Atari archive sites.

3) Lazy man's workaround: Always turn on the printer BEFORE you turn on the ST. OR, never turn the printer off. (Hey, it's quiet and doesn't use much power ...)

Actually, we never saw the problem at HP because we always kept our ST's DJ+ turned on. Thanks to those who pointed out the problem to me, and apologies again to anyone who was offended by my incredulity.

Now, whether the DJ500 has the same problem: I don't know. I sent a message to the support guys about it, but judging from the Atari's reputation, and the size of its installed base, I don't expect much in the way of an answer. (Flames to /dev/null please, I'm not in Marketing or Finance, where such decisions are made! :-( )

For anyone who wants it, here's the source code. Authors' names are kept intact. Please give credit where it's due.

My husband and I wrote this small Atari ST desk accessory to poll the DJ+ and reset the printer to ``non-busy'' during use. It's written in Mark Williams C and compiled as a desk accessory, not a program (slightly different start-up module).

README:

When you turn on your DeskJet Plus printer *after* your ST has been booted, the printer and the ST won't talk to each other and you can't print anything. The only way, until now, of solving this problem was to reboot the ST (leaving the printer on).

When the printer has been turned on *before* the ST is booted, they will talk to each other just fine. As long as you don't turn off (and on again) your printer, you'll be just fine. I, for one, don't like to leave my printer on all the time. I like to be able to ``compute away'' and turn on the printer only when I actually need to print something. So far, with a DeskJet Plus, this has been impossible.

My husband (Paul Close) and I wrote the following little desk accessory to ``reset'' the printer port and get the DeskJet and the ST talking again. (That's not exactly what it does, but it's close enough.) Much thanks to Moshe Braner for his desk accessory template.

We've included the source code so that you can modify and ``pretty-up'' the DA to your liking. Currently it just blinks the screen when a reset is performed--we didn't add any desktop messages saying ``printer reset'' or anything like that.

```
/* Reset your DeskJet Plus printer from the desktop.
Desk accessory written by Diane & Paul Close.
*/

#include <osbind.h>
#include <obdefs.h>
#include <gemdefs.h>

#define TRUE 1
#define FALSE 0

extern int gl_apid;

int menu_id, event, ret;
int xdesk, ydesk, hdesk, wdesk;
int msgbuff[8];
int BUSY;
int STATUS7;
int STATUS14;

char menusave[1520];

main()
{
int i;
char *cp;
/* initialize printer reset options */
int super();
Cconws ("\033f"); /* disable vt52 cursor */
appl_init();
menu_id = menu_register (gl_apid," DJ Reset");
wind_get (0, WF_WORKXYWH, &xdesk, &ydesk, &wdesk, &hdesk);
daloop:
event = evnt_multi (MU_MESAG,
0,0,0,0,0,0,0,0,0,0,0,0,0,
msgbuff,
0,0, &ret,&ret,&ret,&ret,&ret,&ret);
/* could have simply used evnt_mesag instead:
evnt_mesag (msgbuf); */
if ((event & MU_MESAG) == 0
|| msgbuff[0] != AC_OPEN
|| msgbuff[4] != menu_id )
goto daloop;
graf_mouse(M_OFF,0x0L);
```

```
cp = (char *) Physbase();
for (i=0; i<1520; i++)
menusave[i] = *cp++;
wind_update(TRUE);
form_dial (FMD_START,
xdesk, ydesk, wdesk, hdesk,
xdesk, ydesk, wdesk, hdesk);
/* enable vt52 cursor if needed */
/* reset dj here (call subroutine) */
Supexec(super);

/* disable vt52 cursor if on */
form_dial (FMD_FINISH,
xdesk, ydesk, wdesk, hdesk,
xdesk, ydesk, wdesk, hdesk);
wind_update (FALSE);
cp = (char *) Physbase();
for (i=0; i<1520; i++)
*cp++ = menusave[i];
graf_mouse(M_ON,0x0L);
goto daloop;
}

super() {
register unsigned char *busy;
busy=(char *)0xffffa01L;
BUSY=*busy;
busy=(char *)0xffff8800L;
*busy=7;
STATUS7=*busy;
*busy=14;
STATUS14=*busy;
STATUS14 |= 0x20;
*busy=14;
*(busy+2) = STATUS14;
}
```

2121. Re: STacy questions

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:26:47 UTC
From: mjv@brownvm.brown.edu
Message-ID: <50930@brunix.UUCP>
Source record: 238493

In article <1990Sep21.223657.19675@evax.arl.utexas.edu>
opperman@evax.arl.utexas.edu (Roger Opperman) writes:
> In other words -- can I put my Spectre on it and have a good, cheap
> Mac portable???

Yes -- In fact that's how most people saw their first Stacy because
Dave Small had an early one and was showing the Spectre+Stacy combo.

Marshall

--mjv@brownvm.brown.edu

2122. Re: Am I missing something here ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:27:18 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330020@hpfinote.HP.COM>
Source record: 238487

Another vote for *.games.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2123. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:30:07 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330021@hpfinote.HP.COM>
Source record: 238488

```
$APPEND .sig.for.the.idiot.who.left.it.off.his.posting
$APPEND .some.sort.of.disclaimer.as.well

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com
Disclaimer: Hey, I only work here. Besides, I'm on break.
```

2124. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 20:42:44 UTC
From: techno@zelator.UUCP
Message-ID: <725@zelator.UUCP>
Source record: 238410

ron@gsbsun.uchicago.edu (Ronald J. Rangel) writes:

>Help!

>I would like to find out about a harddisk defragmenter for the st -
>either PD or $$.

Try MichTron's TuneUp! It's fast, efficient and reliable AND in can correct
software faults on your HD. I am in no way related to MichTron, I just like
their product.

>Thanks

A pleasure.

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

2125. Re: Re: Desk Jet || port prob and WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 21:12:15 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330022@hpfinote.HP.COM>
Source record: 238490

Again, apologies to those who may have been offended by my "it works for me" posting. At HP Corvallis, we never saw the problem because we never turned the printer off. It's such a low power-draw, and it's so quiet (YEAH!) that we never bothered with it. See the notestring on the DJ500 if you don't know what this string is talking about.

Oh Yeah, thanks for the NeoCept posting. What happened is that they were in the process of moving while filling my order, and then I was in the process of moving while my order followed the USnail around the Old West. My order finally caught up with me, and as soon as I get my ST unpacked, I will be happy again.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com
Disclaimer: Hey, I only work here....

2126. Atari ST C Compilers

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 21:15:13 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8488@helios.TAMU.EDU>
Source record: 238495

Has anyone heard about how Megamax is doing? I have tried to get in touch
with a human their for awhile. I usually get an answering machine.

Does anyone know how to get a new manual? Mine is worn to death?

Does anyone know how to print out data froma program to the printer.
I usually have to save my output to a file first, then I can print out
the file with another program. There is a command I used years ago to
send a character at a time to the printer, but it was not formated and
it was a pain to use. Do I need to do some special printer processing
(e.g. set up parallel port information) before I can send information
to the print with the "fscanf(STDPRT,...)" command?

Since there is nearly no support for LaserC, I was wondering if I should
change to another C like Mark Williams C. Does anyone have opinions on this?
Thanks.

Please reply directly to me unless you think you input is useful to
lots of people on the net.

MArk Lehamnn
tamuts.tamu.edu!n160ao

2127. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 21:42:56 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330023@hpfinote.HP.COM>
Source record: 238491

I've obtained the instructions for the solder-in fix for the DJ+ problem.
Please e-mail me ONLY if you REALLY want the instructions, as they're
quite lengthy.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2128. Text Based Windowing Package for ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 22:35:18 UTC
From: sbarr@libserv1.ic.sunysb.edu
Message-ID: <1990Sep24.223518.5292@sbcs.sunysb.edu>
Source record: 238498

Greetings!

Looking for some sort of text based windowing system for the
Atari (the closer to an IBM type character graphics display, the better).
Something with form generating & editing would be a big plus!

I have a slow (old) implementation of curses for the ST, but it
doesn't have support for overlapping windows.

Any help appreciated.

-San

--
:::::::::::::::: - Sanford L. Barr - ::::::::::::::::::"I don't mess around
___- ARPA: sbarr@libserv1.ic.sunysb.edu _------ :: with machines,
____- UUCP: ...!cmcl2!sbcs!libserv1!sbarr _----- :: just other people's
_____- ..!rutgers!philabs!sbcs!libserv1!sbarr _---- :: proteins" - A friend

2129. Re: Spectre/SCSI question

Newsgroup: comp.sys.atari.st
Date: 1990-09-24 22:59:52 UTC
From: marclaan@neabbs.UUCP
Message-ID: <453887@neabbs.UUCP>
Source record: 238408

Changing Syquest removable HDs works fine, as long as you format them EXACTLY in the same partioning scheme. Even then, you must clear your desktop, before reading the desktop of the new cartridge.

Reading removable Mac-HDs directly: only if they were formatted with the older system 5.3/3.3, on a real Mac. This is only true for GCR 2.65, I was told. In GCR 3.0 this is fix, I understood from GBS.

---> Marc Laan, Amsterdam, Holland.

2130. What am I getting into here.

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 00:01:41 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <4676MV010320@NDSUVM1>
Source record: 238413

Okay here's my situation. I've got the chance to get and Atari 520st in Mint condition with two 3.5 drives for $150 from someone who has no use for it. My question is, is this a wise move on my part to purchase this thing I mean what is our there for software and hardware these days. Is there much of a future for this thing or is the ST on it's way out the door? Is the St in itself or through peripherals or software compatible with anything or is it in a world by itself. Basically I know very little about the ST and would like to know a few things good or bad about the machine before I go purchasing it.
Thanks,

Thomas

2131. Adding to Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 00:22:45 UTC
From: icsu8053@ming.cs.montana.edu
Message-ID: <2474@dali>
Source record: 238500

Has anyone out there ever added a second drive to their Megafile 30?
I'm interested in adding about 20 or 30 megs for Minix 1.5. According
to RATEHD my host adapter is an Adaptek 4000/4070 with ID 0, LUN 0.
I'm not much of a technician, but I have spent a quarter in digital
design.

Thanks. ANY help is appreciated !

--
/ Craig Pratt / icsu8053@caesar.cs.montana.edu /
/ Montana State University, Bozeman MT / Craig.Pratt@msu3.oscs.montana.edu /
/ " Nothing beats the taste sensation when maple syrup collides with ham " /
/________ Special Agent Cooper, _TWIN PEAKS_ _____________________________/

2132. Re: Mercury UUCP posted without me knowing anything about

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 00:40:44 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep25024044@troll.cs.tu-berlin.de>
Source record: 238402
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

In article <6452703@merkur.gtc.de> rodney@merkur.gtc.de (Rodney Volz) writes:

Apology

Mr. Eckert has posted my software WITHOUT MY KNOWLEDGE.
For which I have to apologize.

IN SPITE OF THIS Mr. Eckert has posted an old and buggy version of
my software
As of today it is the newest version available. (see below)

So: Sorry, if there should still be severe errors in the stuff. Don't
blame me, but nevertheless feel free to ring me up if there should be
problems.
Sure, it is not completly bugfree, but which software is ?

A complete distribution of "Rodney's UUCP modules Version 1.16" is
available via Ano. FTP at the following host:

rusmv1.rus.uni-stuttgart.de (129.69.1.12)
The only version of the software I could find there is V 1.14 !!
(I just looked there again - nowhere I could find another version
of Rodney's software)
The one I posted is V 1.15 !

I suggest you use version 1.16, or alternatively wait for the next
posting. I shall post binaries and the source of the stuff at X-mas.
Fine. Please tell me exactly where the newer version on rusmv1 is and
I'll fetch it. Those who can't ftp would not be able to use that
version anyway...

So I suggest the following: If you can't wait until Xmas, don't blame
Rodney for the bugs he didn't fix at V 1.15...
I will prepare a bug-list and (when I got it) a comparison between
1.15 and 1.16 !

Anyway, I'm sorry for not asking Rodney before and apologize for this.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2133. Re: Spectrum 512, SPU >> SPC ?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 01:55:52 UTC
From: archbold
Message-ID: <T871P2w163w@bluemoon.UUCP>
Source record: 238401

kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:

> I'm interested. I don't know about the other guy though. Is this program
> shareware or PD or commercial? Is it available through FTP (if PD or SW)?
>
> Kenneth Love

I hate to be replying through the net, and not e-mail, but I'm not
sure if my e-mail to you wouldn't bounce back, so here it is:

The program is PD (it surely IS NOT commercial cuz I got it at a
pd ONLY board somewhere in USA). I doubt if it is available on FTP, but
I'd check if I were you. I haven't been to FTP, so I don't know much
about it.

Anyway, if you'd like to d/l, we could arrange for a transfer (I
live in OH) or you could call one of the boards I u/l the program to.

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2134. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 02:10:56 UTC
From: jcksnsr@nmt.edu
Message-ID: <1990Sep25.021056.1425@nmt.edu>
Source record: 238407

In article <1990Sep24.054555.624@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>
>As for sound, there are only PD stuff available that use the stereo
>sound. There are some great demos and a couple utilities, but that's
>about it. I've heard that MicroDeal, makers of ST Replay, have a
>stereo version in the works.
>
Actually, if I remember right, the important thing about the STe is that it is using 8-bit PCM stereo. If this is true then the STe may well have the best sound of any machine around. (PCM is one on the D to A techiniques used by CD players (though CD's are more often 16 bit) ALso I think the STe is supposed to be tri-aural as opposed to just simply stereo (I know the Tweety board is.)

>- 2. What sort of good (ie real time, 640x400x4)4 or 5 or 6)
>- animation/painting software is there for the STe
>
>There's no such thing as 640x400x4 on any of the ST models. It's
>monochrome. There's a company called Lexicor, which is some of the
>authors that wrote the Cyber series for Antic, and they are coming
>out with some great animation and drawing stuff.
>
Thats wrong! The STe incorporates an extra bit plane in several new graphics modes. The extra bit plane is what allows 32 colors without resorting to a seperate color map (ALA Spectrum, GIF's and I belive VGA). As I recall, the graphics modes on the STe are 320x200x16, 640x200x4, 640x400x1 (to remain compatible with the ST) as well as 320x200x32, 640x200x16 and 640x400x4 plus I believe there is also a new Hi-Rez mode somethink like 1280x800x1
(One spec I saw listed in Current Notes stated that the STe and TT were to have remarkably similar graphics..)

>- 3. If I want to run DTP stuff, do I need the monochrome monito{ ?
>
>Calamus requires a monochome monitor. Pagestream does not.
>
>- BTW does STe have high res color, or is it the same as the ST,
>- 640x200is the highest color resolution?
>
>Yes. It's the same as the other ST's, only 4096 colors to choose
>from instead of 512.
>

No - I already talked about this...

(Now I'm just waiting for some obvious STe developements (SPectrum 512 in 640x200 mode, an Amiga Emulator, etc, before I buy mine..)
Plus the price is VERY competitive (1 Meg STe with internal 720K drive for less than $600 ($558 I believe))

JEff

2135. Dave Bagett's soundtools

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 02:19:58 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep25041958@troll.cs.tu-berlin.de>
Source record: 238409

Hello.

Some time ago, Dave Bagett wrote about a conversion utilitiy to convert
sparc-sounds for the ST and (hopefulle) vice versa...
I tried to mail him, but couldn't reach him...

So, Dave, could you send me this tool, or could anybody give me its
exact name on atari.archive ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2136. Gen-Lock, Video stuff!!!

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 03:37:14 UTC
From: kowalec@leadsv.UUCP
Message-ID: <13091@leadsv.UUCP>
Source record: 238412

Can someone help me get my ST to work with my VIDEO CAMERA???

I would like to use the ST for adding titles and anything
else useful for making my self-productions more professional
looking...

ANY info will be appreciated and I will summarize the
responses.

Thanks. STeve

2137. Re: What's up with STart

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 09:58:27 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3507@syma.sussex.ac.uk>
Source record: 238494

From article <50476@brunix.UUCP>, by mjv@brownvm.brown.edu (Marshall Vale):

> The magazine that I found has some nice technical articles
> is ST World from the UK (not the one from Oregon). It has a very nice
> programming column (Isn't it run by Mathew Lodge? and isn't he on the net?)
> and general reviews. The letters column is a joy since it keeps threads
> of letters going. If I remember correctly, ST World has gone quarterly
> so I guess its even more like STart wanted originally to be.

ST World has indeed gone quarterly, but it's mostly full of reviews (including some large-scale comparative reviews called 'Supertests') and "buyers' guide" information (prices, current software versions, etc.) rather than technical articles.

Mathew Lodge's "Programmer's Clinic" is now in the disk magazine distributed with ST World's sister magazine Atari ST User. (This is monthly, and is more games-oriented.) The Clinic doesn't seem to have as many contributions as it used to. I've not seen Mathew on the net for some time now; I think he lost his Userid at the University of York in the Summer.

The original posting asked about magazines with technical content, even if they weren't in English. I've not seen the German magazine 'ST Computer' for over a year now, but it used to be full of heavy-duty programming articles. Maybe a German contributor could give us an update and the addresses of the better magazines there?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

2138. Q: control panel and HD-controller

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 11:48:29 UTC
From: joep@tnosoes.izf.tno.nl
Message-ID: <1362@tnosoes.izf.tno.nl>
Source record: 238414

Two questions, both occurred after installing a new harddisk last
week. It is a 69MB harddisk (Rodime if I'm correct).
Let's start with a 'simple' one:

(1) The mouse-response is very low. For example resizing a window, by dragging
the lower-left corner is hard, because after pressing the mouse-button it
takes about 0.5 second before draws the window rubberband. Also double-
clicking on a folder must be done with care. Double-click and directly
moving the mousepointer downwards causes another folder to be opened.
This problem is caused by the slow mouse-response setting in the control-
panel. After changing this value to '3', the problem is solved. After
a reset, the problem occurs again (saving the desktop doesn't help).
Is this caused by the old tos I use (1.0)?

(2) Internally I swapped my SH204 disk with a 69MB harddisk. It works
fine except for some statistic programs. The new harddisk should be
about 28ms, but RATEHD gives 60ms and another program even -8ms (?!?).
Someone told me that this was caused by an error in the SH204 interface
and that the disk IS 28ms, but different values are returned when
running statistics. Is that possible or what? Is there another way
to check the disks access-time?

Joep,

==
Joep Mathijssen
TNO Institute for Perception Phone : +31 34 63 562 11
P.O. Box 23 Fax : +31 34 63 539 77
3769 ZG Soesterberg E-mail: uunet!hp4nl.nluug.nl!tnosoes!joep
The Netherlands or: joep@izf.tno.nl
==

2139. Re: Amiga vs. Atari ST flame wars???

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 13:09:00 UTC
From: U3364521@ucsvc.ucs.unimelb.edu.au
Message-ID: <1079@ucsvc.ucs.unimelb.edu.au>
Source record: 238497

G'day,

In article <2301@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:

SC> Wow! I'm suitably impressed with the civility of the latest ST-Amiga
SC> cross-over thread (started by PURTRA, or whatever his/her name was).
SC> The lack of harsh words on either side against the other's system is
SC> GREAT!

Steve, perhaps the contributors to this group have struck on a good way to
combat junk (ok, crappy!) postings to this newsgroup of the "Petra type" ?

I'm probably naive but I hope so. If `PC' (generic term) owners who respond
to such attacks remain civil and informative and attack the real problem ie
the "attacking" posters personality problem then we _may_ avoid much of the
wasteful flaming that usually goes on.

SC> Congratulations!

On behalf of the "nice" {oh brother :-)} Amiga reader/posters to this group
I thank you.

SC> -Steve Coile
SC> An ST owner with quite a bit more respect for the Amiga community now.

I genuinely look forward to reading the great news of new Atari products &
mangement policies coming to this group these days.

An Amiga owner with quite a bit of respect for Atari products/community ...

yours truly,
Lou Cavallo. {I apologise if I come across like a sycophant :-(...}

2140. Re: Dave Bagett's soundtools

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 13:12:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Sep25.131218.784@wam.umd.edu>
Source record: 238415

In article <RIPLEY.90Sep25041958@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>Some time ago, Dave Bagett wrote about a conversion utilitiy to convert
>sparc-sounds for the ST and (hopefulle) vice versa...
>I tried to mail him, but couldn't reach him...
>
>So, Dave, could you send me this tool, or could anybody give me its
>exact name on atari.archive ?

I'll send my conversion programs to atari.archive.umich.edu. Should go in atari/sound/players/convert I think.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2141. Re: Re: Turbo C (again)

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 13:49:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1177556281@thelake.mn.org>
Source record: 238419

[In article <2691@jaytee.East.Sun.COM>,
gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes ...]

> I'd like to buy Turbo-St for my forthcoming Ste but there is the
> slight problem of where to find it. I know it's from Germany and
> that the whole thing is in German, okay, I can like with that.
> How/Where to order the thing?

When last I checked, L.R. Data in White Bear Lake, Minnesota, had
Turbo C (German version) in stock. I don't know about the price.
Phone number is (612) 770-2447.

--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!thelake!steve

2142. Maps & Legends

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 14:12:26 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Sep25.141226.26858@cs.dal.ca>
Source record: 238421

I just tried to fire up Maps & Legends 2.0 and it crashes. This is my first attempt at running it under TOS 1.4, so I am wondering if there is a TOS compatibility problem there. I disabled most of my TSR's so there doesn't seem to be another cause. Anyone else run into this?

Details: it crashes with 2 or 3 bombs when I try to draw a map. Or it proceeds, but much of the outline is missing. Loading an existing picture works OK.

The system is a 1 Meg 520, mono. I also have a 0.5 Meg 520 with colour monitor, and it runs fine on that, so the software is intact.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2143. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 15:25:18 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep25.152518.17105@watdragon.waterloo.edu>
Source record: 238422

In article <4619@crash.cts.com> oleg@crash.cts.com (Oleg Rovner) writes:
>Here's the scoop. I need advice on whether to buy a 1040STe or an
>Amiga 500. I have owned Amigas for 5 years, and so I am familiar with
>their features. I don't know diddly about the new STe other than 4096
>colors, stereo, and 4Mbytes board by using different SIMMs.
>
>The questions that I have are as follow|s:
>
>1. Is there software to take advantage of the new modes

Yes there are several new programs that use the 4096 colour
palette mode. However screen resolution modes havnt changed
so there are few problems with compatability except that the
existing Tos is 1.6 and the newer revised STE's are suppose to
have a newer TOS with fancier Deskstop features.
You wont regret buying an STE for the simple fact their are hundreds
more ST BBS's than Amiga ones because there is little or no Amiga BBS
software avaiable except for the IBM Bridgeboard junk that doest count.
>
>2. What sort of good (ie real time, 640x400x4)4 or 5 or 6)
>animation/painting software is there for the STe

I know of several packages for animation painting for example
Cyber Studio,Aegis Animator and now Phase 4! Phase 4 being the
most recent and versatile of them all. It will be also porte to
the TT as well.

There are many other painting programs like Paint Master, Canvas
Degas Elite, Stos Paint, Spectrum 512 etc. Spectrum being one that
supports brilliant colour display using pixel alliasing.

>3. If I want to run DTP stuff, do I need the monochrome monito{ ?
>
>BTW does STe have high res color, or is it the same as the ST,
>640x200is
>the highest color resolution? Does the STe do full real overscan?

No you dont require a monchrome mointor for many packages but
some are best used in Monochrome mode. Timeworks Deskstop Publishing
that I run is better used in Medium resolution on an RGB Multisync
monitor. (Which for ST bashers handles ALL RESOLUTION MODES!, Including
the new TT resoluton modes.) Analog Multisync RGB Monitors can be bought
cheaply via JDR Microdevices or local IBM clone shop. You can buy used
monochrome monitors for a cheap as 80 bucks used so its not a problem
getting one later on. .

****
Hardware Dave at your Service >
Is this better Brian? Good movie to watch "Spymaster" with James Connery.
****
>
>
>

2144. Where to find Packer and Removesym?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 15:39:01 UTC
From: jlong@radc.af.mil
Message-ID: <1990Sep25.153901.27417@lonex.radc.af.mil>
Source record: 238423

I know that sometime last year I saw a version of the PD program PACKER.PRG
that had been patched to use a gem fileselector. It also was in an .arc file
that had a utility to remove the symbol table from programs that had them linkedin them
(programs with these wouldn't pack correctly).

Does someone know where I can FTP these, or will someone post them to
terminator?

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2145. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 15:59:39 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90Sep25165939@zen.fctunl.rccn.pt>
Source record: 238435

Where did you heard of such a thing? What you say about the STe's sound is true, but what you say about the video is not. The improvements in the video department are: 4096 color palette and hardware scroll, nothing more.

-jp
--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

2146. Wordup v3.0 floppy disk filesisk files; files on disk 5?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 17:00:10 UTC
From: dmlewis@ac.dal.ca
Message-ID: <2008@ac.dal.ca>
Source record: 238427

Neocept is not answering their phone; hence this note.
What files must be resident on Wordup version 3.0 disk 5?

Unfortunately, I returned my disk 5 to Neocept when they requesed that I do so, without making a backup on a floppy disk. My backup is on a hard disk. The problem is that the install program requests that I insert floppy disk 5, but when I do so the install pgm does not recognize disk 5. My disk 5 was created by copying files from my hard drive to a floppy; I copied the files which the readme file indicated should be present on disk 5, but I assume that something must be missing. I've tried some possibilities, but to no avail.

2147. Re: new files on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 17:02:09 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750083@hpsad.HP.COM>
Source record: 238403

/ hpsad:comp.sys.atari.st / millert@tramp.Colorado.EDU (MILLER TODD C) / 1:15 pm Sep 24, 1990 /
>The following files were recently sent to atari.archive.umich.edu
>Look for them in the newitems directory sometime soon.
>
>hdx301.lzh : atari hard driver formatting/utilities ver. 3.01

Will this work on my 20meg SUPRA drive?

>
>
>+--+
>| Todd Miller - millert@tramp.Colorado.EDU |
>| Meet the new boss, just the same as old boss - The Who |
>+--+

Randy Hosler randyh@hpsadpk

2148. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 17:13:47 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6480@castle.ed.ac.uk>
Source record: 238426

In article <1990Sep25.021056.1425@nmt.edu> jcksnsr@nmt.edu (Jeffrey C. King) writes:
> Thats wrong! The STe incorporates an extra bit plane in several new graphics
>modes. The extra bit plane is what allows 32 colors without resorting to a
>seperate color map (ALA Spectrum, GIF's and I belive VGA). As I recall, the
>graphics modes on the STe are 320x200x16, 640x200x4, 640x400x1 (to remain
>compatible with the ST) as well as 320x200x32, 640x200x16 and 640x400x4 plus
> I believe there is also a new Hi-Rez mode somethink like 1280x800x1
> (One spec I saw listed in Current Notes stated that the STe and TT were to
>have remarkably similar graphics..)

This is the TT you're talking about - the STe only has an extra bit
colour resolution (ie. a choice of 16 rather than 8 R, G and B values).
The actual *screen* resolution is the same....

(Unless you know something I don't.....!)

-Mark.

2149. Anyone want to by a PC-Ditto II board?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 17:59:32 UTC
From: kron@aiki.Eng.Sun.COM
Message-ID: <933@exodus.Eng.Sun.COM>
Source record: 238404

First let me state that I do believe Avant Guarde has gone out of business.

Now having stated that is there anyone out there who wants to by a PC-Ditto II board that is probably wholly unsupported and I could not get to work in my atari?

Just thought I'd ask.

kk
--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

2150. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 18:05:34 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1668@uvm-gen.UUCP>
Source record: 238405

From article <1370@eastman.UUCP>, by nelson@cygnus.Kodak.COM (Bruce D. Nelson):
> Hard Drive Turbo Kit from Michtron is an execellent de-fragger. It also
> has a tar-like backup system and disk cache.

> --
> Bruce Nelson | Phone: (716) 726-7890
> Rochester Distributed Computer Services | Internet: nelson@cygnus.kodak.COM
> Eastman Kodak Company |
> Rochester, NY 14653-5219 | Standard disclaimers apply

Yes, but..... it has several nasty bugs 8-(. If you back up with it, *DO NOT HAVE AN ALTERNATE FILE SELECTOR IN USE*, or your backup is as good as empty disks. Bug # 2 (personal experience this one, the other was from a review) *DO NOT USE THE "write history to disk" (or something like that) AFTER YOU HAVE DEFRAGGED YOUR PARTITION*. You'll trash the partition. You should *only* defrag another partition or reboot after defragging a partition. Bug #3, it does not support large partitions, including the TOS 1.4 supported 32Meg partitions (same 1K clusters as always 8-). This is for my version dating from summer '89. I called to ask when these and other bugs would be fixed, and haven't heard anything since. Sigh, it's *so close* to being great. I still like it, and use it on my smaller partitions, but be aware of the bugs.

Bob Pegram

Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

2151. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 18:25:10 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep25.182510.6246@ecst.csuchico.edu>
Source record: 238433

jcksnsr@nmt.edu (Jeffrey C. King) writes:

- Actually, if I remember right, the important thing about the STe is
- that it is using 8-bit PCM stereo. If this is true then the STe may
- well have the best sound of any machine around. (PCM is one on the
- D to A techiniques used by CD players (though CD's are more often 16
- bit) ALso I think the STe is supposed to be tri-aural as opposed to
- just simply stereo (I know the Tweety board is.)

The STe stills has the same sound chip as the older STs to stay compatible as well as the new chip for the PCM sound. The Tweety Board isn't necessarily stereo; it just separates the three ST voices into different channels. Some of the digitized sound players for the STe allow you to incorporate the old sound chip (forget its name) as well as the new one.

(RE: Graphics)
- Thats wrong!

Ooops! :^)

- The STe incorporates an extra bit plane in several new graphics
- modes. The extra bit plane is what allows 32 colors without
- resorting to a seperate color map (ALA Spectrum, GIF's and I belive
- VGA). As I recall, the graphics modes on the STe are 320x200x16,
- 640x200x4, 640x400x1 (to remain compatible with the ST) as well as
- 320x200x32, 640x200x16 and 640x400x4 plus I believe there is also a
- new Hi-Rez mode somethink like 1280x800x1 (One spec I saw listed in
- Current Notes stated that the STe and TT were to have remarkably
- similar graphics..)

Hmm, this is the first I'm hearing about the new modes for the STe, and, here, I have one! I know that the TT had these modes, but didn't know that the STe had them. I thought it was kinda weird that the JRI 4096 color utilities (which work on the STe) included a program to convert 32-color IFF pics to 32 gray-scale NEO pics. Is that a result of the 320x200x32 mode?

Now all we need is software to use these modes!

2152. Re: Hard drives (was Re: Atari ST and PC Clone)

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 18:27:38 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <2713@jaytee.East.Sun.COM>
Source record: 238434

So what are the addresses/phone #'s of Toad and Carter? I'd like to
get more info about these and other drives!!

For that matter, how about a directory of everyone's favorite companies?
or is this too much like an advert?

Joe
-=-

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"

2153. Uniterm hint...probably known but...

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 19:24:32 UTC
From: beroll@ecs.umass.edu
Message-ID: <10819.26ffaef0@ecs.umass.edu>
Source record: 238406

Date: 25 September 1990

Hi All,
This might be allready known but...I've been using Uniterm for three years now, and I just discovered something new (to me any way)
If you load in a controll panel, and make any changes, ie. color or any other change, if you save the setup in Uniterm, the changes will stay even after you remove the control panel.
I'm sure it was allready known, but just in case!
David Beroll
University of Massachusetts
beroll@umaecs.bitnet
beroll@ecs.umass.edu

2154. Re: Where to find Packer and Removesym?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 20:17:11 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654293796.larserio@kvart.ifi.uio.no>
Source record: 238431

I have an even better packer than PACK....
I packs to UNDER half size !!!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2155. XBRA map

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 20:21:14 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654294053.larserio@kvart.ifi.uio.no>
Source record: 238432

```
Now that XBRA is being used more and more...
Is there any need for a mamory mapper (like MAPMEM on PC).
I have one in prototype with this output (on my ST that is):

XBRA program map (C) Lars-Erik \sterud, Sept 90 Dial ABK-BBS +47 2 132659

XBRA Basepg Length End Hangon -> Chain Vector Hooked on to
------------------------------------------------------------------------------
POOL 00C382 0007AE 00CB30 00C6E6 -> FC92B8
NOR5 00CB74 000492 00D006 00CC84 -> FC34B0 000546 Bconin 2, Keyboard
CTSF 00CF40 0001B8 00D0F8 00D04E -> FC924C 00D222 TIM5
TIM5 00D066 00047C 00D4E2 00D176 -> 00AE2E
TIM5 00D066 00047C 00D4E2 00D1EC -> FC3AF2 000118 Keyb & Midi ACIA
TIM5 00D066 00047C 00D4E2 00D226 -> 00D04E
MID3 00D3C2 0003E0 00D7A2 00D4D2 -> FC349A 000526 Bconstat 2, Keyboard
PRO5 015510 0005B0 015AC0 015620 -> 00AE1C 000472 BIOS parameter block
MSPD 04E674 000198 04E80C 04E782 -> FD0980 000E3E Mouse routines
------------------------------------------------------------------------------

OK, do you want it ???
And WHO wants to make MARK and RELEASE ???

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

2156. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 20:32:31 UTC
From: apratt@atari.UUCP
Message-ID: <2312@atari.UUCP>
Source record: 238411

tony@raid5.uucp (Tony Andrews) writes:
>Could you give me some more specifics about the VME on the TT? Is
>it a 6U card cage? How many slots are available? How much power
>is available? Are A24/D16 and A16/D8 the only supported modes?
>(A16/D16 would be nice.) Is host memory accessible by VME bus
>masters?

I misspoke: A16/D16 is available.

There is only one slot, but I have seen a new box for the TT030 with many VME slots -- this was from another company, in Germany, but it proves it can be done. I think the internal slot is half-Eurocard, 3U. If I'm abusing the VME terminology, I apologize: I don't really grasp it myself. The cards I've seen that fit are about 6.5" by 4.5".

Host memory is not accessible through the VME bus -- that is, a VME card in the TT030 cannot be a bus master. My standard answer on this subject is as follows: "It is not unreasonable to suppose that there may be a future machine from Atari with a full-size, full-feature, multi-slot VMEbus interface."

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2157. ST books

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 21:33:48 UTC
From: gow@sakari.mrceg
Message-ID: <GOW.90Sep25163348@sakari.mrceg>
Source record: 238440

I was told yesterday that Abacus has discontinued their ST book series. I am thinking of buying an ST as a development platform but I need to know what's in there. So, please, in as much detail as possible, where can I get information about the ST hardware and about TOS? Which books are best for details about the cartridge port signals and timings, bus, DMA connector, TOS internals, and device drivers. If they are as non-existant as they seem then Atari has a problem. Your help will be appreciated.

-Ed

p.s. Please post, I can't get e-mail.
--
------ Ed Gow ------ uwm!mrsvr!gemed!sakari!gow -----------

My opinions are NOT those of GE.
MGB - The most fun you can have in a car without a back seat

2158. Re: HELP! Calamus vs. TOS version!

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 23:09:45 UTC
From: micro@imada.dk
Message-ID: <1990Sep25.230945.23142@imada.dk>
Source record: 238416

Hi,
Calamus will not run on your ST with _SCANDINAVIAN_ TOS because it is
not supposed to. This is probaly one of oldest copy protection schemes for
the Atari. It prevents Pirated software to be spread across the world.

(My older copies of Turbo C used the same scheme, v2 does not. (in fact
it was only MAS and BUG that was protected)).

Klaus (micro@imada.dk)

2159. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 23:20:24 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Sep25.232024.14571@stretch.cs.mun.ca>
Source record: 238417

In article <1990Sep25.021056.1425@nmt.edu> jcksnsr@nmt.edu (Jeffrey C. King) writes:
>In article <1990Sep24.054555.624@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>>There's no such thing as 640x400x4 on any of the ST models. It's
>>monochrome. There's a company called Lexicor, which is some of the
>>authors that wrote the Cyber series for Antic, and they are coming
>>out with some great animation and drawing stuff.
>>
> Thats wrong! The STe incorporates an extra bit plane in several new graphics
>modes. The extra bit plane is what allows 32 colors without resorting to a
>seperate color map (ALA Spectrum, GIF's and I belive VGA). As I recall, the
>graphics modes on the STe are 320x200x16, 640x200x4, 640x400x1 (to remain
>compatible with the ST) as well as 320x200x32, 640x200x16 and 640x400x4 plus
> I believe there is also a new Hi-Rez mode somethink like 1280x800x1
> (One spec I saw listed in Current Notes stated that the STe and TT were to
>have remarkably similar graphics..)
>
Are you serious about these "extra" resolutions? I've had my STe for a few
months now, and I didn't know about them. From GEM, there are still only
LOW, MED, & HIGH resolutions listed in the preferences. If the machine is
indeed capable of these resolutions, how do I access them?

>>- BTW does STe have high res color, or is it the same as the ST,
>>- 640x200is the highest color resolution?
>>
>>Yes. It's the same as the other ST's, only 4096 colors to choose
>>from instead of 512.
>>
>
> No - I already talked about this...
>
>
> (Now I'm just waiting for some obvious STe developements (SPectrum 512 in
>640x200 mode, an Amiga Emulator, etc, before I buy mine..)

I really didn't know these extra modes were available... Are they?

--
C. Miguel Borges \ / carlos@stretch.cs.mun.ca
P.O. Box 1594 Station "C" -==(*O*)==- (709) 739-0419
St. John's Nfld MiG
CANADA A1C 5P3

2160. Patch that demo!

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 23:25:24 UTC
From: micro@imada.dk
Message-ID: <1990Sep25.232524.23244@imada.dk>
Source record: 238418

Hi,

Here is a simple patch to enable 'whattahech' to run on the STe:

After you have extracted the MSA file on a disk you start your fave
disk editor and write the following in the bootsector :

Address Value
206(dec) 2e 3c 00 00 3a bc
510(dec) d2 52

that it...
(some of the demos with overscan work, and some don't (they flicker a bit))

-Klaus

2161. Perl on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-09-25 23:37:43 UTC
From: rohde@apple.cis.ohio-state.edu
Message-ID: <84054@tut.cis.ohio-state.edu>
Source record: 238420

Do we have Perl on the ST yet, I couldn't find it at atari.archive,
and I have some work I'd like to do with it. Thanks.

Joe

--
:---------------- rohde@cis.ohio-state.edu ----------------:
:-- joe@eng.ohio-state.edu joe@quanta.eng.ohio-state.edu --:
:--:
:He's dead Jim, you get his tri-corder, I'll get his wallet :

2162. FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 00:22:20 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <4679MV010320@NDSUVM1>
Source record: 238446

What is the best flight sim program for the ST. Does Sublogic support the st with their flight Simulators? Also where would I go about getting software to emulate the PC? And hardware or software to emulate the mac and how good are these emulations. and lastly where would I go to find a fairly priced modem for the ST?

Thanks

Thomas

2163. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 01:36:23 UTC
From: ckp@grebyn.com
Message-ID: <22218@grebyn.com>
Source record: 238424

In article <2304@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>with existing programs. The MMU is used, however, so don't mess with
>it. It's used to get around a bug in the 68030's design; I may explain
>in more detail later.

Well, you got me curious, so go ahead and explain it. There's a bug
in the 68030 design that can be fixed via the MMU? Is it perhaps
related to the behavior of the instruction and data caches?

--
First comes the logo: C H E C K P O I N T T E C H N O L O G I E S / /
\\ / /
Then, the disclaimer: All expressed opinions are, indeed, opinions. \ / o
Now for the witty part: I'm pink, therefore, I'm spam! \/

2164. LaserC ASCII to floating point conversion

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 03:12:12 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <896@h.cs.wvu.wvnet.edu>
Source record: 238425

Has anyone out in the ST net.world had problems with Laser C's floating point conversions to from ASCII to FP? More specifically, with numbers in scientific notation? I've used atof and sscanf and both seem to ignore the "e" part. My code contains the following declarations:

```
char *buffer;
float float_num;
```

buffer is pointing to a string that contains "2.34e+02\0" and everything I've tried returns the value 2.34 in float_num. Here's what I've tried:

```
float_num = (float) atof(buffer);
sscanf(buffer, "%f", &float_num);
sscanf(buffer, "%e", &float_num);
sscanf(buffer, "%g", &float_num);
```

I'm using version 2.1 of LaserC. I'd hate to have to write my own conversion routines, but I need this to work by Friday and this is the last problem I'm having.

If this is a bug in the library routines, does anybody have the sources for a conversion routine that does work? No need to waste bandwidth so please reply by mail to the address below (that is if our news poster doesn't eat my .signature). Thanks to all in advance.

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

2165. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 05:01:42 UTC
From: jcksnsr@nmt.edu
Message-ID: <1990Sep26.050142.3351@nmt.edu>
Source record: 238428

In response to question about the STe... the data I was refering to was
from an issue of Current Notes about three months old.. in an Article
describing an Autralian atari fair there was a sidebar containing info on the
STE (can't check as I and the magazine are now 1900+ miles apart) ..
I remember that at that time the STe was supposed to incorporate some
major graphics changes (ie.. an extra bit plane.) ... hopefully it does,
as that would make the machine equal to the Amiga graphics wise.. otherwise it
is rather a pointless and late upgrade.. (Sorry, but its time for the TT or
even better the ATW... (but following Dave Small's advice.. with which I agree,
no Atari bashing...)
I know some actual atari reps read this conf. perhaps they can tell us
the true story...
JEff

2166. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 05:09:38 UTC
From: jcksnsr@nmt.edu
Message-ID: <1990Sep26.050938.3441@nmt.edu>
Source record: 238429

In article <1990Sep25.182510.6246@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>- Current Notes stated that the STe and TT were to have remarkably
>- similar graphics..)
>
>Hmm, this is the first I'm hearing about the new modes for the STe,
>and, here, I have one! I know that the TT had these modes, but
>didn't know that the STe had them. I thought it was kinda weird that
>the JRI 4096 color utilities (which work on the STe) included a
>program to convert 32-color IFF pics to 32 gray-scale NEO pics. Is
>that a result of the 320x200x32 mode?
>
>Now all we need is software to use these modes!

In order to use more than 16 colors without a color map and funny routines (Spectrum!) you have to have more than 3 bit planes.. (2^3)= 16 thus only sixteen colors... but with four bit planes (2^4) one would have 32 colors. One side effect would be larger files... As simple way to check the converted files is to check files size if they are about 32K then they probably only have 16 colors (more obtained by clever dithering).. but if they are noticably larger they probably include more bit planes... (This is a side effect of the .NEO format.. it is essentially pallete data followed by a straight screen dump.... obviously this wouldn't work to tell with a compressed file (TNY or PC?).

JEff

2167. miscellaneous problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 06:37:17 UTC
From: healy@cod.NOSC.MIL
Message-ID: <2272@cod.NOSC.MIL>
Source record: 238430

Summary:
Expires:
References: <1990Sep24.054555.624@ecst.csuchico.edu> <1990Sep25.021056.1425@nmt.edu>
<1990Sep25.182510.6246@ecst.csuchico.edu> <1990Sep26.050938.3441@nmt.edu>
Sender:
Reply-To: healy@cod.nosc.mil.UUCP (Mike Healy)
Followup-To:
Distribution:
Organization: Naval Ocean Systems Center, San Diego
Keywords:

I am having some problems with a number of files I have downloaded
from terminator (atari.archive.umich.edu). Any help would be
appreciated. Please reply via email.

1) genesis.tos - puts up blank white screen but doesn't appear to
do anything else.

2) magic - puts up sparkling colors when mouse moves. Unfortunately,
these appear in two places, neither of which is near the
mouse cursor.

3) quartet - drops three bombs. This one I don't care that much
about since it appears to be an advertisement.

I also have some general questions:

o How can I specify the order of execution of programs
in my auto folder?

o Can someone give me a comprehensive explanation of
GDOS? I have a copy of it but have no idea
what should be in the assign.sys file. Is
GDOS only relevant if you are running certain
applications?

I have a 1040 ST running TOS 1.4 with a color monitor (SC1224).
Pretty standard stuff. I'm sure there are simple explanations
for my problems (at least I hope so). Thanks for any help.

Mike Healy | disclaimer: my opinions may not be
cod.nosc.mil | worth much, but they're all mine!

2168. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 06:56:37 UTC
From: david@bdt.UUCP
Message-ID: <5323@bdt.UUCP>
Source record: 238441

This is not meant as a Bash to Mint. It certainly sounds nifty to me and I think it's great that someone would dedicate the effort to a project like that.

But some things were mentioned about MT C-Shell that I'd like to dispute.

It was implied that MT C-Shell doesn't have pipes or ptys and this simply isn't true. Micro RTX implements GEMDOS level pipes, and the shell in MT C-Shell uses them when pipelines are used on the command-line. The programs run concurrently and pipe each other data using interprocess communication.

Also, using the flexible installable device driver mechanism of Micro RTX, I have implemented a PTY driver, which I give away to registered owners of MT C-Shell free of charge. I may also post this RTX PTY driver to the net, GEnie, and other places too.

I hope to get a chance to play with Mint pretty soon. It sounds great. Perhaps I can make some utilities for it and maybe some kind of RTX/Mint compatibility can be achieved in the future.
--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
P.O. Box 21575, Oakland, CA 94620 | - Unnamed Cowboy, upon seeing
UUCP: {uunet,ucbvax}!unisoft!bdt!david | heap many Indians approaching

2169. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 07:36:26 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep26.073626.9347@ecst.csuchico.edu>
Source record: 238443

jcksnsr@nmt.edu (Jeffrey C. King) writes:

```
- In order to use more than 16 colors without a color map and funny
- routines (Spectrum!) you have to have more than 3 bit planes..
- (2^3)= 16 thus only sixteen colors... but with four bit planes (2^4)
- one would have 32 colors. One side effect would be larger files...
- As simple way to check the converted files is to check files size if
- they are about 32K then they probably only have 16 colors (more
- obtained by clever dithering).. but if they are noticably larger
- they probably include more bit planes... (This is a side effect of
- the .NEO format.. it is essentially pallete data followed by a
- straight screen dump.... obviously this wouldn't work to tell with
- a compressed file (TNY or PC?).
```

The "4096-color-compatible" NEO pics I have are 32768 bytes long.
They have supposedly 32 colors.

2170. AMC-GDOS fonts to GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 09:29:24 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1990Sep26.092924.23920@newcastle.ac.uk>
Source record: 238444

I am having problems with AMC-GDOS in that some Gem programs cause the error :

```
---------------------------------------
| /--\ |
| |STOP| GDOS-Error : invalid handle |
| \--/ |
| -------- |
| | QUIT | |
| -------- |
---------------------------------------
```

Having written a program to look into this, it occurs when opening or closing a virtual screen workstation. This error only occurs with AMC-GDOS and not Atari GDOS.
Any ideas, anyone?
The versions of GDOS I have are :

AMC-GDOS Release 3.20 CRX (UK) { Came with Gemini1.1 - neat program :-) }
Atari GDOS release 1.1 { Came with Opus2.2 spreadsheet }

A solution (sort of) would be to use Gemini with Atari GDOS but ...
... How do I convert the Gemini fonts to work with Atari GDOS?

Thanks in advance for any info,

Julian

```
+-+-+-
```

2171. Re: Q: control panel and HD-controller

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 09:57:16 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3128@medusa.informatik.uni-erlangen.de>
Source record: 238436

joep@tnosoes.izf.tno.nl (Joep Mathijssen) writes:

>(2) Internally I swapped my SH204 disk with a 69MB harddisk. It works
> fine except for some statistic programs. The new harddisk should be
> about 28ms, but RATEHD gives 60ms and another program even -8ms (?!?).
> Someone told me that this was caused by an error in the SH204 interface
> and that the disk IS 28ms, but different values are returned when
> running statistics. Is that possible or what? Is there another way
> to check the disks access-time?
The SH204 host adapter doesn't return any status other than 0. This makes
many programs go wild that try to get some error codes from your hard disk;
maybe including the access rate test programs you were using.

This reminds me that I wanted to post my new CHECKHD version on the net.
This is a hard disk test program of mine. I never posted a program, so
can somebody possibly help me? Tnx so much.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2172. Re: XBRA map

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 09:59:08 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3129@medusa.informatik.uni-erlangen.de>
Source record: 238437

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>OK, do you want it ???
There are several XBRA mapping utilities around, but nevertheless please
post your version.

>And WHO wants to make MARK and RELEASE ???
Sorry for my ignorance, what are MARK and RELEASE supposed to do?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2173. ICD & Minix problem

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 10:08:07 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Sep26120807@spiff.hut.fi>
Source record: 238438

How can I read the ICD Advantage-adapter's SCSI-RTC? Or has somebody done
it for Minix?
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

2174. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 10:16:02 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <4663@crash.cts.com>
Source record: 238450

In-Reply-To: message from rrd@hpfinote.HP.COM

I have to agree, people don't understand the power of multi-tasking untill they have it. Right now, on my Amiga, I am ray-tracing an animation, and working on an article for ST Report, and typing here. It was announced at Glendale that Atari is working on a multi-tasking TOS (I won't hold my breath) and when that becomes available I am sure I will be using my ST more then I do now.

.>Brad Martin<.

Cute tag lines on request.

2175. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 11:01:20 UTC
From: leo@materna.uucp
Message-ID: <1002@materna.uucp>
Source record: 238439

jmack@b11.ingr.com (Cery McCormick) writes:

>In article <15330012@hpfinote.HP.COM>, rrd@hpfinote.HP.COM (Ray Depew x2419) writes:
>> From jack@leo.UUCP (Jack Benkual) / 3:10 pm Sep 14, 1990 / :
>>
>> > BTW how about forming a discussion group for atari.st.games? Amiga has one.
>>

Yep! Here's an other vote for c.s.a.s.g.

2176. Re: Error when sending Pagestream's PostScript to Laserwriter

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 11:41:53 UTC
From: blatter@gorgo.ifi.unizh.ch
Message-ID: <1990Sep26.114153.19294@gorgo.ifi.unizh.ch>
Source record: 238302

In article <A88085810@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>I've run into a minor but puzzling problem when sending PostScript
>files generated on my Atari ST to an Apple Laserwriter.
[stuff deleted]
>All goes well, and the pages are printed nicely, but the end of each
>file causes SendPS to pop up a dialog and complain about an illegal
>PostScript command that looks like this:
>
>%%[
> *]%%

I've experienced the same with PageStream 1.8 on the Amiga when
printing to a Linotronic L100. Just remove the garbage after '% End Page'
and your problem is solved.

> Steve Yelvington up at the lake in Minnesota
--

Martin A. Blatter blatter@ifi.unizh.ch (University of Zurich)
cbmehq!cbmswi!zethos!blatter@cbmvax.commodore.com
"There's a light where the darkness ends" (Taupin)

2177. Re: Where to find Packer and Removesym?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 12:28:09 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.654352089@cassiopeia>
Source record: 238303

In <CMM.0.88.654293796.larserio@kvart.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>I have an even better packer than PACK....
^^

Is it PD? Will you share it with the rest of us? Please post if PD!!

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2178. Michtron tools

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 12:31:07 UTC
From: TS0026@OHSTVMA.IRCC.OHIO-STATE.EDU
Message-ID: <9009261231.AA25433@nisca.ircc.ohio-state.edu>
Source record: 238301

Unfortunately, my experience with the Michtron tools has been poor.
Not all bad mind you but bad enough that I don't trust them any more.
I had trouble with all forms of their backups indicating a bad sector
on my hard disk while writing to floppy during backs. Since nothing
indicated any trouble with the hard disk, I called for consultation.
The guy I talk to told me everything that was wrong with everyone
else's programs but was ABSOLUTELY no help with my problem.

He even got off on the IBM/PC tool (PC Tools Deluxe) and how their
disk compress (on PCs mind you) would destroy directories, etc (it
doesn't EVER is my experience). In any case, the problem I finally
found was an allignment problem in my FLOPPY drive. That guy didn't
know anything, as far as I am concerned and the error msg was JUNK.
It was a totally wasted phone call. :-(

Now, in fact, I can and have successfully done both file level and TAR
backups (and restores) with UI II loaded (so much for the claim that
it is the problem!) I now only use the tools under highly-backed-up
conditions. It is the only "compressor" that seems to work well.
I don't like the fact that it doesn't really tell you what it is doing
or what it has done. I like "pictures", if it displayed a map of
the sectors of the disk and showed me what it did, maybe I would be
happier.

In any case, use disk compression tools CAREFULLY. They can be abused!

I recently bought DimondBack II and intend to use it for backups.

- Mike fidler mlf+@osu.edu

2179. XBRA register

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 12:55:52 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654353731.larserio@kvart.ifi.uio.no>
Source record: 238447

Does anyone have an e-mail adress to the person that handles registration
of XBRA program ID's ??? I have the name, but need the e-mail adress !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2180. XBRA map: where is SYSMON?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 13:15:08 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <761@accucx.cc.ruu.nl>
Source record: 238442

I've read an article in a recent German magazine reviewing a shareware program called SYSMON, which could tell about resident programs being active, their names, their XBRA ids, the cookies in the jar, and it could trace bios/xbios/gemdos/vdi/aes calls too. Looks like every serious programmer could use this.

Now where can we all get this neat thing?

Tell me and I'll be forever greatful (well, for quite some time anyway).

2181. Re: Desk Jet || port prob and WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 14:44:55 UTC
From: ron@gsbsun.uchicago.edu
Message-ID: <1990Sep26.144455.7657@midway.uchicago.edu>
Source record: 238305

News flash on the DeskJet! I was just in Elektek here in chicago and they had the DeskJet on sale for $330. With prices like that who would want a 250.00 9pin?

They also had laserjetIIs for 800.00 or so (I am not sure if it was 800 or 899.)

Cheaply yours

Ron Rangel

2182. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 15:13:36 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1990Sep26.151336.4886@zip.eecs.umich.edu>
Source record: 238304

```
In article <1990Sep26.050938.3441@nmt.edu> jcksnsr@nmt.edu (Jeffrey C. King) writes:
>
> In order to use more than 16 colors without a color map and funny routines
> (Spectrum!) you have to have more than 3 bit planes.. (2^3)= 16 thus only
>
> JEff
>

....2^3 = 16 ??? I thought 8
```

2183. Anyone got NeoDesk V3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 15:23:59 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.654362639@cassiopeia>
Source record: 238307

I ordered my upgrade to V3.0 of NeoDesk, and was just sitting around getting anxious about when it would come. Has anyone gotten their upgrade yet? Impressions ??

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2184. Re: Mercury UUCP posted without me knowing anything about

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 15:36:42 UTC
From: ob@obh.UUCP
Message-ID: <2554647@obh.UUCP>
Source record: 238445
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st,mercury.allgemein

Hallo Rodney!

In article <6452703@merkur.gtc.de> rodney@merkur.gtc.de
(Rodney Volz) writes:
> I cannot imagine what this guy was thinking of, when he did this. I
> want to observe that Mercury UUCP is NOT FREEWARE but Shareware; Mr.
> Eckert has posted it WITHOUT MY PERMISSION.

Hmm, habe ich da was falsch verstanden? Aber an Leute, die man kennt, darf
es doch weitergeben, oder? Demnaechst wird wohl das Institut fuer Ethnologie
der FU Berlin daran interessiert sein. Ich habe denen gesagt, dass sie Dir
dafuer die Shaerware-Gebuehr schicken muessen, aber ICH darf denen doch der
Einfachkeit halber die Diskette mitbringen, oder??? Das war doch der Sinn der
Shareware, dass man eine Version irgendwo sich besogrne kann, es testen kann
und erst bei Dauergebrauch bezahlen muss, oder???

> A complete distribution of "Rodney's UUCP modules Version 1.16" is
> available via Ano. FTP at the following host:
>
> rusmv1.rus.uni-stuttgart.de (129.69.1.12)
>
> I suggest you use version 1.16, or alternatively wait for the next
> posting. I shall post binaries and the source of the stuff at X-mas.

Da ich nicht FTP'e, wollte ich mal fragen, ob Version 1.16 schon
in Berlin vorhanden ist, zwecks Update der obh???

Tschau, Olli
--
+---+
|Oliver Brandmueller, Detmolder Str. 64, 1000 Berlin 31, bbs:+49 30/853 65 44|
|ob@obh - tmpmbx!dobag!obh!ob or tmpmbx!zelator!neon!obh!ob - write 'n enjoy!|
+---+

2185. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 16:13:46 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330024@hpfinote.HP.COM>
Source record: 238448

> I've obtained the instructions for the solder-in fix for the DJ+ problem.
> Please e-mail me ONLY if you REALLY want the instructions, as they're
> quite lengthy.

No need to email. Diane Close posted them. See the note "DeskJet Plus fixes
(one more time!)".

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2186. Re: Re: Desk Jet || port prob and WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 16:15:02 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330025@hpfinote.HP.COM>
Source record: 238449

See the note "DeskJet Plus Fixes (one more time!)" for instructions on modifying your printer cable to avoid the ST/DJ+ nuisance.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2187. Re: XBRA register

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 16:44:24 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3132@medusa.informatik.uni-erlangen.de>
Source record: 238308

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>Does anyone have an e-mail adress to the person that handles registration
>of XBRA program ID's ??? I have the name, but need the e-mail adress !!!

Julian, where are you?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2188. Re: miscellaneous problems

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 17:05:10 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep26.170510.11065@ecst.csuchico.edu>
Source record: 238309

healy@cod.NOSC.MIL (Mike Healy) writes:

- 1) genesis.tos - puts up blank white screen but doesn't appear to do
- anything else.

Dunno. It works on my STe. Maybe something was wrong during the
download.

- 2) magic - puts up sparkling colors when mouse moves. Unfortunately,
- these appear in two places, neither of which is near the
- mouse cursor.

Yeah, the sparkling colors aren't right near the mouse; they're at
about "2 o'clock" and "10 o'clock." I think it's supposed to be this
way.

- 3) quartet - drops three bombs. This one I don't care that much
- about since it appears to be an advertisement.

But it sounds good. :^) I don't know about this either. Again,
I'll say that maybe it was the download. Did you turn on binary
before you ftp'ed them? Do you have any TSRs or desk accs loaded?

- o How can I specify the order of execution of programs
- in my auto folder?

NeoDesk 3.0 will supposedly have a command for this. Otherwise,
there are two programs I know of, AUTOSORT and FLDRSRT (Folder Sort).
Autosort is has only room for about 20 AUTO folder programs. I say
'only' because hard drive users usually have more. I even sent the
author shareware money and asked him to add more slots. Well, my
check went through but no changes. :^(So, now I use FolderSort. :^)
It uses up the whole screen and can organize any folder on any drive,
not just the AUTO folder. I put FLDRSRT.LZH on atari.archive; I'm
not sure if AUTOSORT is there.

- o Can someone give me a comprehensive explanation of
- GDOS? I have a copy of it but have no idea
- what should be in the assign.sys file. Is
- GDOS only relevant if you are running certain
- applications?

Yeah, it only works with applications that use it. These
applications are ones that require the use of fonts, although some
programs have their own font drivers and don't use GDOS.

2189. Re: FALCON backups

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 18:59:04 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep26.185904.7969@watdragon.waterloo.edu>
Source record: 238310

In article <MaxysHe00VIFI0hkV6@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>You should be able to copy the game by doing a *file* copy from the
>desktop, not a *disk* copy. I copied all of the stuff from the two
>single sided disks the game comes on to a double sided disk and it works
>fine.
>
>Incidentally, many, many "non-copy protected" programs can only be
>copied as files. Seems there are a lot of weird disk formats floating
>around out there...

I guess I would have to agree with you there. For instance the
Union Demo couldnt be copied because it was using 1024 byte sectors
which means most existing copiers would cough and die. However
there are a few intellegent copiers out there that check sector
size etc. The Union demo used 512 byte sectors for the first three
sectors then resorted to 1024 byte sectors for the rest. Of course
you need a special formatter for it and at one time hypercopy had
this built into it. Other manufacturers are using laser holes to
identify disks they sent out as compared to backup disks which
wouldnt have the holes which send out a distinct error code.

With all the time spent into protecting the software it would be
wiser to track down the culprits that leak out software before
it has hit the market. Sometime this is done via backdoors other
times it is a result of theft at a computer show.

****
Hardware Dave at your Service
PS. Good movie to watch if you like comedies is "Nuns on the Run"
****

2190. Re: Anyone got NeoDesk V3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 19:17:18 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep26.191718.11492@ecst.csuchico.edu>
Source record: 238312

jlong@radc.af.mil (Jeff Long) writes:

- I ordered my upgrade to V3.0 of NeoDesk, and was just sitting
- around getting anx ious about when it would come. Has anyone gotten
- their upgrade yet? Impression s ??

I'm expecting it any time now, since the newsletter stated that it would take 4-6 weeks. I sent my upgrade on the 17th of August, so when Friday of this week comes (6 weeks), I'm sending mail to Dan Wilga. :^)

2191. Re: Uniterm hint...probably known but...

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 19:28:09 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep26.192809.9603@watdragon.waterloo.edu>
Source record: 238311

In case anyone is interested I phoned Intersect Software to find
out that it still exist despite that their BBS isnt operational.
They are switching to Unix software and will be back online in
about a month. They still have Interlink 1.8 for sale at 39.95
and also have Masterlink for sale at 59.95. I am sure if you
have seen Interlink you will more impressed with Masterlink.
It allows vt100,vt52,ansi and many other modes. If I am correct
I think he mentioned it required over 1 meg to use all functions
simultaneously. Masterlink he said would be released in about
a months time. It is suppose to be the ultimate terminal software!
Supports many protocls with many emulations besides all of
interlinks old features

Intersects BBS number is (813) 924-4590 when it goes back online

Prices are listed in US dollars.

****
Hardware Dave at your Service
Good movie to see if you like action adventure is "The Lost Idol"
****

2192. Re: ST books

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 19:36:32 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep26.193632.10608@chinet.chi.il.us>
Source record: 238313

If you're planning to do any serious programming on the ST, I cant recommend developer registration highly enough. The documentation in the developers kit is substantial; the standard tools in the kit include some VERY useful ones, and most to the point, Atari developers support has straightened out unbelievably much in the last few months. If Atari ever improves their customer support that much, they might become a market force to be reckoned with.

Consider how much you'd pay for half a dozen third party books. Throw in a helpful person a phone call away and a couple of utility programs. How bad a bargain could the equivalent be at about $250?

Another thing: while you can get an awful long way with one machine, I'm learning that as a product nears commercial release reasons develop for having several machines: need for several TOS versions, separate test and development environments, untimely hardware failures and more. Makes the developer discount program invaluable.

Steve J.

2193. Re: Where to find Packer and Removesym?

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 20:40:09 UTC
From: archbold
Message-ID: <mXH5P3w163w@bluemoon.UUCP>
Source record: 238322

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

> I have an even better packer than PACK....
> I packs to UNDER half size !!!!!
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____

So, how do we get it? Your board is somewhere in Europe and most
of us don't have the $$$$$$$$$ to spend (especially with log on procedures
and other stuff which takes TIME)... Mabbe you could set up this file so
that WE could get to it straight off without having to really log on? Or
just put it in the binaries...

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2194. Re: Atari ST C Compilers

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 21:03:52 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460002@hp-lsd.COS.HP.COM>
Source record: 238306

I just talked to a real person yesterday on the phone. I also received
my 2.0 LaserC update yesterday.

2195. Re: TT RAM

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 21:07:23 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <14673@cbmvax.commodore.com>
Source record: 238315

In article <22218@grebyn.com> ckp@grebyn.UUCP (Checkpoint Technologies) writes:
>In article <2304@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>The MMU is used, however, so don't mess with it. It's used to get around
>>a bug in the 68030's design; I may explain in more detail later.

>Well, you got me curious, so go ahead and explain it. There's a bug
>in the 68030 design that can be fixed via the MMU? Is it perhaps
>related to the behavior of the instruction and data caches?

It's a data cache anomaly. There are two data caching modes, standard and write allocate; the latter is required for cache consistency when user and supervisor data spaces access the same logical memory. However, in write allocate mode, the data cache is updated on writes. If you write a longword aligned longword to a longword port, the cache entry is marked valid. In all modes, the write cycle ignores the CIIN* signal (hardware driven cache inhibit), so this can be a problem in dealing with things like 32 bit I/O registers, since you'll end up caching the register even if hardware tries to inhibit such caching (which would be natural for any I/O operation). While there are several ways around this problem, the simplest is to use the MMU and make all your I/O pages uncachable. The caches always obey the MMU table entry...

>First comes the logo: C H E C K P O I N T T E C H N O L O G I E S / /

--
Dave Haynie Commodore-Amiga (Amiga 3000) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Standing on the shoulders of giants leaves me cold -REM

2196. Re: XBRA map

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 21:52:53 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654385955.larserio@kvart.ifi.uio.no>
Source record: 238316

MARK and RELEASE marks all programs in RAM when you run MARK and when you run RELEE all programs that has benn made resident since you ran MARK will be removed....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

2197. Re: FALCON backups

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 22:00:24 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep26.220024.12190@ecst.csuchico.edu>
Source record: 238319

hardware@rose.uwaterloo.ca (Hardware Dave at your Service) writes:

> - For instance the Union Demo couldnt be copied because it was using
> - 1024 byte sectors which means most existing copiers would cough and
> - die.

But the Union Demo has a copier built-in that looks and sounds good.
Why would you want to use any other copier, unless you wanted to make
multiple copies?

2198. Re: MiNT: first things first

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 22:06:20 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep26.220620.27988@math.lsa.umich.edu>
Source record: 238317

In article <1990Sep25.175226.6410@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>Maybe what we need most of all for MiNT is a reasonably good
>clone of the Unix system library for Gnu. If someone rewrites
>gnu.olb to recognise and use MiNT, porting programs will be
>a cinch. Perhaps CRT0 should check whether MiNT is present,
>and set a global variable _mint to TRUE or FALSE (and do the
>same for _rtx, of course). Then the library can use these
>variables to decide how to execute system functions.

>Anyone willing to give it a shot? I'm too busy, since my
>TAL (Text Analysis Language) is weeks away from release.

Sounds like a very good idea. Actually, how 'bout creating an
array of function pointers and letting crt0 initialize it to the
appropriate calls... That would prevent wasting time testing
variables all the time...

I've been working on this sort of thing for RTX and MWC, but
it's kind of slow work, figuring out all the routines you want
to change and such. (But now I have the Beckemeyer Software
Development System, and expect that things will go much more
quickly from there...)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2199. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 22:25:14 UTC
From: steve@thelake.mn.org
Message-ID: <A2334594362@thelake.mn.org>
Source record: 238321

[In article <1002@materna.uucp>,
leo@materna.uucp (C. Bullerdick) writes ...]

> jmack@b11.ingr.com (Cery McCormick) writes:
>
>>In article <15330012@hpfinote.HP.COM>, rrd@hpfinote.HP.COM (Ray Depew x2419) writes:
>>> From jack@leo.UUCP (Jack Benkual) / 3:10 pm Sep 14, 1990 / :
>>>
>>> > BTW how about forming a discussion group for atari.st.games? Amiga has one.
>>>
>
> Yep! Here's an other vote for c.s.a.s.g.

If anyone feels strongly that a games newsgroup is merited, the procedure for establishing newsgroups is well-documented and posted periodically to news.announce.newusers, news.groups, and news.admin.

I don't think establishing comp.sys.atari.st.games is a good idea. "Amiga has one" is not an argument that I find persuasive. Proliferating newsgroups willy-nilly is dangerous. At some point, news administrators (or perhaps their bosses) will say, "Enough is enough!" and start pulling plugs.

We are experiencing propagation problems with comp.sys.atari.st.tech, and perhaps as a result there are many postings in this newsgroup that belong in the technical discussion. The dust should be allowed to settle from that fairly recent change before considering another split of the ST groups.

--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!thelake!steve

2200. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-09-26 23:47:23 UTC
From: Robert_G_Brodie@cup.portal.com
Message-ID: <34295@cup.portal.com>
Source record: 238318
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

So Tom,

Who have you been talking to at Atari?? Give me a shout, I'm the manager of user group services. 408-745-2052 voice, or fax 408-745-2088.

Let's try to fix the problem for *both* of us.

2201. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 01:39:20 UTC
From: jcksnsr@nmt.edu
Message-ID: <1990Sep27.013920.5110@nmt.edu>
Source record: 238323

In article <1990Sep26.073626.9347@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>
>The "4096-color-compatible" NEO pics I have are 32768 bytes long.
>They have supposedly 32 colors.

Actually... I just punched some numbers into my calculator...
(320*200*3)= 192000/8 = 24000 = 24K
Which is how long a 320x200x3bit plane screen dump should be...
32K is how long a four bit plane dump should be...

I know for a fact that atari uses 32K for its screen dump... I wonder what that means ... did atari intend to include 4 bit planes (like the amiga) on the original ST and then kludge it? (or am I missing something big..)

I guess this means that you can't tell by file size...though it also means that the Ste might still have only three modes... but be able to display more colors in each mode.. (If one bit plane is unused then using it would allow compatibility between STe and Non-Ste modes..) ^in the ST.

Hm... I wish I had an Ste... then I could test this... though it seems kind of stupid for atari to have included and extra bit for the color pallette but not for the display.. waste of time if you ask me...)

If someone out there is a programmer .. write a short program in low rez to try and put 32 colors on screen...
(Though this will only tell if it is possible... not neccessarily if it is impossible..)

Just a thought.. high rez in color would probably take a special monitor.. since the SM124 doesn't have any colored phosphor...

JEff

(Oh 2^3 = 8... 8+4+2+1 = 15 0-15 equals sixteen colors...)

2202. What's an XBRA?? (was Re: XBRA register)

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 05:04:30 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <2008@oucsace.cs.OHIOU.EDU>
Source record: 238314

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>Does anyone have an e-mail adress to the person that handles registration
>of XBRA program ID's ??? I have the name, but need the e-mail adress !!!

Would someone please explain to me what an XBRA is? I've programmed
the ST for a couple of years, and have the DevKit (though I'm still not
registered -- I'm trying to figure out what my position as a freeware and
shareware programmer would be). But I've never heard of XBRA!

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| HILLYER'S SECOND LAW: |
| Remember: if you die, you still live in an |
| alternate reality. |

2203. C++ cfront

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 06:32:12 UTC
From: sbarr@libserv1.ic.sunysb.edu
Message-ID: <1990Sep27.063212.11935@sbcs.sunysb.edu>
Source record: 238324

Has anyone ported C++ cfront onto the ST's?

-San

--
:::::::::::::::: - Sanford L. Barr - ::::::::::::::::::"I don't mess around
___- ARPA: sbarr@libserv1.ic.sunysb.edu _------ :: with machines,
____- UUCP: ...!cmcl2!sbcs!libserv1!sbarr _----- :: just other people's
_____- ..!rutgers!philabs!sbcs!libserv1!sbarr _---- :: proteins" - A friend

2204. Re: MiNT: first things first

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 07:20:35 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1583@ruunsa.fys.ruu.nl>
Source record: 238328

In article <1990Sep25.175226.6410@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>Maybe what we need most of all for MiNT is a reasonably good
>clone of the Unix system library for Gnu. If someone rewrites
>gnu.olb to recognise and use MiNT, porting programs will be

Yes, a good UNIX clone library. But why alone for gnu? I'd really like to see one for Turbo C. It would be nice for the extra speed and smaller binaries (and because I have TC, but cannot run gnu in 1 Mb).

When I have time, I'll try to port the MinT sources to TC.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

2205. Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 07:23:02 UTC
From: joep@tnosoes.izf.tno.nl
Message-ID: <1363@tnosoes.izf.tno.nl>
Source record: 238327

I just installed a 69MB harddisk and know I'm wondering if
it's still possible to use Spectre on this (non-atari) harddisk?

Has somebody already tried this? What's the spectre limit?

I'm still using tos 1.0, but I'll get 1.4 in 2 weeks. The
harddisk is a Rodime 3085S (?!) and the controller a 3000S.

==
Joep Mathijssen
TNO Institute for Perception Phone : +31 34 63 562 11
P.O. Box 23 Fax : +31 34 63 539 77
3769 ZG Soesterberg E-mail: uunet!hp4nl.nluug.nl!tnosoes!joep
The Netherlands or: joep@izf.tno.nl
==

2206. looking for Cyrillic (Russian) fonts / printerdrivers

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 11:38:57 UTC
From: forchk@rullf2.LeidenUniv.nl
Message-ID: <990@rulcvx.LeidenUniv.nl>
Source record: 238325

Hi,

I am desperately looking for software to do Russian wordprocessing.
I'd be very gratefull to hear of *anything* that might be usefull to me.

Please respond to me personally, as I do not subscribe to this list.

Kinds Regards,

- Jan Joris Vereijken -

2207. Re: Moria crash (umoria.arc from atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 13:27:05 UTC
From: rcstack@rw5.urc.tue.nl
Message-ID: <71@rc6.urc.tue.nl>
Source record: 238326

I got the Turbo-C version of U-moria 5.2.1 (beta) from kukulcan.something.
something (128.32.131.190), It works all right for a beta-release, but
don't push ^D or ^C!!! (It is probably a feature, because it's UNIX-moria ;-)

Remy Wetzels

--
==========
Email: Internet: rcstack@urc.tue.nl Bitnet: rcstack1@heitue5
Computer Association STACK, Computing Centre RC 1.58,
Eindhoven University of Technology, POBox 513, 5600 MB Eindhoven, Holland.

2208. Dave, give us your sources!

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 14:10:26 UTC
From: rodney@merkur.gtc.de
Message-ID: <5706470@merkur.gtc.de>
Source record: 238320

This is to Dave Backemeyer; I couldn't reach him via
mail, but I think it could be of interest for others, too.

I just received MiNT and checked it out a bit, and I found it's running
very well with Beckemeyers Micro-Cshell. (Note that the Micro-Cshell
has nothing to do with multitasking; it's simply a C-Shell for the ST).
The next thing I'm going to do, is to adapt Mercury UUCP to mint, and
make Rnews, Rmail - and perhaps a cron? - run in background.

One thing we still need, is a good shell. I have read the source of
Gulam; it's fast, but has only little to do with a real C-Shell.
Another possibility would be BASH, but BASH uses far too much memory.

Dave; I suggest you make your Micro-CSH free- or shareware; I'll do the
same thing with Mercury UUCP. A further problem is our UUCICO: it's
written in GFA-Basic, does system calls, and is therefore not usable
with MiNT. Beckemeyer's uucico - which is derived from GNU-UUCP, I
think - should solve the problem.

So we could have:

- Multitasking (Mint)
- A window-System (MGR, perhaps sometimes even X)
- Usenet connection with Mail and News (Mercury UUCP)
- A Unix-Cshell

...and all that available with the full sourcecode.
I mean, isn't that worth thinking about?

ST-Users and -programers, unite and work together! :-)

-Rodney
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <==========
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/

2209. Wanted: Cyrillic (Russian) fonts & printerdrivers

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 14:43:26 UTC
From: forchk@rullf2.LeidenUniv.nl
Message-ID: <991@rulcvx.LeidenUniv.nl>
Source record: 238329

Hello,

I'm desperately looking for a wordproccesing tool for my Atari ST1040 + SH204 that will handle Russian characters. I'd be very grateful to hear of anything that might be useful for this purpose. Thanx in advance!

Greetings,

Jan Joris Vereijken
Leiden Univ., The Netherlands

forchk@rullf2.LeidenUniv.NL

PS: Please also respond directly to me, as I do not subscribe to this list.

2210. Re: FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 16:00:59 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Sep27.160059.28353@arc.ab.ca>
Source record: 238337

In article <4679MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
>What is the best flight sim program for the ST. Does Sublogic support the
>st with their flight Simulators? Also where would I go about getting
>software to emulate the PC? And hardware or software to emulate the mac
>and how good are these emulations. and lastly where would I go to find
>a fairly priced modem for the ST?
>

Well Falcon (an F-16 simulator) is one of the best. I believe that Flight
Simulator II is available for the Atari. You might also look at Battle of
Britain if you like older planes...lot's of fun.

Bob

2211. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 16:22:50 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Sep27182250@troll.cs.tu-berlin.de>
Source record: 238334

In article <725@zelator.UUCP> techno@zelator.UUCP (Frank Dahncke) writes:
>I would like to find out about a harddisk defragmenter for the st -
>either PD or $$.

Try MichTron's TuneUp! It's fast, efficient and reliable AND in can correct
software faults on your HD. I am in no way related to MichTron, I just like
their product.

Does TuneUp! work with 32MB partitions?

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2212. Re: MiNT: first things first

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 17:05:14 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Sep27.170514.19506@agate.berkeley.edu>
Source record: 238335

In article <1990Sep26.220620.27988@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1990Sep25.175226.6410@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>>Maybe what we need most of all for MiNT is a reasonably good
>>clone of the Unix system library for Gnu. If someone rewrites
>>gnu.olb to recognise and use MiNT, porting programs will be
>>a cinch. Perhaps CRT0 should check whether MiNT is present,
>>and set a global variable _mint to TRUE or FALSE (and do the
>>same for _rtx, of course). Then the library can use these
>>variables to decide how to execute system functions.
>
>Sounds like a very good idea. Actually, how 'bout creating an
>array of function pointers and letting crt0 initialize it to the
>appropriate calls... That would prevent wasting time testing
>variables all the time...

Shared libraries would handle this quite neatly. The basic concept is to edit the programs runtime binding so that function calls are made directly to the library functions (ie, without indirection or table lookup).

Another possibility is a GNUware program I got off the net, called dld, a dynamic loader.

Eric

Eric
ericco@ssl.berkeley.edu

2213. Re: XBRA register

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 17:33:49 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <6775@sbsvax.cs.uni-sb.de>
Source record: 238331

In article <3132@medusa.informatik.uni-erlangen.de>,
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>
> >Does anyone have an e-mail adress to the person that handles registration
> >of XBRA program ID's ??? I have the name, but need the e-mail adress !!!
>
> Julian, where are you?
>

An extract of my .mailrc says:

alias julian onm07@dmswwu1a.bitnet

For those who don't know: we are talking about Julian Reschke, one of the
co-authors of Gemini. As far as i know, he is reading this in info-a16-digests,
so he cannot answer immediately.

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

2214. Re: XBRA map: where is SYSMON?

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 17:44:38 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <6776@sbsvax.cs.uni-sb.de>
Source record: 238332

In article <761@accucx.cc.ruu.nl>, jeroen@pluto.phil.ruu.nl (Jeroen Scheerder) writes:
> I've read an article in a recent German magazine reviewing a shareware
> program called SYSMON, which could tell about resident programs being
> active, their names, their XBRA ids, the cookies in the jar, and it
> could trace bios/xbios/gemdos/vdi/aes calls too. Looks like every
> serious programmer could use this.
>
> Now where can we all get this neat thing?
>

Where else if not at cs.uni-sb.de [134.96.7.254] ? :-).
Look for /pub/atari/tools/sysmon.tos (a self-unpacking lharc-archive). It is
one of the best programming utilities that i have ever seen on the ST (and it
knows some of the XBRA-Id's that i am using :-). I have sent in my
shareware-contribution 2 days after i've seen it.

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

2215. Re: XBRA map

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 17:46:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654451775.larserio@kvart.ifi.uio.no>
Source record: 238336

The point with MARK and RELEASis:
- You run MARK
- You run a number of programs that stay resident...
- You run RELEE

All programs installed betweeen MARK and RELEASE is removed but none of the
one installed before the MARK command....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2216. FTP

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 20:32:31 UTC
From: archbold
Message-ID: <w9B7P3w163w@bluemoon.UUCP>
Source record: 238342

Don't laugh! I'm fairly new to this whole concept of FTP file
transfers and it didn't bother me a bit until today when I got an account
on a VAX at OSU. It has an option of going into an FTP and I don't know
how to use it and second of all what to use it with.

Could someone explain the whole concept to me and write me how to
get these tranfers to "GO". Are they binary or just ASCII coded binary?
(I've had some problems with my copy of uuencode and uudecode).

E-mail, please, cuz I don't wanna try other user's patience who've
read about it before over and over again.

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2217. Re: XBRA register

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 21:50:51 UTC
From: brychcy@doitcr.doit.sub.org
Message-ID: <1506@doitcr.doit.sub.org>
Source record: 238344

larserio@IFI.UIO.NO (LarsErikOsterud) writes:
} Does anyone have an e-mail adress to the person that handles registration
} of XBRA program ID's ??? I have the name, but need the e-mail adress !!!
Try the following address:
julian_reschke@ms.maus.de

I hope this helps

- Till

2218. Semi-annual picture formats list posting [734 lines]

Newsgroup: comp.sys.atari.st
Date: 1990-09-27 22:20:26 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Sep27.222026.8304@wam.umd.edu>
Source record: 238333

euajpa@eua.ericsson.se (Johan Parin) writes:
>I recently aquired some image files with extension .NEO, intended
>for the ST, that I would like to view on my PC. Could somebody
>please tell me where I could get a specification of the format?

Looks like it's time for the latest installment of the picture formats list. Thanks to George Nassas for sending me more info on the MacPaint format.

(The picture formats list is enclosed below.)

Alternatively, you can a FTP a copy from atari.archive.umich.edu. The file is atari/graphics/picfmts.doc.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

---------- >8 ----------

ST Picture Formats

Edited by:

David Baggett
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(usenet: dmb@TIS.COM)

(Please report errors or additions)

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Contents

NEOchrome *.NEO
NEOchrome Animation *.ANI
DEGAS *.PI? ? = 1, 2, 3
DEGAS Elite *.PI? ? = 1, 2, 3
DEGAS Elite (Compressed) *.PC? ? = 1, 2, 3
Tiny *.TN? ? = 1, 2, 3, Y
Spectrum 512 *.SPU
Spectrum 512 (Compressed) *.SPC
Art Director *.ART
C.O.L.R. Object Editor Mural *.MUR
Doodle *.DOO
Animatic Film *.FLM
GEM Bit Image *.IMG
STAD *.PAC
Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

```
? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
< 32066 bytes total

Compression Scheme:
```

PackBits compression is used (see below). Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value

```
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words
-------------
42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)
-----------
```

51104 bytes total

<Spectrum 512 (Compressed)> *.SPC

1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

<= 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

```
-------------
32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)
-----------
32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
```

storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

```
x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
```

```
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
```

```
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:
```

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
----
512 bytes total for header

< 51200 bytes compressed bitmap data

< 51712 bytes total

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

```
Version of Fri Sep 28 13:17:36 EDT 1990
```

2219. RE: disk drive and OmniRes FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 01:17:07 UTC
From: levi@client1.cs.psu.edu
Message-ID: <F356*yc2@cs.psu.edu>
Source record: 238338

I have the following for sale:

OmniRes $15 * still for sale

Chinon Model F-354 EAT DS/DD
internal Disk Drive (straight
out of my 1040STfm) This drive is
not working properly. Sometimes it
works. Sometimes it doesn't. There
must be an alignment problem.
$20 or best offer *******

******* sold!

Reply to:
Alan M. Levi

levi@endor.cs.psu.edu
or
levi@server2.cs.psu.edu
Phone: (814) 867-2427

2220. Re: HELP! Calamus vs. TOS version!

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 08:44:38 UTC
From: stigvi@solan5.solan.unit.no
Message-ID: <1990Sep28.084438.27045@idt.unit.no>
Source record: 238345

In article <1990Sep25.230945.23142@imada.dk>, micro@imada.dk (Claus Pedersen) writes:
|> Hi,
|> Calamus will not run on your ST with _SCANDINAVIAN_ TOS because it is
|> not supposed to. This is probaly one of oldest copy protection schemes for
|> the Atari. It prevents Pirated software to be spread across the world.
|>
|> (My older copies of Turbo C used the same scheme, v2 does not. (in fact
|> it was only MAS and BUG that was protected)).
|>
|> Klaus (micro@imada.dk)

I have a _SCANDINAVIAN_ TOS V1.4, and Calamus works fine !!!

Stig Vidar Hovland - stigvi@solan.unit.no

2221. SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 08:58:09 UTC
From: spa@fctunl.rccn.pt
Message-ID: <SPA.90Sep28095809@host.fctunl.rccn.pt>
Source record: 238339

I know this was discussed some time ago, but I don't have the articles any more.

What is the status on programs to produce ST-readable (2-sided) floppies on a SPARCstation, either fixes to the Sun programs or new ones would do.

I seem to remember colas@avahi.inria.fr (Colas Nahaboo) had something along these lines, how are things coming along?

/.salvador
--

Salvador Pinto Abreu BITNET/Internet: spa@fctunl.rccn.pt
+---------------------------------+ UUCP: spa@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

2222. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 11:27:50 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <893@ehviea.ine.philips.nl>
Source record: 238258

In article <5499@harrier.ukc.ac.uk> dac@ukc.ac.uk (David Clear) writes:
|If MiNT is in the public domain, wouldn't it be nice (!) if there was a
|multi-tasking C shell (as there is for Micro RTX) for it... and if that were
|also public domain (with full sources), wouldn't THAT be nice :-)
|
|Anyone want to write it? :-)

Well, I use a shell that I wrote myself several (3?) years ago. This is a Bourne type shell with command recall hacked in; it also can 'preload' programs (I typically preload 'ls' and 'pwd' for speed), sort of a substitute for builtin functions, but with greater flexibility and keeping the shell itself small.

There are some problems with quoting still that I didn't care to solve; but this would be a challenge for a devoted programmer. I'd probably write different (better?) code now, but it would be a good starting point. The code contains the hooks and pointers for multi-tasking, without actually implementing it (or implementing by resorting to temporary files). Probably a piece of cake to convert for MiNT or RTX (it should support both if possible).

Add job control and aliases and you get a G (gee) shell 8-).

What should I best do with it? Mail to selected individuals, or send to the sources moderator? I probably can't do it myself, having too little time to undertake yet another project. Feedback appreciated.

Leo.

2223. Re: MiNT: first things first

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 12:51:06 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep28.125106.7813@doe.utoronto.ca>
Source record: 238340

In article <1583@ruunsa.fys.ruu.nl> muts@fysaj.fys.ruu.nl (Peter Mutsaers /100000) writes:
>
>When I have time, I'll try to port the MinT sources to TC.
>

An excellent idea. I have heard that TC produces _much_ faster code than
any other compiler, and that the speed difference is almost like a chip
upgrade. Also, TC's code is supposed to be about 1/3 smaller than other
compilers. MiNT would probably be blindingly fast compiled with TC.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2224. Nec 3D and St

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 13:02:29 UTC
From: rick@jpusa1.UUCP
Message-ID: <2013@jpusa1.UUCP>
Source record: 238254

Has anyone used a Nec 3D with an Omniswitch on
an St or Mega? I haven't had any luck with cables, and
wonder if the switch will will solve my problems.... I'd
hate to buy one to find out the 3D just won't work...
Thanks for any help!

-rick mills

Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1.uucp!rick

--
rick

2225. atari.st.games (Was: Dungeon master, ftl)

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 14:17:22 UTC
From: colas@avahi.inria.fr
Message-ID: <1990Sep27.165322@avahi.inria.fr>
Source record: 238330

jack@leo.UUCP (Jack Benkual) writes:
> BTW how about forming a discussion group for atari.st.games? Amiga has one.

I think it is unecessary. Most games are the same on the amiga and the atari,
so we can share the same newsgroup (which I do).

2226. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 14:20:51 UTC
From: marclaan@neabbs.UUCP
Message-ID: <456357@neabbs.UUCP>
Source record: 238341

Joep,
Onder Spectre kun je partities gebruiken die groter zijn dan de max.
16 Meg die onder ST-mode is toegestaan. In principe oneindig, of in
elke geval ergens richting 64 Meg.
Je kunt bijv. formtteren met AHDI van Atari, maar ook met Supra of ICD
formatters.Ik meen dat supra tot max 32 meg per partitie gaat.

Staat trouwens gewoon in de handeleiding, pag. 94 ev.

---> groet van Marc Laan

excuse for not using English to all foreign readers

2227. Need hard disk specs Miniscribe HH725B

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 14:26:30 UTC
From: hbergh@oracle.nl
Message-ID: <1000@nlsun1.oracle.nl>
Source record: 238257
Cross-posted to: comp.sys.ibm.pc.hardware,comp.sys.atari.st

Hi,

I'm looking for the specs of my Miniscribe HH 725 B hard disk.
It used to be built into a PC/XT, formatted as a 20Mb MFM drive.
I now want to use it with an Atari ST, connected to an RLL controller.
I need to know the following:
# of cylinders
# of heads
reduced write cylinder
write precomp cylinder
landing zone
seek rate

Thanks in advance.

--
Herbert van den Bergh, ORACLE Europe hbergh@oracle.nl, hbergh@oracle.com
Rijnzathe 6, NL-3454 PV De Meern uunet!mcsun!orcenl!hbergh
Phone: +31-3406-94211

2228. Kermit for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 15:04:02 UTC
From: rharrie@ac.dal.ca
Message-ID: <2027@ac.dal.ca>
Source record: 238349

I am completely new to the Atari ST. Does anyone know if Kermit is
available for the ST.

Please E-Mail answers to:

in%"rharrie@ac.dal.ca"

Thanks in advance
Robert Harrie.

2229. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 16:15:36 UTC
From: david@bdt.UUCP
Message-ID: <5371@bdt.UUCP>
Source record: 238343

HARD DISK SENTRY is the Beckemeyer Development commercial
hard disk analysis, repair, and optimzer (de-fragger).
It is reliable and it works with large (e.g HDX 3.x)
partitions. The retail price is $49.95.

HD SENTRY also includes a low-level disk sector test program
which will check disks for sector errors and optionally
mark them bad in the FATs.

From:

Beckemeyer Development
PO Box 21575
Oakland, CA 94620
(415) 530-9637

--
David Beckemeyer (david@bdt.UUCP) | "Adios amigos. And, as they say when
Beckemeyer Development Tools | the boys are scratching the bad ones,
P.O. Box 21575, Oakland, CA 94620 | 'Stay a long time, Cowboy!'"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - Jo Mora

2230. dld 3.2 (was Re: MiNT: first things first)

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 16:35:59 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <6814@sbsvax.cs.uni-sb.de>
Source record: 238348

In article <1990Sep27.170514.19506@agate.berkeley.edu>, ericco@stew.ssl.berkeley.edu (Eric C. Olson) writes:
> Another possibility is a GNUware program I got off the net, called
> dld, a dynamic loader.
>

A version of dld for gcc is on cs.uni-sb.de in dir /pub/atari/gcc/binutils. The archive dld-3-2.zoo contains the dynamic loader package (source). The complete library for linking/unlinking and findinng symbols is < 20 kB when compiled by gcc 1.37. To use the package you need GNU-object files (these are produced by gcc or Laser C) and you have to link your executable with the new ld (in dir /pub/atari/bin) to produce a TOS executable with dbx-symbols. You should also get the binary for GNU-strip to strip local symbols from the objects you which to link dynamically.
Before i forget it: this is a beta test version according to Wilson Ho who wrote the unix-version!

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

2231. ST MIDI Users:

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 17:44:15 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3178@vela.acs.oakland.edu>
Source record: 238260

```
The filters are in. Anyone that is not yet receiving mail, be patient. I
am trying to chase down all of the "bad paths". Any of you that received
a test message, and did not respond/reply, will not be on the active list!!!

Any new users, please mail to:

swood@vela.acs.oakland.edu

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
UUCP: ...!uunet!umich!vela!swood | swood@unix.secs.oakland.edu
Bitnet: swood@Oakland |
```

2232. Re: HELP! Calamus vs. TOS version!

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 17:45:23 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.654536810.larserio@kvart.ifi.uio.no>
Source record: 238350

Yes, The scandinavian version of Calamus works on swedish 1.2 and 1.4, but not on my US TOS 1.4 :-(Just as System /// Heidelberg programs only works on machines with german keyboard layout (z and y exchanged)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

2233. Re: FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 18:17:45 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330026@hpfinote.HP.COM>
Source record: 238346

From / MV010320@NDSUVM1.BITNET / 6:22 pm Sep 25, 1990 /:

> What is the best flight sim program for the ST. Does Sublogic support the
> st with their flight Simulators?

Definitely Flight Simulator II, from SubLogic. Consider this an unequivocal endorsement. And if you get tired of FS2, then buy Jet from them.

SubLogic also has scenery disks to go with FSII and Jet. Awesome. To really get into it, find a copy of Charles Gulick's "Flying Flight Simulator," and set it in your lap while you "play." (Hey, man, this ain't no game!)

> Also where would I go about getting
> software to emulate the PC?

Stay away from PC Ditto II. The mfr. went bankrupt. Try PC Speed, or ??? the other one. I don't have sources. (BTW, our PC Ditto II worked fine, once we got it working. But what a pain to get to that point!)

> And hardware or software to emulate the mac?

Definitely Spectre GCR, from Gadgets By Small, 40 W. Littleton Blvd., Littleton, Colorado. (303)791-6098. You have to obtain the Mac ROMs separately. Spectre is an elegant hack. I giggle with delight every time I fire mine up. GBSmall is a terrific little company, and I wish them all the success in the world. (They need all the luck they can get, now that Big Green Apple is trying to shut down the ROM pipeline. Buy your ROMs *NOW*!)

> and how good are these emulations.

Spectre GCR is fantastic, see my gushing above. Liek I said, PC Ditto II worked fine, but it was a bear to get going, and doesn't fit very well in our classic 1040ST case. I have no experience with the other emulators.

Spectre GCR lets you read/write Mac floppies directly in the ST. It also lets you use hard disks and printers. You need a monochrome monitor, though, and a copy of MacPrint if you're going to use a DeskJet, LaserJet or non-Apple printer. DeskWriter works fine.

> and lastly where would I go to find
> a fairly priced modem for the ST?

Sorry, I haven't bought one yet. Most people buy the Supra 2400-baud modem from Supra Corp, Albany, Oregon. Supra also sells HD's for the ST.

Check your local dealers, or mail-order houses for the best prices.
Good luck, and have fun with your machine.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2234. SYSMON

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 18:46:07 UTC
From: gaertner@tertius.uucp
Message-ID: <1375@tertius.uucp>
Source record: 238347

SYSMON is shareware, i've got a version and i can post the address
of the author if it is needed (unfortunately i got at at home).

Ralf Gaertner gaertner@fhi-berlin.mpg.dbp.de
Oldenburgerstr. 2
D - 1000 Berlin 21
FRG

2235. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 19:52:30 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Sep28.195230.9880@cbnewsl.att.com>
Source record: 238251

In article <1363@tnosoes.izf.tno.nl>, joep@tnosoes.izf.tno.nl (Joep Mathijssen) writes:
> I just installed a 69MB harddisk and know I'm wondering if
> it's still possible to use Spectre on this (non-atari) harddisk?
>
> Has somebody already tried this? What's the spectre limit?
>
> I'm still using tos 1.0, but I'll get 1.4 in 2 weeks. The
> harddisk is a Rodime 3085S (?!) and the controller a 3000S.
>
>
spectre will use any partition on any hard drive.
(There is some folk lore on the position (0 1 2 3 etc.
Use the last one on your hard disk).

Your favorite partition program may make them all TOS. Don't
worry, Spectre will redo it its own way.

One thing to remember. Most of the formatters assume the partitioner will
map out bad sectors. Spectre (ala MAC) will not do this. If your partition
has bad sectors in it bad things will happen later if its in specter format.

(I solved this for controllers using the Adaptec 4000 and 4070 by writing my
own formatter, and giving the adaptec the bad sector list. It maps them out
at the lowest level, leaving the partitions error free.).

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2236. Re: PCDittoI and booting from a hard disk

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 20:01:24 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Sep28.200124.10382@cbnewsl.att.com>
Source record: 238252

In article <1990Sep28.015326.17385@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> Well, I've done this twice now, so I think I've got an idea of
> what is going on. But since I did the same thing months
> apart, I wanted to find out if I'm right before going through
> this whole procedure again.
>
> I was able to set up dos so that it would start from my hard
> disk (i.e. drive C:), when using PCDittoI--software version.
> After not using PCDitto for a couple of days, however, I found
> that I was no longer able to boot dos from the hard disk. As
> I said, I did this a few months ago and in just the past few
> days. This time I think I figured out what I did: I
> installed G+Plus and resorted my Auto folder. So, my question
> is: Does resorting the Auto folder somehow wipe out the dos
> boot? If so, I want to make sure of my set up before going
> through the formatting procedure again.
>
No the auto folder should not affect this.

PCDitto require that both C: and D: have valid IBM headers. TOS doesn't care if the IBM header is there or not. The D: thing is curious but its how I experienced it, and after disassembling the code, read it that way. Its a bug; now a feature!.

Also, for the C: to boot the IBMCOM and BIOS files must be the first in the FAT and Directory. If your resorter for the Auto folder or G+ muck arround with the order of these files you won't boot either.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2237. WAACE AtariFest 90 Organisations List

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 20:29:12 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep28.202912.5220@terminator.cc.umich.edu>
Source record: 238253

Howdy,
I'm postin this for John Barnes. It is an updated list of participating organizations for Atarifest '90. The Atari.Archive posse will be there, so should you....Please mail John directly for details, NOT ME, as I don't know.

Thanks,
weiner

The following Organizations are participating in WAACE ATariFest '90 as paid exhibitors:

Advanced Technology Networks Alpha Systems
Application & Design Software Atari Corp (US)
Authorware Best Electronics
Branch Always Software Codehead Software
Computer Digest Current Notes, Inc.
D. A. Brumleve Data Innovations, Inc.
Debonair Software Double Click Software
Dr. BobWare FAST Technology
Frontier Software Gadgets By Small
GEnie Goldleaf Publishing, Inc.
Gribnif Software ICD
ISD Marketing, Inc. Joppa Computer Products
L & Y Electronics MacDonald Associates
Michtron, Inc. MultiByte
SLICCware Step Ahead Software, Inc.
Taylor Ridge Books Toad Computers
Washington Music Center WizWorks!
Zubair Interfaces, Inc.

These 35 organizations are a cross section of all that is best in the Atari Community. Please download this message and post it on any bulletin boards that you are connected to. Please pass it on to your user group officers and urge them to pass the word to all members.

WAACE AtariFest '90 is the only Atari show on the East Coast this year that is receiving full Atari corporation support.

For further information contact:

J.D.BARNES (GEnie)
JDBARNES (Delphi)
JOHNBARNES@ENH.NIST.GOV (Internet)

This version (23 Sept 1990) of the list is a correction of an earlier posting (22 Sept 1990). I regret the errors which caused a couple of

vendors to be omitted.

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

2238. AtariFest Schedule of Events

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 20:31:34 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Sep28.203134.5335@terminator.cc.umich.edu>
Source record: 238261

thanks,
weiner

1990 WAACE Atarifest Seminar List

Saturday October 6, 1990

11:00 AM "Live & Uncensored: Sex, Lies and Video Games"
Mike Vederman & Paul Lee, Double Click Software
12:00 PM "Desktop Publishing with Calamus"
Nathan Potechin, President, ISD Marketing
1:00 PM "Atari Corporation : Live!"
Bob Brodie, Manager of User Group Services, Atari Corp.
2:00 PM "Everything you've wanted to know about Wordflair & Wordflair II"
Lauren Flanagan-Sellers, Goldleaf Publishing
3:00 PM "Neodesk 3: The Ultimate Desktop"
Rick Flashman & Dan Wilga, Gribnif Software
4:00 PM "ST Report"
Ralph Mariano, Publisher, ST Report Online Magazine
5:00 PM "Mass Storage Devices for the Atari ST"
David Troy, Toad Computers

Sunday October 7, 1990

11:00 AM "Introduction to Desktop Publishing using Timeworks Publisher ST"
Joe Waters, Publisher, Current Notes Magazine
12:00 PM "Kid Progs"
D.A. Brumleve
1:00 PM "Atari Corporation: Technically Speaking!"
John Townsend, Ken Badertscher and Cary Gee, Atari Corp.
Technical Staff
2:00 PM "Software Acceleration"
Darek Mihocka, Branch Always Software
3:00 PM "The GOOD Way to Back Up Your Hard Drive"
Jeff Lomicka, tid bit Software Engineering
4:00 PM "Software that Shines"
J. Andrzej Wrotniak, Debonair Software
5:00 PM "International Association of Atari Developers"
Featuring members of International Association
of Atari Developers headed by president Nathan Potechin
of ISD Marketing

Additional presentations are scheduled for the various demonstration
rooms on MIDi, Desktop Publishing, Productivity software, Games, and
Education.

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

2239. UNITERM Question

Newsgroup: comp.sys.atari.st
Date: 1990-09-28 23:52:59 UTC
From: kethorpe@violet.uwaterloo.ca
Message-ID: <1990Sep28.235259.24143@watdragon.waterloo.edu>
Source record: 238259

I've recently begun using UNITERM and I have a couple of questions.

When I start it up it always gives me an error per restoring my setup.
What should the name of the setup file be to load automatically when I
start? I tried DEFAULT.SET but to no avail.

Secondly, is there a way to have a set of phone numbers load
automatically as well?

Unfortunately, when the computer and UNITERM was given to me, there
was no documentation for me to look this up myself.

Thanks in advance
Kevin

2240. VCR backup units [request for info]

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 00:03:05 UTC
From: pesch@pa.reuter.COM
Message-ID: <423@saxony.pa.reuter.COM>
Source record: 238268

Last time I dropped in to see my local ST dealer, he had something that caught my eye: a VCR-based tape backup adapter and software kit for the ST. Apparently the thing is called "DVT VCR", and is by some outfit called "Seymour/Radix". The price seems reasonable---$99---but according to the dealer, it won't do any sort of good to my Spectre partitions; it doesn't even have an image backup mode.

Now, I've been wishing for some kind of tape backup, and at that price I'd love to go for the thing. But I've got a lot of stuff under Spectre, and may at some point start keeping a lot of stuff under something like Minix---another non-TOS partition or two.

Anywho: (1) has anyone got experience with this, or any other, VCR backup device for the ST?
(2) Can it really not deal with non-TOS partitions? Does this apply to its competition as well, if it has any?
(3) Any general thoughts on robustness of VHS tape as a backup medium---how reliable is it (do I need to make three copies of everything because of expecting two to fail?), how long do the tapes last, anything else that seems useful?

Thanks!
/Roland

--

Roland Pesch pesch@pa.reuter.com (415) 327-1700
:Reuters::425 Sherman Av., Ste 200::Palo Alto CA::94306:

2241. home-brew monitors cable?

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 01:19:05 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <60879@iuvax.cs.indiana.edu>
Source record: 238263

I'm finally getting a mono monitor, but I don't want to spend the money on a Monitor Master. On the other hand, I don't have a problem with chopping up cables and covering them with tape when I'm done (I'm not into fancy boxes). Is it possible to build a (relatively) simple switch into the cable(s)?

Any help appreciated...

Jeff

Jeffrey C. Burka	"At night they're seen
jburka@silver.ucs.indiana.edu	Laughing, loving,
jburka@amber.ucs.indiana.edu	They know the way to be happy" --KaTe

2242. Window topper (for lack of a better name)

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 01:58:29 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep29.015829.520@ecst.csuchico.edu>
Source record: 238255

Anyone know of a AUTO folder program that moves the window under the mouse pointer to the top? There's a function called AUTONEWTOP, or something like it, in a disk catalogger called STDCAT40. When you move the mouse, the window under it comes to the top. Thanks.

--

==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2243. GFA-Basic and MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 03:25:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7198.2703dbf2@uwovax.uwo.ca>
Source record: 238267

In article <5706470@merkur.gtc.de>, rodney@merkur.gtc.de (Rodney Volz) writes:
> ... A further problem is our UUCICO: it's
> written in GFA-Basic, does system calls, and is therefore not usable
> with MiNT.

MiNT is intended to support all TOS system calls. Does GFA-Basic use some undocumented system calls? Or is there some other reason that GFA-Basic written programs are not usable under MiNT? (If the problem is MiNT, of course, that can be fixed.)

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2244. Re: Anyone got NeoDesk V3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 04:41:53 UTC
From: close@sgi.com
Message-ID: <1990Sep29.044153.14275@relay.wpd.sgi.com>
Source record: 238256

In article <1990Sep26.191718.11492@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
->>jlong@radc.af.mil (Jeff Long) writes:
->>
->> I ordered my upgrade to V3.0 of NeoDesk, and was just sitting
->> around getting anx ious about when it would come. Has anyone gotten
->
->I'm expecting it any time now, since the newsletter stated that it
->would take 4-6 weeks. I sent my upgrade on the 17th of August, so
->when Friday of this week comes (6 weeks), I'm sending mail to Dan
->Wilga. :^)

I just got e-mail from Dan Wilga saying that some hard drive problems on their end has delayed the shipping of Neodesk upgrades. He said that they were able to start shipping them out this week (Sept. 25 or so). So you should be getting your upgrades in a bit.

--
Diane Barlow Close
close@lunch.wpd.sgi.com
also close@cygnus.com
I'm at lunch today. :-)

2245. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 05:24:27 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8637@helios.TAMU.EDU>
Source record: 238269

In article <456357@neabbs.UUCP> marclaan@neabbs.UUCP (MARC LAAN) writes:
>Joep,
>Onder Spectre kun je partities gebruiken die groter zijn dan de max.
>16 Meg die onder ST-mode is toegestaan. In principe oneindig, of in
>elke geval ergens richting 64 Meg.
>Je kunt bijv. formtteren met AHDI van Atari, maar ook met Supra of ICD
>formatters.Ik meen dat supra tot max 32 meg per partitie gaat.
>
> Staat trouwens gewoon in de handeleiding, pag. 94 ev.
>
>---> groet van Marc Laan
>
>***excuse for not using English to all foreign readers***

2246. New disk drive, more troubles...

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 07:38:22 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9009290738.AA02602@cie.uoregon.edu>
Source record: 238271

Hi. I'd like to thank everybody who sent me sugestions and information on my disk drive problems. In short, the drive was scrambling files at random opn my disks. My final solution was to trade in for a new built-in drive at my local Atari dealer. End of problem, right? I'm not so sure...

My new disk drive is still having problems with disks, but they're not the same problems. Some disks are now unreadable, and cannot be formatted. How is it possible for a disk drive to damage a disk this way?

Some files are damaged in such a way that I can copy them from drive to a ramdisk, but only part of the file gets copied. One file I copied six times, and each time got a different byte count on my destination drive (the ramdisk). Yet, the computer carried out the copy as if everything was fine with no error messages, which has never happened to me before.

A couple disks which have *never* been placed in my old drive without write protection now have damaged files. I've lost all of my copies of Interlink this way. Could my old drive have damaged a write-protected disk?

Finally, I used the check disk feature of Hypercopy on some of these suspect disks, and, when I can get past the "Disk A: may be damaged" error flag, am told that these disks have damaged FAT sectors.

I have a couple of questions that I hope somebody out there has the time to answer...

Could a disk with defective heads have caused all this damage? Or might the new disk be having problems?

Could the problem reside, not in the disk itself, but in one of the chips controlling the disk I/O? Once the chips in the case worked loose and I had to open it up and physically push them back down (don't worry, I was grounded) before the computer wopuld recognize the disk drive.

Are there any programs in the FTP sites that would give me a detailed examination of my disks and tell me what is wrong? If it's damage from the old drive, I'd like to isolate the bad disks so I may deal with them.

Anyway, thanks again for taking the time to listen to me, and I hope somebody knows something that might help me get a handle on this %$#*!! problem...

James Charles Lynn
---
jamesl@cie.uoregon.edu

"All flames considered on basis of merit (i.e. ignored)"

2247. Surge protector switch

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 08:29:41 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Sep29.082941.24436@unicorn.wwu.edu>
Source record: 238272

I've been playing around with having a surge protector's switch turn
on and off all of my hardware-- one flick of a switch turns on/off my
computer, monitor, modem, and printer. Does anyone know if this poses
any hazards to my hardware?

Thanx in advance to a rather silly question,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

2248. Re: UNITERM Question

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 09:50:46 UTC
From: felner@iiic.ethz.ch
Message-ID: <9743@neptune.inf.ethz.ch>
Source record: 238264

In article <1990Sep28.235259.24143@watdragon.waterloo.edu> kethorpe@violet.uwaterloo.ca (Kevin Thorpe) writes:
>When I start it up it always gives me an error per restoring my setup.
>What should the name of the setup file be to load automatically when I
>start? I tried DEFAULT.SET but to no avail.
The name is UNITERM.SET ...

>Secondly, is there a way to have a set of phone numbers load
>automatically as well?
Sure, use the menu 'Other/Dialer ...', enter your numbers and modem characteristics, and select 'Save numbers' from the File menu. The file's name here is UNITERM.TEL. It laods automatically on startup.
When you press the right mouse button, you get a popup menu where you can select a phone number with one mouse click ...

>Thanks in advance
You're welcome.

>Kevin

Tomas Felner, felner@iiic.ethz.ch

2249. Re: Nec 3D and St

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 10:47:54 UTC
From: chris@tharr.UUCP
Message-ID: <1051@tharr.UUCP>
Source record: 238262

In article <2013@jpusa1.UUCP> rick@jpusa1.chi.il.us (Rick Mills) writes:
> Has anyone used a Nec 3D with an Omniswitch on
>an St or Mega? I haven't had any luck with cables, and

The 3D works fine with a switched cable as long as it is well grounded
and shielded. You need a four-pole double-throw switch though.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr free public access to Usenet in the UK 0234 261804 -->

2250. Re: Need hard disk specs Miniscribe HH725B

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 11:58:23 UTC
From: hv@uwasa.fi
Message-ID: <1990Sep29.115823.4565@uwasa.fi>
Source record: 238265

In article <1000@nlsun1.oracle.nl> hbergh@oracle.nl (Herbert van den Bergh) writes:
>I'm looking for the specs of my Miniscribe HH 725 B hard disk.
>It used to be built into a PC/XT, formatted as a 20Mb MFM drive.
>I now want to use it with an Atari ST, connected to an RLL controller.
>I need to know the following:
> # of cylinders
> # of heads
> reduced write cylinder
> write precomp cylinder
> landing zone
> seek rate

I looked from THEREF40.ZIP (available for anon ftp from
(chyde.)uwasa.fi (128.214.12.3) in pc/doc dir; this is a
wonderful piece of Hard Disk information) and found the
following info (sorry for the broken lines):
MANUFACTURER MODEL NUMBER WTH. HGT. UNFORMAT FORMATED
CYLS COMP TK PL HD AC FACE METHOD TPI P? ACC RATE
MTBF USE
D COMMENTS

MICROSCIENCE HH-725 5.25 HALF 25.0MB 21.0MB
612 17 2 4 ST412 MFM 0 99mS 5.0M
b

--
== Harri Valkama, University of Vaasa, Finland ==========
P.O. Box 700, 65101 VAASA, Finland (tel:+358 61 248426 fax:+358 61 248465)
hv@uwasa.fi hv@nic.funet.fi hkv@flame.uwasa.fi harri.valkama@wmac00.uwasa.fi
Moderating at chyde.uwasa.fi (128.214.12.3) & nic.funet.fi (128.214.6.100)

2251. Re: Dave, give us your sources!

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 13:05:47 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep29.130547.13033@doe.utoronto.ca>
Source record: 238273

In article <5706470@merkur.gtc.de> rodney@merkur.gtc.de (Rodney Volz) writes:
>
>One thing we still need, is a good shell. I have read the source of
>Gulam; it's fast, but has only little to do with a real C-Shell.
>Another possibility would be BASH, but BASH uses far too much memory.
>
>Dave; I suggest you make your Micro-CSH free- or shareware; I'll do the
>same thing with Mercury UUCP. A further problem is our UUCICO: it's
>written in GFA-Basic, does system calls, and is therefore not usable
>with MiNT. Beckemeyer's uucico - which is derived from GNU-UUCP, I
>think - should solve the problem.
>
Actually, all we really need is a C Shell which recognises MiNT. DB
would not have to release his sources for that.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2252. Wanted: X-Window Server

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 13:47:00 UTC
From: jan@swi.psy.uva.nl
Message-ID: <4406@swi.swi.psy.uva.nl>
Source record: 238270

I'm wondering whether there is an implementation for an X-server that runs on an Atari (Mega)-ST. I regulary use my Atari to connect to a Unix machine and I have the impression that it should be possible to do this via X.

NCD X-Terminals can run X while communicating via a serial port and they claim that even on low baudrates (about 4800) the performance is acceptable. The NCD terminal has similar hardware than the Atari Mega-ST (certainly when we consider the screen of the NCD terminals is over 1000x1000 pixels), so I presume it is possible to implement an acceptable server on an atari. A search on the archive servers for both atari software and X software did not provide me with any clues.

Anyone who knows about something going on in this direction?

Please reply via mail as I'm an irregular reader of News an the expire time is VERY short.

Thanks --- Jan

2253. SYSMON

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 15:54:53 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Sep29115453@mole.ai.mit.edu>
Source record: 238266

I downloaded SYSMON from the site in germany someone mentioned. It unpacked fine but the executable gives 2 bombs when I run it. Can't figure out what's wrong, as the docs are in German. Does it require TOS 1.4?

--

| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

2254. How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 20:59:53 UTC
From: ADAM_TILGHMAN@bdt.UUCP
Message-ID: <5429@bdt.UUCP>
Source record: 238277

I am in the middle of a project and have come upon an obstacle... I am using an external PD program, but in order to get it to do what I want I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own filenames), as well as FOPEN() calls (to change the filename to suit my needs). So far I have this working perfectly EXCEPT for the fact that I can't find the current DTA address; is there any way that I can do this while processing a TRAP #1?

Adam Tilghman

P.S. - Please post replies to the net - my email feed is shaky

2255. Re: atari.st.games (Was: Dungeon master, ftl)

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 21:22:03 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep29.212203.2504@watdragon.waterloo.edu>
Source record: 238275

In article <1990Sep27.165322@avahi.inria.fr> colas@avahi.inria.fr (Colas Nahaboo) writes:
>jack@leo.UUCP (Jack Benkual) writes:
> > BTW how about forming a discussion group for atari.st.games? Amiga has one.
>
>I think it is unecessary. Most games are the same on the amiga and the atari,
>so we can share the same newsgroup (which I do).

Well I could care less if amiga has a games base let them stay on there

bases and we can enjoy a new atari message base for games!

It is necessary for three reasons. One I have source files in C,GFA, and
Stos that support game programming! Two there are far more Atari games
than there are Amiga games(Now Amiga owners dont get huffy,we have been
around longer!) Three most Atari games are unique and have no amiga equivalent!

Put another vote in for me for a new Atari Games Base!
I have hundreds of PD games for the Atari with no equivalent on other machines,this is
mainly due to STOS being out longer than Amos.

Hardware Dave putting the 100 vote on this so why isnt somebody doing
something about it. At least over a 3 month period we can get this going.
Already the comp.sys.atari.tech base has grown rapidly.

****
Hardware Dave at your Service
Good movie to see if you like sci fi is " Krull"
****

2256. Re: SYSMON

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 21:33:27 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <26419@cs.yale.edu>
Source record: 238274

In article <ENTROPY.90Sep29115453@mole.ai.mit.edu> entropy@mole.ai.mit.edu (Nick Castellano) writes:
>I downloaded SYSMON from the site in germany someone mentioned. It
>unpacked fine but the executable gives 2 bombs when I run it. Can't
>figure out what's wrong, as the docs are in German. Does it require
>TOS 1.4?

I did the same thing, and it works for me. I do have TOS 1.4. The docs contain a long list of TOS versions which it knows about. I think you will need to read the docs. There is a lot to learn about the program that would be hard to figure out by just playing with it. You should also be aware that it is shareware and what the shareware conditions are.

--

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2257. Re: SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 22:54:38 UTC
From: wilker@descartes.math.purdue.edu
Message-ID: <14582@mentor.cc.purdue.edu>
Source record: 238276

The sparc-mtools package from the sun archives at titan.rice.edu
work on my sparc 1+ to read and write 3.5" 720k disks for my PC.
Clarence Wilkerson

2258. Re: MiNT shell

Newsgroup: comp.sys.atari.st
Date: 1990-09-29 23:13:08 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <27252@boulder.Colorado.EDU>
Source record: 238278

There is a korn shell clone at cs.uni-sb.de [134.96.7.254]. It seems to still
be under construction. Anyone want to adapt it to MiNT?
Its in the pub/atari/tools directory.

- Todd

+--+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--+

2259. Re: MiNT: first things first

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 04:47:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7201.270540b3@uwovax.uwo.ca>
Source record: 238279

In article <1990Sep25.175226.6410@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>Maybe what we need most of all for MiNT is a reasonably good
>clone of the Unix system library for Gnu. If someone rewrites
>gnu.olb to recognise and use MiNT, porting programs will be
>a cinch. Perhaps CRT0 should check whether MiNT is present,
>and set a global variable _mint to TRUE or FALSE (and do the
>same for _rtx, of course). Then the library can use these
>variables to decide how to execute system functions.

Not much sooner said than done; I just sent the modified source code for the GCC library to atari.archive (the file is called mintlib.zoo; check for it in the newitems directory, it should be there soon). The library is optimized for MiNT, in the sense that I didn't bother trying to emulate things like fork() and vfork() under TOS (as in previous versions of the library, there's a spawnve() call to emulate fork/exec/wait in TOS; under MiNT you can also use spawnve() to start things in the background). The external variable __mint is set to the MiNT version we're running under, or 0 for TOS.
This library can compile the Sun version of bash with 0 changes (well, if you're doing it on an ST instead of a Sun you'll have to rename "y.tab.c" and "y.tab.h" to "y,tab.c" and "y,tab.h", or whatever the names are that your Yacc clone outputs). This is not to say that bash has been ported to MiNT. The path code should be changed to accept commas instead of colons, and the startup file names should be modified (to "bash.pro" instead of ".bash-profile", etc.); and it would be nice to be able to type "ls" instead of ls.ttp. I hope someone can do this polishing; I haven't got a whole lot of time.
I don't know RTX well enough to try to write a library for it; also, my primary interest is in compiling Unix (BSD flavor) software, and MiNT is (by design) better suited to this than RTX. (Conversely, RTX is better at lightweight processes than MiNT is; a cthreads library for RTX would be almost trivial). So the MiNT library doesn't support RTX at all. Since everything is in source form, you can add this support if you want. It would probably be worthwhile, since lots of people use RTX.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2260. Re: SYSMON

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 08:29:52 UTC
From: entropy@churchy.ai.mit.edu
Message-ID: <ENTROPY.90Sep30042952@churchy.ai.mit.edu>
Source record: 238280

>In article <ENTROPY.90Sep29115453@mole.ai.mit.edu> entropy@mole.ai.mit.edu (Nick Castellano) writes:
>>I downloaded SYSMON from the site in germany someone mentioned. It
>>unpacked fine but the executable gives 2 bombs when I run it. Can't
>>figure out what's wrong, as the docs are in German. Does it require
>>TOS 1.4?
>
>I did the same thing, and it works for me. I do have TOS 1.4. The
>docs contain a long list of TOS versions which it knows about. I
>think you will need to read the docs. There is a lot to learn about
>the program that would be hard to figure out by just playing with it.
>You should also be aware that it is shareware and what the shareware
>conditions are.

I'd be more than happy to read the docs, but they are in German.
Anyone want to translate them?

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

2261. Re: PCDittoI and booting from a hard disk

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 14:13:38 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Sep30.141338.882@rodan.acs.syr.edu>
Source record: 238281

In article <1990Sep28.200124.10382@cbnewsl.att.com> hojo@cbnewsl.att.com (HC Johnson) writes:
>In article <1990Sep28.015326.17385@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>> I was able to set up dos so that it would start from my hard
>> disk (i.e. drive C:), when using PCDittoI--software version.
>> After not using PCDitto for a couple of days, however, I found
>> that I was no longer able to boot dos from the hard disk. As
>> I said, I did this a few months ago and in just the past few
>> days. This time I think I figured out what I did: I
>> installed G+Plus and resorted my Auto folder. So, my question
>> is: Does resorting the Auto folder somehow wipe out the dos
>> boot? If so, I want to make sure of my set up before going
>> through the formatting procedure again.
>No the auto folder should not affect this.
>PCDitto require that both C: and D: have valid IBM headers. TOS doesn't
>care if the IBM header is there or not. The D: thing is curious but
>its how I experienced it, and after disassembling the code, read it that
>way. Its a bug; now a feature!.
Does this mean I have to format D: (as well as C:) with dos?
I thought the manual specifically said you didn't have to do
this. Besides, before messing around with the AUTO
folder, both C: and D: worked fine with dos...AND C: booted
from dos.
>Also, for the C: to boot the IBMCOM and BIOS files must be the first in
>the FAT and Directory. If your resorter for the Auto folder or G+
>muck arround with the order of these files you won't boot either.
Well, I presume that something must have been messing around
with the placement of IBMCOM and BIOS files! My question now
is: Is there some way to get IBMCOM and the BIOS files back
into their first position without going through the whole
formatting procedure all over again? I'm keeping my fingers
crosses that there is...and that it is easy!
>Howard Johnson
Thanks, Howard.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

2262. NEO Picture file format

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 15:39:01 UTC
From: euajpa@eua.ericsson.se
Message-ID: <1990Sep30.153901.4776@eua.ericsson.se>
Source record: 238282

I recently aquired some image files with extension .NEO, intended
for the ST, that I would like to view on my PC. Could somebody
please tell me where I could get a specification of the format?

Thank You.

/Johan Parin

(Johan.Parin@eua.ericsson.se)

2263. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 17:53:18 UTC
From: poole@chx400.switch.ch
Message-ID: <1990Sep30.175318.17716@chx400.switch.ch>
Source record: 238283

In article <mboen.653863080@peun33> mboen@nixdorf.de (Martin Boening) writes:
.....
>I'm quite aware that you connect to server machines with Ethernet and not
>with a 300 Bd dial-up modem, you know. However, (see below).
>
>>Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no
>
>Where over here in Europe can I get it? I know a few people, including me,
>who'd then buy them for X terminals and such.

Actually, whoever wrote the original article wasn't that far off, with
academic rebate you can get a SLC for about ~$4000 in Switzerland and
an IPC with 200MB disk for about ~$9000. As far as I know there is no
similar rebate for Atari's here. (Not that I think it's a fair
comparison anyway, you get a lot more for your money when you go out
and buy a Sun.)

Anyway the main problem with the TT (except Atari per se) is price:
it's nearly twice as expensive as what I payed a long time ago (can
it be five years? how time flys) for my ST520. If you ask around, most
people wont go out and buy a computer for personal use that is way over
SFr. 3000.-/$2300. So it really only appeals to freaks (considering the
age group a lot of european Atari hackers are in, I have a lot of problems
imagining them forking out this kind of money), businesses and academic
institutions. While I can't speak for the couple of businesses that use
Atari's in Switzerland, I do know that they don't have any chance of
selling any substantial ammounts into the academic market (at least not
at the current price).

[BTW does anbody know why Atari actually decided to release the TT?
Sinking ST sales?]
--
Simon Poole
poole@verw.switch.ch / poole@chx400.switch.ch / mcsun!chx400!poole

2264. Re: FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 19:33:59 UTC
From: rcb@netcom.UUCP
Message-ID: <14183@netcom.UUCP>
Source record: 238284

In article <15330026@hpfinote.HP.COM> rrd@hpfinote.HP.COM (Ray Depew x2419) writes:
>From / MV010320@NDSUVM1.BITNET / 6:22 pm Sep 25, 1990 /:
>> and lastly where would I go to find
>> a fairly priced modem for the ST?
>
>Sorry, I haven't bought one yet. Most people buy the Supra 2400-baud modem
>from Supra Corp, Albany, Oregon. Supra also sells HD's for the ST.
>

Actually, you are not limited to manufacturers that make things only for the ST. Just buy what you think is the best quality modem at your price range, because almost any external modem which attaches to an RS-232 port will work. The same idea also applies for printers. (The only caveats I know of are mentioned in the discussion on the HP DeskJet's.)

Roy Bixler
netcom!rcb@apple.com

2265. 68030 for Mega???

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 19:35:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <46300100@uxa.cso.uiuc.edu>
Source record: 238291

Hi. Since I'm not sure if my last note got out...

Does anyone know what is going on with the 68030 board that
was mentioned for the Mega's a while ago. Is it still being
worked on, has the idea been dropped, etc.? <-- (Fast & Small's)

If it is still being worked on, could someone please post the
specs. If not, does anyone know how well the 68020 board that
is out in Germany works? The 68030 board (16Mhz?) Prices?

Thanks for any replies. (English or Deutsch).

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

2266. Gulam/ARGV question

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 21:13:51 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep30.211351.9660@doe.utoronto.ca>
Source record: 238286

I have tried typing 'set env_style mw' in my gulam, but it still does
not seem to be sending an ARGV-style list to programs. At least,
gcc programs show an empty string for av[0]. Any suggestions? (I usually
use MT C-Shell, but gcc-cpp.ttp still has problems running under it).

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2267. TeXinfo question

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 21:56:08 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep30.215608.9914@doe.utoronto.ca>
Source record: 238285

A second question: how do you use TeXinfo files on the ST? Do
you need Gnu emacs? For that matter, how do you use them on
Unix?

Thanks.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2268. STe demos?

Newsgroup: comp.sys.atari.st
Date: 1990-09-30 22:18:04 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Sep30.221804.13095@stretch.cs.mun.ca>
Source record: 238288

Anyone have any idea where I can get demos that show off the 4096 colours
and the stereo sound of the STe? I don't have access to ftp, so mail
archives would be the best... Any suggestions? E-mail me!
--
C. Miguel Borges \ / carlos@stretch.cs.mun.ca
P.O. Box 1594 Station "C" -==(*O*)==- (709) 739-0419
St. John's Nfld MiG
CANADA A1C 5P3

2269. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 00:57:12 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Oct1.005712.7843@cs.dal.ca>
Source record: 238287

In article <1363@tnosoes.izf.tno.nl> joep@tnosoes.izf.tno.nl (Joep Mathijssen) writes:
>I just installed a 69MB harddisk and know I'm wondering if
>it's still possible to use Spectre on this (non-atari) harddisk?
>
>
>harddisk is a Rodime 3085S (?!) and the controller a 3000S.
>

I don't know about Rodines, but Spectre GCR works fine with my Supra,
which contains a Quantum 80 Mb HD. I have two 16 Mb Mac partitions on
the disk. Earlier I had one partition on a Supra 60, that worked fine too.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2270. VCR Tape backup! (Seymour/Radix)

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 03:00:44 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1190@beguine.UUCP>
Source record: 238292

I have the seymour/radix DVT vcr tape backup stuff, and have not been able to get it to work at all!! I would not recomend it to anyone....

I lost 2 partitons trying to back up with it.... I have learned. I will stick with Turtle!!!

John Bunch

--

2271. Re: atari.st.games (Was: Dungeon master, ftl)

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 03:46:37 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Sep30234637@tab00.larc.nasa.gov>
Source record: 238289

>I have hundreds of PD games for the Atari with no equivalent on
>other machines,this is mainly due to STOS being out longer than Amos.

I have STOS and a 1040st with TOS 1.0
and I have intention of getting tos 1.4 unless someone GIVES it to me.
(And, no, I don't mean pirating, I mean I don't want it.)

I also hear that STOs is incompatible with TOS 1.4 unless yu get some patches.

I would love to start releasing some SMALL games for the ST but what I
would really like to do is use my ST Replay to get some sounds into my
games... but no matter how I try to trick STOS into using the machine
code provided with my ST Replay, it gives me a bus error.

I have been told it can be done.
Now, I would like to be SHOWN with some STOS code-->
as long as it is publically distributable.

Oh, and I am the administrator or a game-design mailing list...
you can send questions to <game-design-request@cs.odu.edu>

Thank you.
ps: WHAT 100's of games from STOS?
Name a few for me, please!

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2272. Re: SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 04:03:40 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Oct1000340@tab00.larc.nasa.gov>
Source record: 238290

>The sparc-mtools package from the sun archives at titan.rice.edu
>work on my sparc 1+ to read and write 3.5" 720k disks for my PC.
>Clarence Wilkerson

Well, I have applied ALL necessary patches as well as received two binaries from a friend over the network, but I have yet to have a sparcstation format a 3.5" disk and have my 1040st (TOS1.0) read the disk without scrambling the data.

I have tried formatting disks on the ST and the sparcstation and neither seems to make a difference. Next, I have yet to try to format a disk on a REAL IBM (clone! :-)) but I don't think that will make a difference.

If someone actually has this type of system working for them, I would LOVE to test your methods! Would you send me your binaries and the EXACT steps you use to read the disks?

I think it's all a myth! It can't be done...
[That ought to do it!]

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2273. Re: Anyone got NeoDesk V3.0 upgrade yet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 04:11:58 UTC
From: csasaki@jarthur.Claremont.EDU
Message-ID: <8764@jarthur.Claremont.EDU>
Source record: 238293

Ok, I need to get the Neodesk 3.0 upgrade. I got their little flyer, and I said, "Neat, I think I'll get this. I've been waiting for this for a while." So I proceed to fill the thing out. Then I set it down. Later, I decide, "Hey, it's time to write the check for this, and send it out." Now I can't find the flyer. Where and how much money do I need to send? I have NeoDesk version 2.05.

thankx....

csasaki@jarthur.claremont.edu
"It was the modem server's fault!"

2274. Re: User Petra has been shut down

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 04:54:59 UTC
From: jcohen@lehi3b15.csee.Lehigh.EDU
Message-ID: <1156@lehi3b15.csee.Lehigh.EDU>
Source record: 238298

As a note.. I had tracked him down myself.. His name is
J. Halliday (HE) unsure of first name, I mailed him a nasty letter
but it seems that the "authorities" caught up with him just as soon..

Jcohen@islsun1.mse.lehigh.edu

2275. Re: Mercury UUCP posted without me knowing anything about

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 08:54:36 UTC
From: rodney@delos.stgt.sub.org
Message-ID: <2656@delos.stgt.sub.org>
Source record: 238221
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st

In article <2554647@obh.UUCP> ob@obh.UUCP (Oliver Brandmueller) writes:
>> want to observe that Mercury UUCP is NOT FREEWARE but Shareware; Mr.
>> Eckert has posted it WITHOUT MY PERMISSION.
>
>Hmm, habe ich da was falsch verstanden? Aber an Leute, die man kennt, darf
>es doch weitergeben, oder? Demnaechst wird wohl das Institut fuer Ethnologie
>der FU Berlin daran interessiert sein. Ich habe denen gesagt, dass sie Dir
>dafuer die Shaerware-Gebuehr schicken muessen, aber ICH darf denen doch der
>Einfachkeit halber die Diskette mitbringen, oder??? Das war doch der Sinn der
>Shareware, dass man eine Version irgendwo sich besogrne kann, es testen kann
>und erst bei Dauergebrauch bezahlen muss, oder???

Sicher. Mercury UUCP darf natuerlich frei weitergegeben werden,
und auch die Verbreitung ueber Netzwerke ist voellig okay, auch
ohne mein Einverstaendnis.

Das Problem bei Ripley war, dass er auf einem Netz, auf dem ich auch
vertreten war, den Kram gepostet hatte, ohne mich zu fragen. Rechtlich
voellig in Ordnung, aber menschlich nicht sehr entgegenkommend.

Die Sache ist fuer mich abgeschlossen; wenden wir uns konstruktiveren
Dingen als kontinuierlicher Flamerei zu. :-)) Abgesehen davon
unterhalten wir uns hier auf Deutsch in comp.sys.atari.st. Sorry, Ya'all!

-Rodney
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/

2276. Re: Moria crash (umoria.arc from atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 09:39:37 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1597@ruunsa.fys.ruu.nl>
Source record: 238295

rcstack@rw5.urc.tue.nl (Studenten Vereniging Stack) writes:

>I got the Turbo-C version of U-moria 5.2.1 (beta) from kukulcan.something.
>something (128.32.131.190), It works all right for a beta-release, but
>don't push ^D or ^C!!! (It is probably a feature, because it's UNIX-moria ;-)

I put this version there, and when there is a new release of Umoria I'll
have a look at this problem. (I don't know if it is because of my port,
or because of the Umoria sources)

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

2277. Monitor/TV setup

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 10:27:56 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Oct1.102756.27665@warwick.ac.uk>
Source record: 238202

I've asked this question before on comp.sys.atari.st but got no useful
replies - Hopefully you guyz know what you're on about!
I've got a mono monitor for any serious work and a simple old colour TV for
colour(i.e.games). The TV is connected via the aerial socket (no SCART socket)
and the monitor by the monitor port.
The problem is that if the monitor is plugged in the back the machine always
boots into high res, even if the monitor is switched off. This means that I
have to unplug the monitor whenever I want to use the TV.
Is there any known fix for this? I don't mind a bit of soldering in the back
of the ST but an external solution is preferred. I'm running an STe with
2Mb RAM.
Answers on the back of a postcard to:

csual@uk.ac.warwick.cu

Cheers,
Jas.

2278. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 10:42:14 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3139@medusa.informatik.uni-erlangen.de>
Source record: 238296

hojo@cbnewsl.att.com (HC Johnson) writes:

>(I solved this for controllers using the Adaptec 4000 and 4070 by writing my
>own formatter, and giving the adaptec the bad sector list. It maps them out
>at the lowest level, leaving the partitions error free.).
How did you do that? I always thought the Adaptec controller couldn't do
that because of a firmware bug - is there a trick?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2279. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 10:51:23 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3140@medusa.informatik.uni-erlangen.de>
Source record: 238297

ADAM_TILGHMAN@bdt.UUCP writes:

> I am in the middle of a project and have come upon an obstacle... I am
>using an external PD program, but in order to get it to do what I want
>I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own
>filenames), as well as FOPEN() calls (to change the filename to suit my
>needs). So far I have this working perfectly EXCEPT for the fact that
>I can't find the current DTA address; is there any way that I can
>do this while processing a TRAP #1?
Experience tells me that you can call a GEMDOS function in your own
trap #1 handler _before_ executing the actual function desired by the
user or OS. So build a trap handler, analyse what you get on the
stack (beware of the difference between 68000 and 68010/20/30/40),
then call Fgetdta (save those registers!), then call the desired
function. Worked for me, but I don't know if this is a documented
feature, so please don't blame me if it won't work. It just seems
logical if you look at the way the GEMDOS trap handler works.

Do you _really_ need to know things like that? Another method comes
to my mind: If you're linked into the GEMDOS trap you can also
follow any manipulation of the current DTA address by tracing
Fsetdta calls (watch out for those Pexec calls that place the
default DTA into the basepage). Sounds much cleaner to me, but then,
this method assumes that DTA addresses are only changed by Fsetdta
and Pexec calls and that GEMDOS doesn't change them internally.

Good luck,

CB

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2280. Re: Purchase decision, to STe or not?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 12:17:26 UTC
From: cpca@iceman.jcu.oz
Message-ID: <993@iceman.jcu.oz>
Source record: 238201

> (Now I'm just waiting for some obvious STe developements (SPectrum 512 in
> 640x200 mode, an Amiga Emulator, etc, before I buy mine..)
^^^^^^^^^^^^

I don't want to flame here, but there are a few MAJOR problems with
this.

1) You cannot emulate the Amiga video modes in software
2) You cannot stop direct access to amiga chips (done EVERYWHERE in
the operating system and software) without special hardware to
map access to software emulation which would be very difficult
anyway.
3) DMA and the sound would be hard (impossible?) to trap in software

> JEff

****
Colin Adams Life's funny but I don't laugh
****

2281. Re: C Compilers-->K&R or ANSI Draft??

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 12:47:02 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280015@hpgnd.HP.COM>
Source record: 238294

I think TURBO-C v2.0 from BORLAND (c) does.

Unfortunately , it's only available in germany ...

alex@hpgndxo

2282. Object Orientated drawing progs

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 12:52:29 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Mon.Oct..1.12
Source record: 238220

Does anyone know of an object orientated drawing program for the ST that is PD or shareware?

Anything that can produce .GEM files would be useful as I can't afford Easy-Draw or Hyper-Draw. Is there such a program in PD?

Richard

2283. The TT is actually nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 12:55:57 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <1007@nikhefh.nikhef.nl>
Source record: 238205

With all the ongoing bickering about Atari policy I think
it is about time that someone should mention that the TT is
actually quite a nice machine.
At the moment I have at home a TT with:
32 Mhz 68030
32 Mhz 68882
4 Mbytes ST RAM
4 Mbytes TT RAM
48 Mbytes 28msec hard disk
VGA monitor (640 by 480 pixels with 4 color planes).
So of course I had to test its performance and the like.
It turns out that the performance seems to be disappointing
till you tune it the same way many people got their ST tuned
with cachexxx.prg and/or similar programs.
The speed is very much a function of what memory you use, as
can be seen in the table:

On Mega 4: 249 sec
ST/RAM 68030 Cache off 146 sec
TT/RAM 68030 Cache off 86 sec
ST/RAM 68030 Cache on 80 sec
TT/RAM 68030 Cache on 55.5 sec
TT/RAM 68030 Cache on 68020 code 51.4 sec

The above was a FORM test program. Typical runs give about a
factor 4. I measured the same kind of speed increase for the
turbo C compiler. After turning on the appropriate bits in
the program header to force the compiler to run in the TT RAM
the speed increase was more than a factor 4.
MetaFont runs faster by a factor 8. Apparently it uses many
shifts and bitfields.

Of course many programs don't run on it, but it is possible to
switch to ST mode (choice of all three resolutions). The main
problem for me is that the Turbo-C compiler doesn't support
the 68020 modes convincingly. Especially when long multiplications
divisions and mod operations are involved it may loose track
of what it is doing. It is also necessary to use a new
floating point library. The 68882 operations are produced inline,
but the trancendental functions are done by a call to a function.
The speed is nice. I measured a Savage test time of 0.1597 sec.
Most libraries of the compilers take on the 68000 (if they are
very fast) in double precision more than 30 sec. The chip
can do 600000 80 bit multiplications per second. This means that
finally it is possible to do some serious calculations at home.

Now something about the price. There is a price range for which this computer seems to be a good buy. This would be the range around 8000 dutch guilders (or less of course). In Holland a SUN with proper disks etc would cost close to 15000 and an Apollo DN2500 with disk would be more than 10000 after discount. Actually the DN2500 is slower. It runs on 20 Mhz. The DN3500 from which I type this in runs on 25 Mhz and runs the same program as tested above in 56 sec with code that was produced for the 68020/68030 and its disks are faster. In addition the 56 sec are CPU time.
If on the other the machine starts costing more than 10000 guilders it may be too expensive to be attractive. The official price is actually slightly above 10000 guilders, so there may be a problem there. For reference: A fully equipped Mac II cx etc costs here after discount also about 15000 guilders.

I have also seen an ethernet card for the Mega and there will be one shortly for the TT too. Atari is mainly waiting on this TT version of the card before they come out with it. It seems the better policy. The price would be very reasonable.

Talking about policy:
First Atari talks much about new products that never make it to the market or if they make it have generated such an expectations that the actual product is disappointing or too late or whatever. Then we hardly hear anything from them for nearly two years and everyone thinks the ST is their last good product. Then the TT comes out, showing that they can still do something.
I believe this last mode of operation wasn't entirely ideal either, because they must have lost the faith of many people. Somehow it seems to me that the proper policy should be inbetween. This could be expressed by a better (software) policy.
Many developers have felt in the past that Atari left them out in the cold. Of course Atari isn't a social institute, but somehow I have a feeling that this could be beneficial to both sides.
One such act could be to see what is needed to get Simon Poole to make uniterm run on the TT. This program alone made Atari sell many ST computers in Germany and in Holland.

Jos Vermaseren

Disclaimer:
I my employer would have a faster computer he could reject my opinions much faster.

2284. Re: AVANT-GUARDE out of business?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 13:12:58 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct1.131258.13233@kcbbs.gen.nz>
Source record: 238214

We have had PC_Ditto II for sale down here for $nz999. Which is cheaper than a PC_Clone. However we have a PC_Speed which works 100% every time all the time and none of the nightmares I have heard about pdc II.

Jon Clarke


```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

2285. Re: FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 13:58:03 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <2774@jaytee.East.Sun.COM>
Source record: 238204

Anyone remember a wonderful flight simulator for the ST that included
a Futaba controller (just the sticks/case)? It simulated various model
airplanes *and* helicopters... In real time... Pretty cool!

Help! I would like to find the company that makes these... or perhaps
someone who is selling one... The only big question is (drum roll please),
is will it work with an Ste?

Thanx.

Joe
-=-

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"

2286. MichTron BBS version 3

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:08:14 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct1.140814.13855@kcbbs.gen.nz>
Source record: 238215

Is there any other netters out there running Michtron BBS Version 3?
If so please email me. We would like to hear what you have running on your
BBS. Have any of you seen FIDO_NET/MAIL on MBBS V3?

Jon Clarke

```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

2287. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:25:05 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct1.142505.30917@cunixf.cc.columbia.edu>
Source record: 238211

In article <1990Sep30.175318.17716@chx400.switch.ch> poole@chx400.switch.ch (Simon Poole) writes:
>In article <mboen.653863080@peun33> mboen@nixdorf.de (Martin Boening) writes:
>......
>>>Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no

Actually, about a week ago I asked a friend at MIT to check the price
for me (Columbia has no program for students to buy Suns) and he told
me the student rate was ~$3250. Add in about $1K for a 300meg SCSI
hard disk and VIOLA, a nice little "roll your own" unix system with
an industry standard OS (SunOS 4.1).
>
>Actually, whoever wrote the original article wasn't that far off, with
>academic rebate you can get a SLC for about ~$4000 in Switzerland and
>an IPC with 200MB disk for about ~$9000. As far as I know there is no
>similar rebate for Atari's here. (Not that I think it's a fair
>comparison anyway, you get a lot more for your money when you go out
>and buy a Sun.)

I must agree. I think you'd be hard pressed to find anyone who would
buy any Atari product over a comparable (in this case better) Sun
product given reasonably close prices (within $1-2K).

>
>Anyway the main problem with the TT (except Atari per se) is price:
>it's nearly twice as expensive as what I payed a long time ago (can
>it be five years? how time flys) for my ST520. If you ask around, most

Well, I'm not sure how fair it is to compare prices of a 5 year old
68000 system and a new 68030 system. That might be a bit of a stretch.

>age group a lot of european Atari hackers are in, I have a lot of problems
>imagining them forking out this kind of money), businesses and academic
>institutions. While I can't speak for the couple of businesses that use
>Atari's in Switzerland, I do know that they don't have any chance of
>selling any substantial ammounts into the academic market (at least not
>at the current price).

Again, I think you are right. I personally don't see a market for
this machine (unless it was pretty cheap) anywhere (US or Europe).
Anyone who wants a decent unix environment is going to buy from more
respected manufacturers at prices not much above Atari's. As far
as it being marketed as a "turboST", that would work just fine
given appropriate pricing.

>[BTW does anbody know why Atari actually decided to release the TT?
>Sinking ST sales?]

I would be curious to know why also. Maybe they thought that they would
have had more market penetration by now? The TT would make a lot more
sense if Atari had another million or so STs out there.

>---
> Simon Poole
> poole@verw.switch.ch / poole@chx400.switch.ch / mcsun!chx400!poole
>---

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2288. Re: Dungeon master, ftl

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:29:56 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct1.142956.13982@kcbbs.gen.nz>
Source record: 238216
Body handling: HTML body converted to readable text

There is also a CSB editor writen in STOS that allows you to edit all charactors,rooms, levels etc.. it is called CSBEDIT.ARC . I think that it was put out by an English magazine called ST User. .
You may find it and the other FTL editors on your local BBS, or on GEnie in the Atari ST RTC. I know we carry them on STaTus BBS here in NZ.

Jon Clarke


```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

2289. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:33:14 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Oct1153314@robin.cs.uni-sb.de>
Source record: 238206

In article <5429@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes:

> I can't find the current DTA address; is there any way that I can
> do this while processing a TRAP #1?

The current process' DTA address is recorded in the basepage which can
be derived from the act_pd system variable (this in turn is recorded
in the sys_base (the first few bytes after the ROM-start) for TOS
versions >= 1.2).

BTW.:
You should be able to call trap #1 recursively if you do it inline
(for example in assembler) and avoid library routines that save the
return address in a static memory location. The shell that i am using
(Master) calls trap #1 very often in this way (even from inside a
bios-trap --- but that's another story).

Hope this helps!

- Edgar

2290. SF314 or compatible needed

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:34:02 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct1.143402.14044@kcbbs.gen.nz>
Source record: 238217

Chuck,
If you have not got your other disk drive yet, pop into you local PC/IBM store or serviceman and see if you can get a NEC 1036. This will work as well as a 1st/2nd/3rd drive. May be a bit cheaper as well.

Jon Clarke

```
+---------------+-----------------+--------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+--------------------------------+
```

2291. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 14:44:06 UTC
From: gow@sakari.mrceg
Message-ID: <GOW.90Oct1094406@sakari.mrceg>
Source record: 238218

rrd@hpfinote.HP.COM (Ray Depew x2419) writes
> And I studied all available (to me) computer lit for months before buying.

The point is that there is no longer any literature available for the
ST unless you buy the $250 developers package!!! The only INFORMED
decision that one can make is to buy an Amiga. Doesn't Atari care??

> And I paid for it with my hard-earned cash.

And I am trying to decide whether to spend my hard earned cash on an
Amiga or an ST. INFORMATION WOULD HELP!!!!

-Ed
--
------ Ed Gow ------ uwm!mrsvr!gemed!sakari!gow -----------

My opinions are NOT those of GE.
MGB - The most fun you can have in a car without a back seat

2292. HPGL2PS

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 16:46:57 UTC
From: stigvi@solan15.solan.unit.no
Message-ID: <1990Oct1.164657.15063@idt.unit.no>
Source record: 238219

I need a program which is able to convert HPGL plotter files
to PostScript files or to GEM metafiles. Can someone help me with that ?.

Stig Vidar Hovland - stigvi@solan.unit.no

2293. Quick ST II

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 17:06:44 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <43663@unix.cis.pitt.edu>
Source record: 238213

Does anyone have Derek Mihocka's new address and phone number (Branch Always Software?). I still have version 2.0 of Quick ST II, and would like to upgrade it to 2.2. If anyone can help, it would be appreciated. Thanks...

rjast1@cis.unix.pitt.edu

2294. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 17:53:42 UTC
From: david@bdt.UUCP
Message-ID: <5430@bdt.UUCP>
Source record: 238299

In article <RIPLEY.90Sep27182250@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>
>Does TuneUp! work with 32MB partitions?
>
>Greetings,
> RIPLEY

I don't know for sure, but I do know that our program HARD DISK SENTRY does work with 32MB HDX 3.x partitions.
--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
P.O. Box 21575, Oakland, CA 94620 | to all the stupid people!"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - A fish called Wanda

2295. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 17:54:20 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Oct1.175420.5042@murdoch.acc.Virginia.EDU>
Source record: 238300

In article <1990Oct1.142505.30917@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>>>>Also: SLC's can be had for less than $3.5k - shop around. Bluntly, no
>
>Actually, about a week ago I asked a friend at MIT to check the price
>for me

etc. etc. Listen, it does no good to compare TT prices in Germany to SLC prices in the US. We don't know what the TT price in the US is. Perhaps you should see the article from Jos today if you'd like a direct comparison of the TT and other systems. Feel free to post when you have hard facts.

--
"Restraint, hell. I'm just too fucking busy." -- Bill Wisner

2296. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 18:15:29 UTC
From: apratt@atari.UUCP
Message-ID: <2318@atari.UUCP>
Source record: 238233

ADAM_TILGHMAN@bdt.UUCP writes:
>I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own
>filenames), as well as FOPEN() calls (to change the filename to suit my
>needs)...
>I can't find the current DTA address; is there any way that I can
>do this while processing a TRAP #1?

Since you're intercepting trap 1 calls, this should be cake. Trap 1 is not inherently non-reentrant, it's GEMDOS that makes it so. Your code could make a "real" trap 1 call into GEMDOS for the Fgetdta call.

Making a "real" trap 1 call can be done two ways: either you replace the old trap 1 vector, make your call, then write yours in again, or your "fake" the trap 1 by creating a stack frame and jumping to the old vector.

Any time you catch GEMDOS or BIOS traps, or create a trap or interrupt stack frame, you should be sure to check the system variable "longframe" at $59e (word). If it's nonzero, you are on a machine with "long frames" -- an extra word on the stack after the SR and PC. Only the 68000 has short frames; every other 680x0 has long frames.

I am answering this in such detail because I want to forestall somebody else pointing out that you can look in the current process' basepage for its current DTA pointer. This is not a published fact, and therefore the location and meaning of that variable is subject to change.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2297. Re: Dave, give us your sources!

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 18:39:47 UTC
From: david@bdt.UUCP
Message-ID: <5431@bdt.UUCP>
Source record: 238203

In article <5706470@merkur.gtc.de> rodney@merkur.gtc.de (Rodney Volz) writes:
>Dave; I suggest you make your Micro-CSH free- or shareware; I'll do the
>same thing with Mercury UUCP. A further problem is our UUCICO: it's
>written in GFA-Basic, does system calls, and is therefore not usable
>with MiNT. Beckemeyer's uucico - which is derived from GNU-UUCP, I
>think - should solve the problem.
>
>So we could have:
>
>- Multitasking (Mint)
>- A window-System (MGR, perhaps sometimes even X)
>- Usenet connection with Mail and News (Mercury UUCP)
>- A Unix-Cshell
>
>...and all that available with the full sourcecode.
>I mean, isn't that worth thinking about?
>

I guess it's worth thinking about. I see that it would benifit the
ST community, at least in the short term, but in what way does it beneift
me or Beckemeyer Development? Is the ST market so poor that the only
course for ST developers is to give their software away? You may work
in your spare time to develop for the ST, and there's nothing wrong
with that, but I have a company that is supposedly in the ST business
to profit and stay in business. I mean if you're saying that I have
to give everything away, then why should I stay in the Atari "business"?
I guess you're suggesting that I should switch to a part-time "spare-time"
ST programmer and quit the ST "for-profit" business. That's practically
what I'm doing now. I mean I wouldn't be in business if all I did was
sell ST wares. The thing is that as a professional company I can at
least afford to run a BBS, print real manuals, and do real updates
to software (like all the work I'm in the middle of in updating
MT C-Shell and other S/W and to add a bunch of TT030 support including
an all-new version of RTX). If I completely go "shareware" (which is
pretty darned close to free-ware in this business), I would not be
able to offer any of the support that we now offer. Does it really
benefit the ST community more to tell the software companies to
give their software away and get out the ST business, in your opinion?

I mean with BDT products and various PD/Free-ware options, I already have
all the things you list, and more:

- Multitasking (RTX)
- A window-System (GEM with the MT C-Shell Visual Shell)
- Usenet connection with Mail and News (MT C-Shell UUCP and Bootstrap News)

- A Unix-Cshell (MT C-Shell).
- Unix-like libraries (MT C-Shell Software Dev. System).
- GEM application compatibility
- Installable device drivers
- Drivers for up to 12 serial ports (DC-Port, BayTech MUX etc.)
- Custom applications (multiuser retail point-of-sale, etc.)
- TT030 support

>ST-Users and -programers, unite and work together! :-)

I am trying to work together. I have released the Micro RTX kernel along with the complete documentation as shareware. I have offered to help anybody develop RTX based applications, including a GEM extension to it or a shell.

I'm not saying I can't be convinced that releasing Micro C-Shell as "share-ware" or something is a good idea, I'm just saying that I need more convincing. I mean I did release Micro RTX as shareware based mostly on the arguments from several net.people explaining the fantastic benefits of doing so. Of course these benefits have yet to be realized, but such is life.

>
>-Rodney
>--
> Rodney Volz - 7000 Stuttgart 1 - FRG
> ============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <==============
> rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
> _____________ May your children and mine live in peace _____________/

--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
P.O. Box 21575, Oakland, CA 94620 | to all the stupid people!"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - A fish called Wanda

2298. Re: Desk Jet 500

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 19:46:34 UTC
From: mjv@brownvm.brown.edu
Message-ID: <51780@brunix.UUCP>
Source record: 238228

In article <15330019@hpfinote.HP.COM> rrd@hpfinote.HP.COM (Ray Depew x2419) writes:
> Now, whether the DJ500 has the same problem: I don't know. I sent a
> message to the support guys about it, but judging from the Atari's
> reputation, and the size of its installed base, I don't expect much in
> the way of an answer.

Well I just wanted to make a quick note that my LaserJet 3 works fine it I turn it on after my Mega. Usually it takes me quite awhile to get a page just right to print so if I had to keep my printer on until I was ready to print, it would be very annoying to say the least (especially with New England summers :-(I'll also ad that I barely notice the LJ's sound, a very quiet machine!

(Side Note to Ray: I was really suprised to hear the DJ came out of Corvallis (or Cowvalley as we used to call it.) I had friends who used to work at the Corvallis HP but I don't think they worked on the DJ. OSU, born to be bad at football! :-)

Marshall

--mjv@brownvm.brown.edu

2299. Re: VCR Tape backup! (Seymour/Radix)

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 20:21:25 UTC
From: psurge@cs.utexas.edu
Message-ID: <13071@cs.utexas.edu>
Source record: 238231

In article <1190@beguine.UUCP>, John.Bunch@samba.acs.unc.edu (BBS Account) writes:
> I will
> stick with Turtle!!!
>
>
> John Bunch
>
> --

Ok, I have tried to use Turtle now many times. I have booted up off a floppy with a special modified ICD driver with all cache's off and all set to a minimum to save memory. When I run turtle, it sets up the ramdisk, but every once in a while the program says something like "turtle.ttp cannot open file on drive xx" where xx is the ramdisk letter (I think M). The program stops, and when I return to the desktop, all the files that were backed up are hidden or something...I have to shutdown and wait for a bit, then I can turn my system back on and the files are back.

I have a 1 meg 1040 st, ICD host adaptor and using the ICD driver.

Has anyone else seen this problem and knows what to do?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2300. Re: Surge protector switch

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 20:48:09 UTC
From: psurge@cs.utexas.edu
Message-ID: <13075@cs.utexas.edu>
Source record: 238234

In article <1990Sep29.082941.24436@unicorn.wwu.edu>, n8742883@unicorn.wwu.edu (Perry Pederson) writes:
>
> I've been playing around with having a surge protector's switch turn
> on and off all of my hardware-- one flick of a switch turns on/off my
> computer, monitor, modem, and printer. Does anyone know if this poses
> any hazards to my hardware?
>
I have started my ST system from the surge protector almost since I had it, but I have had some strange feeling that it wasn't good for the computer, so I had the monitor and printer turn on that way, and turned the computer on manually.

Now that I have a hard disk, I have the monitor, modem, and hard drive turn on with the surge protector, but this is because the HD has to get up to speed before I can turn on the ST. I don't have the printer come on because they zap a lot of electricity, so I leave it off until I need it.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2301. Re: XBRA map: where is SYSMON?

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 20:59:33 UTC
From: towns@atari.UUCP
Message-ID: <2319@atari.UUCP>
Source record: 238230

in article <6776@sbsvax.cs.uni-sb.de>, roeder@sbsvax.cs.uni-sb.de (Edgar Roeder) says:
>
> In article <761@accucx.cc.ruu.nl>, jeroen@pluto.phil.ruu.nl (Jeroen Scheerder) writes:
>> I've read an article in a recent German magazine reviewing a shareware
>> program called SYSMON, which could tell about resident programs being
>> active, their names, their XBRA ids, the cookies in the jar, and it
>> could trace bios/xbios/gemdos/vdi/aes calls too. Looks like every
>> serious programmer could use this.
>>
>> Now where can we all get this neat thing?
>>
>
> Where else if not at cs.uni-sb.de [134.96.7.254] ? :-).
> Look for /pub/atari/tools/sysmon.tos (a self-unpacking lharc-archive). It is
> one of the best programming utilities that i have ever seen on the ST (and it
> knows some of the XBRA-Id's that i am using :-). I have sent in my
> shareware-contribution 2 days after i've seen it.
>
> - Edgar
> --
>
> Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
> Liesbet-Dill-Stra\ss e 3
> D-6602 Dudweiler -o- -o-
> W-Germany ^
> Phone: 06897/74643 '---'

Could someone post this to comp.sys.atari.st.binaries? I don't have any
access to the sites listed above. I would really appreciate it.

-- John Townsend ames!atari!towns
Atari Corp.

2302. Re: User Petra has been shut down

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 21:32:57 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Oct1.213257.26781@newcastle.ac.uk>
Source record: 238207

In article <1156@lehi3b15.csee.Lehigh.EDU> jcohen@lehi3b15.csee.Lehigh.EDU (Josh Cohen [890918]) writes:
>As a note.. I had tracked him down myself.. His name is
> J. Halliday (HE) unsure of first name, I mailed him a nasty letter

I thought Halliday was a fairly unusuall name, well it is here in the UK anyway. Well this one happens to like his STe.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2303. TOS 1.0 vs TOS 1.4 difference??

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 21:49:09 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <273@ub.d.umn.edu>
Source record: 238208

I've been working on an 1985 vintage 1040st with what I am assuming is TOS 1.0. Now I'm getting a new machine with TOS 1.4 and I'm wondering what the difference is...

I suppose this has already been hashed out but any info would be of great help to me.

Thanks

BAM
bgrave@ub.d.umn.edu

"The other day I spilled spot remover on my dog... now he's gone."
- Steven Wright

2304. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 21:51:42 UTC
From: poole@chx400.switch.ch
Message-ID: <1990Oct1.215142.10460@chx400.switch.ch>
Source record: 238229

In article <1990Oct1.142505.30917@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Sep30.175318.17716@chx400.switch.ch> poole@chx400.switch.ch (Simon Poole) writes:
...
>>
>>Anyway the main problem with the TT (except Atari per se) is price:
>>it's nearly twice as expensive as what I payed a long time ago (can
>>it be five years? how time flys) for my ST520. If you ask around, most
>
>Well, I'm not sure how fair it is to compare prices of a 5 year old
>68000 system and a new 68030 system. That might be a bit of a stretch.
>

At the time I bought my ST, you could just barely get a basic 286 system without hard disk for the amount of money the ST costed, now I could get a reasonable 386 system for the same (I doubt if any x86 system is reasonable anyway :-)). Why shouldn't Atari customers expect a similar advance in bang for the buck?

--

Simon Poole
poole@verw.switch.ch / poole@chx400.switch.ch / mcsun!chx400!poole
---

2305. WAACE AtariFest

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 22:13:29 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <1990Oct1.221329.17736@watmath.waterloo.edu>
Source record: 238209
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I will be going to the AtariFest and staying at the Sheraton Reston.
If any other netters would like to get together on Fri, Sat, or Sun night,
please let me know by Thurs via e-mail.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

2306. MGR running under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 22:54:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7221.270790d7@uwovax.uwo.ca>
Source record: 238210

A version of MGR for the Atari ST is now available for anonymous FTP from flash.bellcore.com (directory pub/mgr/ATARI) and atari.archive.umich.edu (I don't know what directory -- try newitems). The patches (only) to the Sparc MGR source code are included, and have also been sent to the moderator of comp.sources.atari.st. This version of MGR requires at least a megabyte (it'll probably not run very well in such limited memory), and the MiNT multitasking system.

MGR is a networked window system, similar in some ways to the X window system but much simpler (and smaller). You can have multiple processes running in different windows on the screen. Each window can have 2 different menus attached to it, and processes can specify actions to be taken when events occur (such as a mouse button press, window being covered/uncovered, menu selection, or window resize request). In many respects, MGR is similar to GEM, but it has a very different look and feel (menus pop up at the current mouse cursor position, for example) and it is *not* GEM compatible; running GEM programs in an MGR window will at best produce confusion, and at worst will crash the system. (I think it would be possible to write a GEM emulator to translate AES/VDI calls into MGR escape sequences; I invite interested programmers to give this a try -- the payoff would be multitasking, network capable GEM).

Ordinary TOS programs that know about TERM and TERMCAP can run in MGR windows without change. Unfortunately, most TOS programs (including gulam) have VT52 escape codes hard wired in. A vt52 terminal emulator is included to allow these programs to run, but they will be slowed down. Also, it isn't possible to set up an 80x25 window on a medium resolution screen with the supplied fonts (on a monochrome screen there's room to spare).

Included in the atarimgr.zoo file are the mgr executable, source code for the MGR library, some sample fonts and icons, and a few demo programs. An accompanying file (called mgrdemos.zoo or ataridemos.zoo, depending on where you find it) contains many more demo programs, and some more icons. Even more fonts and icons, and the original source code relative to which the atari patches were made, may be found in the file sparcmgr.tar.Z on flash.bellcore.com.

As mentioned above, MGR requires at least 1 megabyte (2 or more is highly recommended) and MiNT. It works in any resolution, but all output is in black and white (color MGR is possible, I just haven't tried it yet). Output to/from the screen is done with line A calls, so it *should* work with unusual (i.e. large) screens; with a program like MGR, the bigger the screen the better. I would *not* recommend it for use in low resolution.

MGR is copyright Bellcore (Bell Communications Research). It may be distributed freely, but may not be sold for profit. The author is Steven

A. Uhler; he's done a very nice job.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2307. DAs with MODULA-2

Newsgroup: comp.sys.atari.st
Date: 1990-10-01 22:57:06 UTC
From: asedm@acad2.anc.alaska.edu
Message-ID: <1990Oct1.225706.15367@hayes.fai.alaska.edu>
Source record: 238212

I'm working on an accessory to send control codes to my printer,
and am having some dificulty figuring out how to implement an accessory in
MODULA-2. If anyone has any MODULA-2 source for an accessory I would
appreciate it if they'd E-mail it to me...

thanks in advance!

==
Ed Miller | Welcome to my nightmare, I think
| You're gonna like it...
Internet asedm@acad2.anc.alaska.edu | ...Alice Cooper
==

2308. JAM Packer V3.0 (Pre-Release)

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 01:02:22 UTC
From: xknipe@sheoak.bcae.oz
Message-ID: <598@sheoak.bcae.oz>
Source record: 238222

Anyone who wants a copy of the JAM packer V3.0 (Pre-release), just send me a mail message and I'll post it to you.

I wrote this packer many months ago, but haven't got around to distributing it because I can never seem to get the time to write some documentation. Just not enough hours in the day. So, if anyone wants a copy without documentation, I'll be happy to send it out. It has a GEM based user interface and isn't really that hard to use.

Please report any bugs to me when you find them.

Andrew Knipe (xknipe@sheoak.bcae.oz)

2309. Re: Nec 3D and St

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 01:02:30 UTC
From: mccann@rbdc
Message-ID: <1990Oct2.010230.5169@rbdc>
Source record: 238240

rick@jpusa1.UUCP (Rick Mills) writes:

> Has anyone used a Nec 3D with an Omniswitch on
>an St or Mega? I haven't had any luck with cables, and
>wonder if the switch will will solve my problems.... I'd
>hate to buy one to find out the 3D just won't work...
> Thanks for any help!

> -rick mills

>------
>Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1.uucp!rick

>--
orry, I don't have Omniswitch. I made my own switchbox, and the 3D works

just dandy with it.

EOFZZ

2310. Mouse cord problems

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 04:12:01 UTC
From: v051lpqa@ubvmsd.cc.buffalo.edu
Message-ID: <38568@eerie.acsu.Buffalo.EDU>
Source record: 238235

The wiring on my mouse has become so badly frayed that it has forced me to replace it. Where can I find a new mouse cord?

Your help is greatly appreciated.
-Dough

2311. New Atari slogan :-)

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 07:13:35 UTC
From: meulenbr@cst.philips.nl
Message-ID: <meulenbr.654851615@cst>
Source record: 238232

Hi!

Have your heard about the new Atari slogan, to be used with the
introduction of the TT?

Power has its Price!

By the way: Atari is currently selling 3 different ST models with 1 Mb
of memory around here: The 1040, the Mega 1 and the 1040 STe.
Price difference between them is some $ 150,--, the 1040 being the
cheepest.

Cheers,
--
Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

2312. Re: SYSMON

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 08:32:43 UTC
From: blackbox@mcshh.hanse.de
Message-ID: <8142@mcshh.hanse.de>
Source record: 238152

entropy@churchy.ai.mit.edu (Nick Castellano) writes:

>>In article <ENTROPY.90Sep29115453@mole.ai.mit.edu> entropy@mole.ai.mit.edu (Nick Castellano) writes:

>I'd be more than happy to read the docs, but they are in German.
>Anyone want to translate them?

HI,

Karsten Isakovic, the Author of SYS_MON will post the english Version
in the next week. The old Version 1.0.4 only works with German issues
of the ATARI TOS. The new Version, which has not been accessable for the public
will work with all TOS VER's. Keep in touch.....you will be surprised,
what this program can do for you.

Bye...Michael

2313. Re: HPGL2PS

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 08:48:54 UTC
From: stigvi@solan.unit.no
Message-ID: <1990Oct2.084854.19496@idt.unit.no>
Source record: 238241

HPGL2PS for unix machines does not support scaling. Maybe someone have made a better version for the Atari ST.

Stig Vidar Hovland - stigvi@solan.unit.no

2314. Anybody know an email address for ICD?

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 11:01:53 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Oct2.110153.5680@newcastle.ac.uk>
Source record: 238223

The subject line just about says it all.

Many Thanks,
Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

2315. Re: Window topper (for lack of a better name)

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 12:10:42 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <895@ehviea.ine.philips.nl>
Source record: 238224

In article <1990Sep29.015829.520@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:
|Anyone know of a AUTO folder program that moves the window under the
|mouse pointer to the top? There's a function called AUTONEWTOP, or
|something like it, in a disk catalogger called STDCAT40. When you
|move the mouse, the window under it comes to the top. Thanks.
|--
|==
|Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
|Video Production Major ||| [THIS SPACE AVAILABLE]
|California State University, Chico / | \ [LEAVE E-MAIL]

This seems rather surprising behaviour; it would annoy me as a user.
The Suntools solution seems nicer: a key is reserved that tops each window consecutively; alternatively you can click on a window's border to expose that particular window to the top. Clicking on a window will make it current (but no top it). This can easily be put into a program, or even hacked into the mouse driver (making it more generic). The unability of GEM to work with other windows than the top one, or to top hidden windows is rather a drawback.

Leo.

2316. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 13:19:33 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Oct2.131933.18588@cbnewsl.att.com>
Source record: 238225

In article <3139@medusa.informatik.uni-erlangen.de>,
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
> hojo@cbnewsl.att.com (HC Johnson) writes:
>
> >(I solved this for controllers using the Adaptec 4000 and 4070 by writing my
> >own formatter, and giving the adaptec the bad sector list. It maps them out
> >at the lowest level, leaving the partitions error free.).

Sorry to put a dialog here, but it has general application!

> How did you do that? I always thought the Adaptec controller couldn't do
> that because of a firmware bug - is there a trick?
>

I have never heard of an Adaptec problem. I have 2 Adaptec 4000A and the
Atari clone (in a SH204). All of them properly accept the bad bit map
(could be called bad sector list) and map them out perfectly. I know they
are doing it right because I have drives that completely died using the old HDX
and that is why I wrote my own formatter.

The Adaptec scheme completely maps out a bad sector, the sector numbers continue
in order, you just have fewer than the product of heads x sectors x cylindars.
The result is that ANY higher leverl program (partitioner) need not worry
about bad sectors. (HDX 3.01 and other brands will play games with the TOS
format to work arround bad sectors; but MINIX and SPECTRE die.)

ps. this is better than my 6386 does -- it maps out a whole track for each
bad sector.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2317. Mouse weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 13:58:54 UTC
From: iam@stbimbo.UUCP
Message-ID: <170@stbimbo.UUCP>
Source record: 238226

Can anybody explain the problem and (hopefully) a possible solution to this?

My mouse was having problems tracking up and down (left and right were fine). Sometimes it would move only down, sometimes only up. After much careful experimentation inside the cover, I found that if the cover was left off, it worked fine, but if you put your hand over the insides, blocking out all the light, it would start messing up again. Obviously, this indicates problems with the photoresistors or LEDs or such, but I was wondering if there was a simpler solution.

If not, anybody know where I can get a nice new mouse?

Ian

2318. Tech Specialties

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 14:02:06 UTC
From: iam@stbimbo.UUCP
Message-ID: <171@stbimbo.UUCP>
Source record: 238244

I never did hear any info about these guys. Does nobody out there in net-land have an upgrade from them?? Specifically, I was wanting to know how to go to 4 meg in my 1040ST from 2.5 and how to access the time on the battery-backed clock. Surely ONE of you guys has this upgrade installed.

(I know...don't call you Shirley)

Ian

iam@salestech.com
gatech!stiatl!iam

2319. Current Notes magazine

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 14:28:06 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct2.142806.16372@kcbbs.gen.nz>
Source record: 238237

Lines: 17

JB-
Current Notes address is , Currrent Notes inc.,
122 n. Johnson Road,
Sterling,VA. 22170.
The Publisher is Joe Waters and his phone number is (703)450-4761.
Hope this helps you mate.

Jon Clarke

```
+---------------+-----------------+---------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+---------------------------------+
```

2320. TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 14:43:25 UTC
From: basv@maestro.htsa.aha.nl
Message-ID: <2473@maestro.htsa.aha.nl>
Source record: 238248

I have seen TOS 2.0 for the ATARI ST. You must boot it from floppy.
It looks great. I have a question. When is it avaible on rom.
--
Bas v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
basv@maestro.htsa.aha.nl or ...{backbones}!htsa!basv

2321. Re: GFA-Basic and MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 15:06:26 UTC
From: rodney@delos.stgt.sub.org
Message-ID: <2658@delos.stgt.sub.org>
Source record: 238227

In article <7198.2703dbf2@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <5706470@merkur.gtc.de>, rodney@merkur.gtc.de (Rodney Volz) writes:
>> ... A further problem is our UUCICO: it's
>
>MiNT is intended to support all TOS system calls. Does GFA-Basic use some
>undocumented system calls? Or is there some other reason that GFA-Basic
>written programs are not usable under MiNT? (If the problem is MiNT, of
>course, that can be fixed.)

Don't ask me if GFA uses dirty tricks, but in fact: neither RTX
nor MiNT did manage to run the uucico in background.

By the way; I use a Ram-based version of Tos 1.4, and MiNT does not work
properly, if I use GEM.PRG to have MiNT run "behind" Gem. The desktop
seems to fail allocating memory for its screen setup, so I always get "0
bytes in 0 files"...

If I start MiNT the "normal" way, everything's okay. Even TeX runs
in the background! Wow!!!

-Rodney
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.gtc.de * rodney@delos.stgt.sub.org * rodney@mcshh.hanse.de
_____________ May your children and mine live in peace _____________/

2322. Re: TeXinfo question

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 15:35:34 UTC
From: stabl@unipas.fmi.uni-passau.de
Message-ID: <STABL.90Oct2163534@trillian-gw.fmi.uni-passau.de>
Source record: 238236

```
>>>>> In article <1990Sep30.215608.9914@doe.utoronto.ca>, david@doe.utoronto.ca (David
Megginson) writes:
David> A second question: how do you use TeXinfo files on the ST? Do
David> you need Gnu emacs? For that matter, how do you use them on
David> Unix?
To use TeXinfo you need either TeX (with macro file texinfo.tex) or emacs
(info mode). Both is available on the ST.

Robert.
--
>>>>>>>>>> Robert Stabl <<<>>> stabl@unipas.fmi.uni-passau.de <<<<<<<<<<
```

2323. GCC/RTX problem solved?

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 16:09:49 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct2.160949.5099@doe.utoronto.ca>
Source record: 238151

I had a chance (finally) to look at the GCC library source for the Atari ST version (actually, it was the source with Eric's mods for MiNT). I think that I have found the problem with running GCC under Micro RTX, and it is not (really) RTX's fault.

freopen() in the GCC library closes the previous file handle so that it can re-use the structure. If that handle is 0 or 1 (ie. standard input or output), RTX probably returns an error code where TOS doesn't. I have not seen the source for gcc-cpp.ttp, but I imagine that it attempts to freopen() stdout for its output file, and that's why it doesn't work under RTX. Since closing handles 0 or 1 is a flakey practice at best, I'd call this a GCC bug rather than an RTX bug, although DB might want to patch up RTX anyway. To fix the GCC` library, just do an isatty() on the handle before closing it -- or better yet, _never_ close the standard handles (it might confuse the shell).

(a much relieved) David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2324. MT C-Shell Feedback

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 16:27:35 UTC
From: lisa@bdt.UUCP
Message-ID: <5471@bdt.UUCP>
Source record: 238247

[I hope nobody minds this minor pollution of the net]

Beckemeyer Development is in the process of a major MT C-Shell update. We would like to know how you use MT C-Shell. Send us a description of your multitaking system. Include how many users, what programs, and updates you would like to see. This will greatly help us in determining the directions this and future updates take. Thank you for your input.

Please reply by email to myself or David.

Lisa Beckemeyer

2325. Re: Defragmenter for ST harddisks & More

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 16:39:39 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1673@uvm-gen.UUCP>
Source record: 238246

> In article <RIPLEY.90Sep27182250@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:

>>Does TuneUp! work with 32MB partitions?

>>Greetings,
>> RIPLEY

From article <5430@bdt.UUCP>, by david@bdt.UUCP (David Beckemeyer) writes:

> I don't know for sure, but I do know that our program HARD DISK SENTRY
> does work with 32MB HDX 3.x partitions.

> David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
> Beckemeyer Development Tools | "No. That would be an insult
> P.O. Box 21575, Oakland, CA 94620 | to all the stupid people!"
> UUCP: {uunet,ucbvax}!unisoft!bdt!david | - A fish called Wanda

Since I have seen no other public answers and lost my posting on this yesterday, the answer is: NO. My copy of TuneUp! from Michtron does *NOT* work with 32 Meg partitions. It dates from summer '89, and I have not received any upgrade notices. I called and complained about this and other nasty but easily fixed bugs, and was told that an update was due in summer '90. I've heard nothing about it, has anyone else?

Bob Pegram

Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

P.S. Guess I'll be getting Dave's program fairly soon.
Are ICD 4.XX 32 Meg partions fully compatible with
HDX 3.x partitions? I assume so.... RBPIII

P.P.S. Dave B, Darek M, and other Atari S/W vendors, just because I may prefer to talk about free or share ware on the net doesn't mean that I don't *buy* software, quite the contrary. I think that superior commercial software should be recommened on the net, and I do so, I have even recommended TuneUp for those ST owners who keep only 16 Meg or smaller partitions and are careful when using it. Inferior or buggy software I try not to recommend, if I know about better competitors (I didn't know about Hard disk Sentry when I recommended TuneUp). For example, a PD (or is it Shareware?) disk erasing program that I have (only the FATs are cleared, bad sector marks are preserved) has a superior interface to the one in the Codehead Utilities and seems to work just as well. If you want to see really buggy commercial

software, try "Mavis Beacon..."(typing tutor) on the ST. It bombs (a lot!, in *my* experience) with Tos 1.0 and doesn't work at all with Tos 1.4.
Speaking of commercial software, my copy of Diamond Back II doesn't handle my 32 Meg partition quite properly, it thinks I have a negative amount of disk space 8-); at least it should still back up the partition, I will find out this week. This is especially odd since my *17* Meg partition's space is reported correctly. Are you reading this Bob Luneski ?? RBPIII

2326. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 19:00:56 UTC
From: navas@cory.Berkeley.EDU
Message-ID: <28415@pasteur.Berkeley.EDU>
Source record: 238245

In article <1990Oct3.012837.21296@kcbbs.gen.nz> STT@kcbbs.gen.nz (Michael Clark) writes:
>One thing you forgot! the Amiga 500's originally were 512k, until recently
>when Commodore upgraded them to 1 Meg.

True, and the original A1000's had only 256k...

>Also to upgrade them to 9 Meg you have to get a card like the SIMM card
>which sits in the CPU slot! this allows you to add more RAM! it cannot be
>done directly onto the mother board.

Of course it can! It's a hack of course...

At any rate, I have seen at least one 4(2?)Meg board which stuffs itself into
the mini-slot under the A500's belly. That's a recent board which you may
not have heard of.

Also, to add a harddrive to an A500 requires using that "CPU slot," and most
harddrive boxes come with room to put your memory -- adding more memory to
an A500 is no longer as painful as it was in the days when I had one...

>--- From a Ex Amiga user.

Just clearing the air, no flames implied, and absolutely no support to the
"folks" who started this thread...

---from a current Amiga owner :)
David Navas navas@sim.berkeley.edu
"Excuse my ignorance, but I've been run over by my train of thought." -me

2327. Re: The TT is finally there!

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 21:31:53 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct2.213153.31192@cunixf.cc.columbia.edu>
Source record: 238238

In article <1990Oct1.215142.10460@chx400.switch.ch> poole@chx400.switch.ch (Simon Poole) writes:
>In article <1990Oct1.142505.30917@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>In article <1990Sep30.175318.17716@chx400.switch.ch> poole@chx400.switch.ch (Simon Poole) writes:
>...
>>>
>>>Anyway the main problem with the TT (except Atari per se) is price:
>>>it's nearly twice as expensive as what I payed a long time ago (can
>>>it be five years? how time flys) for my ST520. If you ask around, most
>>
>>Well, I'm not sure how fair it is to compare prices of a 5 year old
>>68000 system and a new 68030 system. That might be a bit of a stretch.
>>
>
>At the time I bought my ST, you could just barely get a basic 286 system
>without hard disk for the amount of money the ST costed, now I could
>get a reasonable 386 system for the same (I doubt if any x86 system is
>reasonable anyway :-)). Why shouldn't Atari customers expect a similar
>advance in bang for the buck?

Well, when you put it that way, perhaps you have a point. I never thought I'd see that day when Simon Poole (the God of UniTerm) would become an ST skeptic. :-)

BTW, I'd appreciate if you'd email me the cost of a basic 386 system in Zurich. When I was in Sion, I saw pretty average 386's for about CHf3000.

>--
> Simon Poole
> poole@verw.switch.ch / poole@chx400.switch.ch / mcsun!chx400!poole
>--

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2328. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 21:42:21 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <5132@quiche.cs.mcgill.ca>
Source record: 238249

```
>sound program I have seen. And thats on a old ST.
^^^^^^^^^^^^^^^^
>
^^^^^^^^^^^^^
>--- An EX Amiga User

Be careful what you say..... It might create another war....

-TG
```

2329. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-02 21:45:16 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <5133@quiche.cs.mcgill.ca>
Source record: 238250

>which sits in the CPU slot! this allows you to add more RAM! it cannot be
>done directly onto the mother board.
>
>--- From a Ex Amiga user.

Again, since those days, it has changed a little. Now you don't even
have to open the A500 case to upgrade more than 512k memory. You can
either plug in a board in the old 512k slot or buy HD which can take
more memories.

Just stating the facts.

-TG

2330. Re: I wanna do stuff remotely

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 00:09:47 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.000947.20734@kcbbs.gen.nz>
Source record: 238239

Lines: 25

There is a program called MiniBBS that will do what you want. It will allow you to dial in remotely and enter your i/d and password and then have access to your ST. Also there is a do file for 'Flash' that allows you to do the same thing. Both these files are on GEnie ans many BBS's world wide, so look for them. If you are using a ms_dos type shell like command.prg or thelikes you can pipe the commands to the serial port like C:command >AUX: <AUX: this will give you full control of your ST from a remote site. I did have the pleasure last night to see 'Minix' set up on a 1040 running a serial terminal via copper and or by modem. It was great the first time I have seen Minix do this and I was impressed to say the leaste with the 2 user system David has written under Minix. You can email david here on STT or drop him a note in this news group and he will get it.. His mail address is STT@kcbbs.gen.nz (David Bouise).

Jon Clarke

```
+---------------+-----------------+---------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+---------------------------------+
```

2331. Adding to Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 00:15:47 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.001547.20844@kcbbs.gen.nz>
Source record: 238168

Lines: 26

Re adding a second drive to the Megafile 30.
---
[1] The controller card you have in there is an ABC4070 (adaptic)
[2] You will have to select LDN 0 and SCSI 1 as the other will be 0
The dip swichs sit looking from the front of the megafile, next
to the power supply directly behind the 20way read/write lines.
[3] You will have to insert/soilder in another 20way read/write plug.
[4] You may have to get a slightly better power supply as the one I have
in mine is only a 40watt supply.

This is a brief overview and I hope it helps you with your project. I
think you will like alot of others out here find it easier to get a 40 meg
drive and place it in there and run it in rll and get 60 megs. Sure saves
alot of the hassells.

Jon Clarke

+---------------+-----------------+---------------------------------+
| o( ) STaTus | The Atari BBS | Snail mail to : Jon Clarke, |
| / /\ BBS. | in Auckland,NZ +-------------+ RD#2 Drury, |
+---------------+-----------------+ Running:: | Auckland, |
|Mail : STT@kcbbs.gen.nz | MBBS Ver 3 | New Zealand. |
| : J.Clarke6 - GEnie +------------+--------------------+
| : 72000,3555 - CIS | Node 1&2 :+64-9-606067 / 608485 |
+---------------------------------+---------------------------------+

2332. Adding to Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 00:19:21 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.001921.20904@kcbbs.gen.nz>
Source record: 238169

Lines: 7

I have a Megafile 60 running off the Adaptec controller and have
successfully added a SCSI 44meg removabxle to it, useing a BMS200.
The Adaptec has the capability to run another RLL drive without any
problems, just connect the data line to the next drive and there is
another slot on the adaptec for the controller cable which has to be
connected to the 2nd drive.

2333. New Tos

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 00:27:30 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.002730.21009@kcbbs.gen.nz>
Source record: 238170

Lines: 13

> In article <2283@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
> We would love to put the new desktop in the above machines.
>Unfortunately, we don't have enough ROM space to fit everything together.

Just for your information, the new desktop is 22k bigger than the old
one.

>Anyway, we may need a little bit more time or even a miracle in order to
>squeeze every extra bits into the 192K ROM. We will try!

is it possible to recompile the tos with a better compiler, i understand
atari used alcon c and then later turbo c, would the old tos be done in
alcon ?

2334. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 01:18:56 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.011856.21131@kcbbs.gen.nz>
Source record: 238171

Lines: 10

Well said,
I was getting sick of the ST bashing I had back in brisbane when I ran the only ST BBS for the whole city and was surrounded by Amiga users.
But I wound up selling my Amiga 2000b so I could buy a 4 Meg STe to joing my 2.5 Meg 1040ST.
As for sound, sure the Amiga has stereo sound, but quartet beats any Amiga sound program I have seen. And thats on a old ST.

--- An EX Amiga User

2335. Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 01:22:01 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.012201.21238@kcbbs.gen.nz>
Source record: 238172

Lines: 5

Could I please request some information on the Atari Ethernet adaptor/s availible (if any).

If any are available with drivers for Netware 2.1x, please advise of

2336. Re: it would be nice

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 01:28:37 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct3.012837.21296@kcbbs.gen.nz>
Source record: 238242

Lines: 8

One thing you forgot! the Amiga 500's originally were 512k, until recently
when Commodore upgraded them to 1 Meg.
Also to upgrade them to 9 Meg you have to get a card like the SIMM card
which sits in the CPU slot! this allows you to add more RAM! it cannot be
done directly onto the mother board.

--- From a Ex Amiga user.

2337. Ideas on how to get software to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 01:31:02 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8738@helios.TAMU.EDU>
Source record: 238153

Help!

I just got access to the atari ftp archive in the University of Michigan. I even got some XLISP files from it. But now I can't get them to my atari ST. I am using Uniterm, and I purchased InterLink. But the kermit program on this Amdahl UTS machine and the Kermit program from the VAX/VMS always gives me an error on the 4th packet. I have tried all three checking techiniques that Uniterm has (CRC CHK1 CHK2), but they all fail.

I have no trouble on ASCII files, just on binary ones. I do use ftp in the "I" (image) mode which I invoke by issueing the ftp command "binary".

Please send me some ideas. I'm so close to heaven, but I can't get up the last step.

Please send mail to "tamuts.tamu.edu!n160ao" and not to the whole net.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

2338. patch for MiNT library

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 02:12:50 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7236.270910e3@uwovax.uwo.ca>
Source record: 238243

The MiNT library mintlib.zoo on atari.archive (at patchlevel 1) has some bugs in it -- in particular, stat.c and unx2dos.c won't compile, as the result of a last minute cleanup that didn't quite clean everything up. (A header file, device.h, was removed; neither of the .c files actually used anything from that header, but they did include it, and stat() had a useless device declaration in it as well).

Here are patches to bring the library up to patchlevel 2. As well as fixing the compilation bug some new features are provided:

-- some new dummy routines added to avoid link-time errors
-- popen() re-written to use pipes instead of temporary files; this is a win under MiNT, but doesn't work under TOS. Ideally we should support both, but the library is big enough already :-(.
-- stat() and fstat() now give pipes and fifos a file type of S_IFIFO
-- fstat() was broken in several ways; it should be OK now
-- the assert() macro had the wrong parameter names (oops!)
-- osbind.h was being overly optimistic about the future development of MiNT; it seems unlikely that >14 character file names will be supported in the near future, so we might as well maintain 100% TOS compatibility here
-- re-arranged compiler.h a bit, and added support for the C68 compiler

I haven't uploaded the new library to atari.archive, because I'm still working on the C68 support (the GNU code should be quite stable now).

Please report bugs to the address at the bottom of this posting.

```
============================ cut here ====================================
*** lib/orig/link.c Fri Apr 27 18:10:08 1990
--- lib/link.c Mon Oct 1 20:27:24 1990
***************
*** 1,8 ****
#include <errno.h>

int
link()
{
! errno=EXDEV;
return -1;
}
--- 1,27 ----
#include <errno.h>

+ /*
+ * try to choose failure modes that applications will best be able to
+ * handle
```

```
+ */
+
int
link()
{
! errno = EXDEV;
! return -1;
! }
!
! int
! symlink()
! {
! errno = EUNCMD;
! return -1;
! }
!
! int
! readlink()
! {
! errno = 0; /* should never happen */
return -1;
}
*** lib/orig/patchlev.h Sat Sep 29 01:46:36 1990
--- lib/patchlev.h Mon Oct 1 20:48:16 1990
***************
*** 1,5 ****
/*
! * PatchLevel: 1
*
* This identifies the version of the MiNT library in this
* directory.
--- 1,5 ----
/*
! * PatchLevel: 2
*
* This identifies the version of the MiNT library in this
* directory.
*** lib/orig/popen.c Thu Sep 6 13:55:58 1990
--- lib/popen.c Tue Oct 2 20:45:02 1990
***************
*** 1,109 ****
! /* popen.c
! *
! * Implementation of popen() / pclose for Atari ST (will eventually work for
! * MSDOS too). The pipe is simulated by a temporary file. If caller wants to
! * read the pipe, then execute the command in popen and return a descriptor
! * to the output delivered by the command. If caller wants to write to the
! * pipe, then preserve the callers output in a temp file and execute the
! * command on pclose.
! * Since it is necessary to keep some information from popen() up to the
```

```
! * pclose(), we keep all opened pipes in a list and fill up the entries as
! * needed. Pipes are identified by their FILE descriptor returned from the
! * fopen() call.
! *
! * Revision 1.2, jrb 08-15-89 applied kai's diffs
! * gcc-lib's system() now does re-direction. Changes to
! * for re-direction stuff because of this.
! *
! * Revision 1.1, kub 05-23-89
! * written 89/05/23 by Kai-Uwe Bloem (I5110401@DBSTU1.BITNET for now)
*/

#include <stdio.h>
! #include <memory.h>
#include <fcntl.h>
#include <string.h>

struct _pipe {
! char pmode; /* "r" or "w" to/from the pipe ? */
! char *pcommand; /* cmd to execute (only for "w") */
! int pstat; /* exit code of cmd (only for "r") */
! char pname[20]; /* temp filename. 20 should be enough...*/
! FILE *pfile; /* pipe identifier */
struct _pipe *pnext; /* next pipe in the list. */
! };

static struct _pipe *__pipes = NULL; /* head of pipe list */

- static char ptmp[] = "pipeXXXX"; /* skeleton for temp filename */
-
- /* open a pipe to the command argument in the mode given by the type string.
- * If caller wants to read the pipe, redirect output and execute command,
- * then open the temp file and return that. If caller wants to write to
- * the pipe, create the temp file and return that.
- */
FILE *popen(command, type)
const char *command, *type;
{
struct _pipe *p; /* the new pipe's list entry */

/* get space for the new pipe. If we can't get it then that's that */
p = (struct _pipe *) malloc(sizeof(struct _pipe));
! if (p == NULL) return (FILE *) NULL;

/* initialize the new pipe entry */
! p->pmode = *type;
! p->pfile = (FILE *) NULL;
! strcpy(p->pname,ptmp);
! mktemp(p->pname);
! /* make command line with appropriate re-direction */
! if((p->pcommand = (char *)malloc(strlen(command)+strlen(ptmp)+4L))
! == (char *)NULL)
```

```
! { /* no mem */
free(p);
! return (FILE *)NULL;
}
! strcpy(p->pcommand, command);
! strcat(p->pcommand, (p->pmode == 'r')? " >" : " <");
! strcat(p->pcommand, p->pname);

! /* Everything has now been set up to really execute the pipe request */
! switch(p->pmode)
! {
! case 'r': /* reading */
! /* execute the command, output redir. to tmp pipe file */
! p->pstat = system(p->pcommand);
! if (p->pstat < 0) {
! unlink(p->pname);
! return (FILE *)NULL;
! }
! p->pfile = fopen(p->pname,"r"); /* now open the pipe */
! break;
! case 'w': /* writing */
! /* open tmp pipe file */
! p->pfile = fopen(p->pname,"w"); /* open the pipe file */
! break;
}

! if (p->pfile)
! { /* pipe successfully established. Link it to the list */
p->pnext = __pipes;
__pipes = p;
- return p->pfile;
}
! else
! { /* if there is no pipe identifier then throw it away */
! unlink(p->pname);
! free(p->pcommand);
free(p);
- return (FILE *) NULL;
}
}

! /* close a pipe created by popen(). If caller wanted to read the pipe, then
! * just do the cleanup and return the command's status code. If caller wanted
! * to write to the pipe, the work has just started. Close the tempfile, call
! * the command with input redirected to the temp file and cleanup after that.
*/
int pclose(fp)
FILE *fp;
--- 1,81 ----
! /* popen(): open a file handle to a process. Works only under MiNT.
! * Written by Eric R. Smith, based on the TOS version by Kai-Uwe Bloem.
```

```
*/

#include <stdio.h>
! #include <stdlib.h>
! #include <process.h>
#include <fcntl.h>
#include <string.h>
+ #include <errno.h>

struct _pipe {
! int pid; /* process id of child */
! FILE *pfile; /* created file descriptor */
struct _pipe *pnext; /* next pipe in the list. */
! };

static struct _pipe *__pipes = NULL; /* head of pipe list */

FILE *popen(command, type)
const char *command, *type;
{
struct _pipe *p; /* the new pipe's list entry */
+ int pipfd[2]; /* pipe file handles */
+ int savefd; /* saved file descriptor for parent */
+ int kidfd; /* file descriptor changed in child */
+ /* 1 for "r", 0 for "w" */
+
+ char *shell;
+ FILE *pipefile = 0;
+ extern int __mint;
+
+ if (__mint == 0) {
+ errno = EINVAL;
+ return (FILE *)0;
+ }
+
+ shell = getenv("SHELL");
+ if (!shell)
+ shell = "sh";

/* get space for the new pipe. If we can't get it then that's that */
p = (struct _pipe *) malloc(sizeof(struct _pipe));
! if (p == NULL) return (FILE *)0;

/* initialize the new pipe entry */
! kidfd = (*type == 'r') ? 1 : 0;
!
! savefd = dup(kidfd);
!
! if (savefd < 0 || pipe(pipfd) != 0) { /* can't create pipe?? */
free(p);
! return (FILE *)0;
}
```

```
!
! dup2(pipfd[kidfd], kidfd);
! close(pipfd[kidfd]);
! p->pid = spawnlp(P_NOWAIT, shell, shell, "-c", command, (char *)0);
! dup2(savefd, kidfd);
! close(savefd);

! if (p->pid > 0) { /* command ran all right */
! /* note: 1-kidfd tells us which handle to use in the parent */
! pipefile = fdopen(pipfd[1 - kidfd], type);
}

! if (pipefile) {
! p->pfile = pipefile;
p->pnext = __pipes;
__pipes = p;
}
! else {
free(p);
}
+ return pipefile;
}

! /* close a pipe created by popen().
*/
int pclose(fp)
FILE *fp;
***************
*** 111,116 ****
--- 83,89 ----
struct _pipe *p, /* the pipe's list element */
*q; /* predecessor of p in the list */
int status = -1; /* return status of the command */
+ int pid;

/* search the pipe list for a pipe matching the FILE descriptor */
for (p = __pipes, q = NULL; p && p->pfile != fp; q = p, p = p->pnext);
***************
*** 117,133 ****
if (p == NULL) /* Never had a popen() for this file... */
return status; /* this pclose call makes no sense ! */

! fclose(p->pfile); /* close temp file */
! switch(p->pmode)
! {
! case 'w': /* writing */
! status = system(p->pcommand); /* execute the command */
! break;
! case 'r': /* reading */
! status = p->pstat; /* just get status code */
! break;
! }
```

```
! unlink(p->pname); /* temp file no longer needed */

/* remove the pipe from the list */
if (q) /* not the first in the list, unlink it from previous pipe */
--- 90,102 ----
if (p == NULL) /* Never had a popen() for this file... */
return status; /* this pclose call makes no sense ! */

! fclose(p->pfile); /* close the connection */
!
! /* now wait for the command to finish */
!
! do {
! pid = wait(&status);
! } while (pid >= 0 && pid != p->pid);

/* remove the pipe from the list */
if (q) /* not the first in the list, unlink it from previous pipe */
***************
*** 136,142 ****
__pipes = __pipes->pnext;

/* Now free the pipe entry */
- free(p->pcommand);
free(p);

return status;
--- 105,110 ----
*** lib/orig/stat.c Wed Sep 26 14:24:28 1990
--- lib/stat.c Mon Oct 1 20:22:12 1990
***************
*** 15,22 ****
#include <osbind.h>
#include <string.h>
#include <dirent.h>
- #include <device.h>

ino_t __inode = 32; /* used in readdir also */
int _x_Bit_set_in_stat = 0; /* default 0, need change in emacs:sysdep.c */

--- 15,23 ----
#include <osbind.h>
#include <string.h>
#include <dirent.h>

+ extern int __mint;
+
ino_t __inode = 32; /* used in readdir also */
int _x_Bit_set_in_stat = 0; /* default 0, need change in emacs:sysdep.c */

***************
*** 33,40 ****
* need stat() in the near future; plus, opendir did Fsfirst()/Fsnext()
```

```
* already). Programs like "ls" should win big time.
*
- * BUG/FEATURE: if the _lHIDE flag is set, opendir() never records the
- * existence of .dir, and so stat() in an open directory won't find it.
*/

struct dirent *
--- 34,39 ----
***************
*** 103,109 ****
int fd;
short magic;
struct dirent *d;
- struct _device *device;

if (!_path) {
errno = EFAULT;
--- 102,107 ----
***************
*** 117,123 ****
if (nval == 1) {
st->st_mode = S_IFCHR | 0600;
st->st_attr = 0xfe;
! st->st_ino = st->st_rdev = -1;
st->st_mtime = st->st_ctime = st->st_atime =
time((time_t *)0) - 2;
st->st_dev = 0;
--- 115,122 ----
if (nval == 1) {
st->st_mode = S_IFCHR | 0600;
st->st_attr = 0xfe;
! st->st_ino = ++__inode;
! st->st_rdev = 0;
st->st_mtime = st->st_ctime = st->st_atime =
time((time_t *)0) - 2;
st->st_dev = 0;
***************
*** 124,129 ****
--- 123,129 ----
st->st_nlink = 1;
st->st_uid = geteuid();
st->st_gid = getegid();
+ st->st_size = st->st_blocks = 0;
st->st_blksize = 1024;
return 0;
}
***************
*** 148,157 ****
}
st->st_mtime = st->st_ctime = st->st_atime =
unixtime(d->d_time, d->d_date);
```

```
st->st_ino = d->d_ino;
st->st_attr = d->d_attribute;
! st->st_mode = 0644 | (d->d_attribute & FA_DIR ?
S_IFDIR | 0111 : S_IFREG);
if (d->d_attribute & FA_RDONLY)
st->st_mode &= ~0222; /* no write permission */
if (d->d_attribute & FA_HIDDEN)
--- 148,167 ----
}
st->st_mtime = st->st_ctime = st->st_atime =
unixtime(d->d_time, d->d_date);
+ if ((drv = *path) && path[1] == ':')
+ st->st_dev = toupper(drv) - 'A';
+ else
+ st->st_dev = Dgetdrv();
+
st->st_ino = d->d_ino;
st->st_attr = d->d_attribute;
! if (__mint && st->st_dev == ('Q' - 'A'))
! st->st_mode = 0644 | S_IFIFO;
! else {
! st->st_mode = 0644 | (d->d_attribute & FA_DIR ?
S_IFDIR | 0111 : S_IFREG);
+ }
+
if (d->d_attribute & FA_RDONLY)
st->st_mode &= ~0222; /* no write permission */
if (d->d_attribute & FA_HIDDEN)
***************
*** 189,198 ****
}

fill_rest:
- if ((drv = *path) && path[1] == ':')
- st->st_dev = islower(drv) ? drv - 'a' : drv - 'A';
- else
- st->st_dev = Dgetdrv();
st->st_rdev = 0;
st->st_uid = geteuid(); /* the current user owns every file */
st->st_gid = getegid();
--- 199,204 ----
***************
*** 209,232 ****
* a tty.
*/

! int fstat(fd, st)
int fd;
struct stat *st;
{
long oldplace, r;
```

```
short timeptr[2];

! oldplace = Fseek(0L, fd, SEEK_CUR); /* get current file location */
! r = Fseek(0L, fd, SEEK_END); /* go to end of file */
! st->st_size = r - oldplace;
! Fseek(oldplace, fd, SEEK_SET); /* go back to old location */
!
! r = Fdatime(fd, timeptr, 0);
if (r < 0) { /* assume TTY */
st->st_mode = S_IFCHR | 0600;
st->st_attr = 0xfe;
st->st_mtime = st->st_ctime = st->st_atime =
time((time_t *)0) - 2;
}
else {
st->st_mtime = st->st_atime = st->st_ctime =
--- 215,236 ----
* a tty.
*/

! int
! fstat(fd, st)
int fd;
struct stat *st;
{
long oldplace, r;
short timeptr[2];
+ short magic;

! r = Fdatime(timeptr, fd, 0);
if (r < 0) { /* assume TTY */
st->st_mode = S_IFCHR | 0600;
st->st_attr = 0xfe;
st->st_mtime = st->st_ctime = st->st_atime =
time((time_t *)0) - 2;
+ st->st_size = 0;
}
else {
st->st_mtime = st->st_atime = st->st_ctime =
***************
*** 233,238 ****
--- 237,259 ----
unixtime(timeptr[0], timeptr[1]);
st->st_mode = S_IFREG | 0644; /* this may be false */
st->st_attr = 0; /* because this is */
+
+ oldplace = Fseek(0L, fd, SEEK_CUR); /* get current file location */
+ if (oldplace < 0) { /* can't seek -- must be pipe */
+ st->st_mode = S_IFIFO | 0644;
+ st->st_size = 1024;
+ }
```

```
+ else {
+ r = Fseek(0L, fd, SEEK_END); /* go to end of file */
+ st->st_size = r;
+ Fseek(0L, fd, SEEK_SET); /* go to start of file */
+ /* check for executable file */
+ if (Fread(fd, 2, (char *)&magic) == 2) {
+ if (magic == 0x601a || magic == 0x2321)
+ st->st_mode |= 0111;
+ }
+ Fseek(oldplace, fd, SEEK_SET); /* go back to old location */
+ }
}
st->st_dev = Dgetdrv(); /* this might be false, too */
st->st_rdev = 0;
***************
*** 239,246 ****
st->st_uid = geteuid();
st->st_gid = getegid();
st->st_blksize = 1024;
st->st_ino = ++__inode;
! st->st_blocks = st->st_nlink = 1;
return 0;
}

--- 260,268 ----
st->st_uid = geteuid();
st->st_gid = getegid();
st->st_blksize = 1024;
+ st->st_blocks = (st->st_size + 1023) / 1024;
st->st_ino = ++__inode;
! st->st_nlink = 1;
return 0;
}

*** lib/orig/unx2dos.c Thu Sep 27 01:03:06 1990
--- lib/unx2dos.c Mon Oct 1 20:01:10 1990
***************
*** 2,8 ****
#include <string.h>
#include <ctype.h>
#include <osbind.h>
- #include <device.h>
#include <types.h>

extern int __mint;
--- 2,7 ----
***************
*** 9,14 ****
--- 8,17 ----

int _unixmode; /* not used right now */
```

```
+ /*
+ * returns 0 for ordinary files, 1 for special files (like /dev/tty)
+ */
+
int
_unx2dos(unx, dos)
const char *unx;
***************
*** 16,21 ****
--- 19,25 ----
{
const char *u;
char *d, c;
+ int rval = 0;

dos[0] = 0;
u = unx; d = dos;
***************
*** 32,37 ****
--- 36,42 ----
else if (__mint) {
strcpy(d, "V:\\");
d += 3;
+ rval = 1;
}
else {
strcpy(d, u);
***************
*** 56,62 ****
*d++ = c;
}
*d++ = 0;
! return 0;
}

int
--- 61,68 ----
*d++ = c;
}
*d++ = 0;
! if (rval) return rval;
! return (toupper(dos[0]) == 'V' && dos[1] == ':') ? 1 : 0;
}

int
*** include/orig/assert.h Thu Sep 6 12:34:50 1990
--- include/assert.h Mon Oct 1 19:39:50 1990
***************
*** 10,21 ****

#ifdef __STDC__
#define assert(cond) \
```

```
! if(!(cond)) { __eprintf(__FAILED, #expression, __LINE__, __FILE__); abort(); }

#else

#define assert(cond) \
! if(!(cond)) { __eprintf(__FAILED, "expression", __LINE__, __FILE__); abort(); }

#endif /* __STDC__ */
--- 10,21 ----

#ifdef __STDC__
#define assert(cond) \
! if(!(cond)) { __eprintf(__FAILED, #cond, __LINE__, __FILE__); abort(); }

#else

#define assert(cond) \
! if(!(cond)) { __eprintf(__FAILED, "cond", __LINE__, __FILE__); abort(); }

#endif /* __STDC__ */
*** include/orig/compiler.h Sun Sep 2 16:43:14 1990
--- include/compiler.h Tue Oct 2 20:03:02 1990
***************
*** 12,17 ****
--- 12,20 ----
#ifdef __SOZOBON__
typedef unsigned int size_t;
#endif
+ #ifdef __C68__
+ typedef unsigned long size_t;
+ #endif

#endif /* _SIZE_T */

***************
*** 18,32 ****
/*
* fudge non-ANSI compilers to be like ANSI
*/
! #ifdef __SOZOBON__

#define const
#define volatile

! #ifndef _VOID_T
typedef char void;
#endif

! #endif /* __SOZOBON__ */

#endif /* _COMPILER_H */
--- 21,35 ----
/*
* fudge non-ANSI compilers to be like ANSI
```

```
*/
! #ifndef __STDC__

#define const
#define volatile

! #ifdef __NO_VOID__
typedef char void;
#endif

! #endif /* __STDC__ */

#endif /* _COMPILER_H */
*** include/orig/osbind.h Wed Sep 5 20:26:04 1990
--- include/osbind.h Tue Oct 2 20:01:24 1990
***************
*** 1124,1133 ****
unsigned short dta_time;
unsigned short dta_date;
long dta_size;
! char dta_name[32];
! /* for TOS, only 14 are needed, but MiNT can send back up to 32 if
! * we're running in the MiNT domain
! */
};

#endif /* _OSBIND_H */
--- 1124,1130 ----
unsigned short dta_time;
unsigned short dta_date;
long dta_size;
! char dta_name[14];
};

#endif /* _OSBIND_H */
*** include/orig/patchlev.h Sat Sep 29 01:46:36 1990
--- include/patchlev.h Mon Oct 1 20:48:30 1990
***************
*** 1,5 ****
/*
! * PatchLevel: 1
*
* This identifies the version of the MiNT library in this
* directory.
--- 1,5 ----
/*
! * PatchLevel: 2
*
* This identifies the version of the MiNT library in this
* directory.
*** include/orig/stat.h Thu Sep 6 12:52:22 1990
--- include/stat.h Mon Oct 1 20:22:26 1990
```

```
***************
*** 27,32 ****
--- 27,33 ----
#define S_IFCHR 0020000
#define S_IFDIR 0040000
#define S_IFREG 0100000
+ #define S_IFIFO 0120000
#define S_IFLNK 0160000

#define S_ISUID 0004000
```

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2339. gdb

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 03:57:46 UTC
From: sklug@sdcc13.ucsd.edu
Message-ID: <12935@sdcc6.ucsd.edu>
Source record: 238166

I am using GCC for a project of mine and need to know how to use the Gnu debugger gdb. I'm using the version of GCC whose binaries are on atari.archive. I tried the -gg option but that didn't seem to work. Any help would be appreciated.

Mail to: sklug@ucsd.edu
||galileo@crash.cts.com

2340. Re: Amiga v ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 05:54:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <34496@cup.portal.com>
Source record: 238154

Ed Gow writes:
>The point is that there is no longer any literature available for the
>ST ...

That should tell you something right there...

BobR

2341. Audio in line on monitor port

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 06:43:47 UTC
From: edd232s@monu6.cc.monash.edu.au
Message-ID: <1990Oct3.064347.10203@monu6.cc.monash.edu.au>
Source record: 238165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the documentation that came with my 1040STFM, theres a pinout
on the monitor port labelled as 'audio in'. I havent heard of anything,
software or hardware that uses this, and I dont even know what it does,
if anything. Does anyone know what it can be used for, and if so how
can I go about it ?

I was hoping thered be someway to digitise with it, with the addition
of little or no hardware support.

Mithrandir.

2342. Re: TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 08:40:41 UTC
From: towns@atari.UUCP
Message-ID: <2320@atari.UUCP>
Source record: 238175

in article <2473@maestro.htsa.aha.nl>, basv@maestro.htsa.aha.nl (bas) says:
>
> I have seen TOS 2.0 for the ATARI ST. You must boot it from floppy.
> It looks great. I have a question. When is it avaible on rom.
> --
> Bas v.d. Vlies
> Algemene Hogeschool Amsterdam, The Netherlands
> Technische en Maritieme Faculteit
> basv@maestro.htsa.aha.nl or ...{backbones}!htsa!basv

Atari has NOT released _any_ TOS 2.0 and especially on disk. If you have a copy of a disk based TOS it is probably a pirated copy from one of our subsidiaries.

I would urge you NOT to use this copy and destroy it. It's probably dangerous. No telling where it's been and if it's an early version of TOS 3.01 like I think it is.. then it is riddled with serious bugs.

There are no plans to release TOS 3.01 (or TT TOS as it is also known) for ST machines. It simply won't fit into the ROM space.

-- John Townsend ..ames!atari!towns
Atari Corp.

2343. ICD email address?

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 09:11:52 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Oct3.091152.4920@newcastle.ac.uk>
Source record: 238162

I know I resently sent a similar request for an email address of ICD but some mailers truncate the subject line leaving the request as

.... email address for I

So for anybody in doubt it is ICD's email address I am after.

Thanks

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2344. Urgent: ICD <--> HDX problem

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 10:19:33 UTC
From: Harold@cs.vu.nl
Message-ID: <7820@star.cs.vu.nl>
Source record: 238173

>>>>>>>>>>>>>>> URGENT <<<<<<<<<<<<<<<<<<<

I have a problem with compatibilty between ICD utilitys and
AHDI 3.01 (drive formatted with HDX 3.02)
The setup is Megafile 60 (unit 0) and a Megafile44 (unit 1). I want to install
a 105Mb SCSI drive in the Megafile44 box. But the ICD utilitys needed to format
the SCSI drive seem to have a problem with the already formatted (HDX) M60 drive

Please reply by email, any info is wanted

Harold van Aalderen (hvaalde@cs.vu.nl)

2345. My HD is out to get me...

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 11:11:54 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1186@xenon.kcl-cs.UUCP>
Source record: 238155

Help!!
I recently added a Syquest 44m removable HD to my Seagate ST157N system (with Gasteiner interface) and it seemed to be alright. However, fairly quickly the Auto folder on drive C became a little flaky, losing most of the progs and bombing on accessories. After a backup and reformat, the problem has not gone away. I managed to get a disk checker to spot several bad sectors right near the beginning of the disk, but they seem to have disappeared again! Does this sound like the results of a minor head crash?? The installation appears to be OK as drives D,E,F,G,H and I still work fine (over the two physical drives). Does anyone have any bright ideas?? I am pretty sure it is a hardware problem, as it seems to act independently of the software installed.

any help would be much appreciated

2346. Interfacing PC floppies...

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 11:15:19 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1187@xenon.kcl-cs.UUCP>
Source record: 238156

I have a Chinon 360K 5.25" floppy drive that I would like to interface to my ST.

Can anyone tell me what cables are required (and if it is feasible!)?

Thanks in advance...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

2347. Games :- Mahjongg

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 13:24:32 UTC
From: nick@lion.inmos.co.uk
Message-ID: <11576@ganymede.inmos.co.uk>
Source record: 238159

Hi since someone suggested we put any games related stuff
in this newsgroup (Flame someone else not me)

Has anyone got source, or possibly even binary, of a version
the patience game Mahjongg for the atari (ST not STE)
if so could you please let me know

Nick

2348. Sozobon

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 13:40:02 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <6565@castle.ed.ac.uk>
Source record: 238161

I'm trying to compile sozobon C on our mainframe so that I can have lots of lovely disk space to use. It compiles but says it doesn't know the following functions. Could some kind person send me source code for these functions or at least tell me what they do.

Thanks
Robin
elev35@uk.ac.ed.castle

2349. Gadgets' e-mail adress

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 14:49:51 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <780@accucx.cc.ruu.nl>
Source record: 238158

I cannot reach Gadgets by Small, and I really need to. So: what's
Dave's email adress?

I've posted about this before, and I got some answers too back then.
None of them however seemed to succeed in reaching mr. Small, although
it did not bounce back to me - it just seemed to get lost (.. or Dave
Small didn't care to reply, but I don't think so).

In my Spectre user manual no usable email adress is stated:
they are all incomplete uucp adresses (...!thewell!dsmall).

So I'm out of arrows: can anyone help me on this one?

2350. Re: Defragmenter for ST harddisks & More

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 16:18:33 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9903@pogo.WV.TEK.COM>
Source record: 238157

In article <1673@uvm-gen.UUCP> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>
> Speaking of commercial software, my copy of Diamond Back II
> doesn't handle my 32 Meg partition quite properly, it thinks I
> have a negative amount of disk space 8-); at least it should still
> back up the partition, I will find out this week. This is
> especially odd since my *17* Meg partition's space is reported
> correctly. Are you reading this Bob Luneski ?? RBPIII

Yes I'm reading :-) It's a benign free space counting problem at the user
interface level that has been corrected in the latest version of
Diamond Back II V2.11. Rather ironic that a Statistican should have a
counting problem, eh? It does not effect the backup as Diamond Back II
will backup any GEM, BGM, or XGM partition in either file or image mode
and any Spectre partition in image mode.

You can upgrade to Diamond Back II V2.11 by downloading a patch file from
Genie or by sending your original disk to Data Innovations. In addition to
a number of bug fixes, the free upgrade includes a 3x speed increase in
HD to HD transfers, full support for high density 1.44+ meg floppies, and
the addition of a number of utility programs(formatters, file finders etc.)
in both .PRG and .ACC forms.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

2351. can 4MB dynamic rams turn a 1MB Atari ST into a 4MB Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 16:26:01 UTC
From: cca13@seq1.keele.ac.uk
Message-ID: <656@keele.keele.ac.uk>
Source record: 238163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a 1MB Atari ST which I use at home. At work I read the SUN group mail/news and there it seems folk are upgrading various Sun machines cheaply and quickly to have 4x the memory, often 8MB to 32MB, by plugging in 4MB SIMMS.

I wondered if it is possible to do this on an Atari ST - just remove all the chips and replace them with 4MB ones. Please email me directly as I don't read these groups.

many thanks

gerry
--
gerry pratt -- workstation support -- university of keele
email: gerry@seq1.keele.ac.uk * tel: 0782 621111 x 3290
"these opinions are mine, mine, mine....ALL MINE I TELL YOU!"

2352. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 18:08:00 UTC
From: bill@mwca.UUCP
Message-ID: <1710@mwca.UUCP>
Source record: 238167

In article <RIPLEY.90Sep27182250@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>In article <725@zelator.UUCP> techno@zelator.UUCP (Frank Dahncke) writes:
> >I would like to find out about a harddisk defragmenter for the st -
> >either PD or $$.

Simon Poole's DLII includes a defragmenter; I haven't used it so I can't speak to its effectiveness. As a whole the utility is very complete, however, and I believe freeware.

Of course, you can also copy all the files to an unused partition, delete all files, then copy them back (if you've got the room on your drive). Probably a safer and certainly a faster way to go...

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

2353. Re: TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 18:52:37 UTC
From: apratt@atari.UUCP
Message-ID: <2322@atari.UUCP>
Source record: 238160

basv@maestro.htsa.aha.nl (bas) writes:

>I have seen TOS 2.0 for the ATARI ST. You must boot it from floppy.
>It looks great. I have a question. When is it avaible on rom.
>--
> Bas v.d. Vlies
> Algemene Hogeschool Amsterdam, The Netherlands
> Technische en Maritieme Faculteit
> basv@maestro.htsa.aha.nl or ...{backbones}!htsa!basv

Great. Now it looks like there is ANOTHER program out there which is
stupidly named. Not only is it a derivative work of Atari's
copyrighted material, but it's got a name which guarantees confusion
with official Atari products.

People, don't do illegal stuff, or if you do, PLEASE choose names which
won't make people think the thing came from Atari! I think Claus Brod
can back me up on this one. :-)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2354. Mega-4 For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 19:27:17 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12626902546031@osu-20.ircc.ohio-state.edu>
Source record: 238174

MEGA 4 System For Sale.

Mega 4
MegaFile 30
SLM-804 Laser Printer
Atari Mono Monitor
Spectre GCR w/128K ROMS
Tweety Board
SoftwareIncluding
- Ultra Script (35 Fonts)
- TimeWorks Publisher ST
- Utilities (codehead & Turbo ST)
- Various Games (Require Color Monitor)

All equipment is in perfect working order.
All software includes orginal disks & documentation.

Total Price - $2750 + shipping

email: gingrich-t@osu-20.ircc.ohio-state.edu

Home Phone:
(614) 771-9187

Tyler

2355. Quiktools environment

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 19:47:09 UTC
From: bill@mwca.UUCP
Message-ID: <1711@mwca.UUCP>
Source record: 238176

Has anyone been able to make Quick Tools load the environment upon bootup automatically? At Darek's instruction I put quiktool.prg in the auto folder, and have ENVIRON.SYS in the auto folder, the quiktool folder, and the root, but none of them get loaded unless I explicitly load them from QuickEnv or Quick CLI.

Also, I get a crash with Quick Control every time, regardless of auto progs and accessories. Quick Term generally doesn't care to work, either, though I haven't tried it as extensively.

Are there any known bugs here, or am I missing something in the manual or perhaps I have a corrupted diskette?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

2356. Re: Union Demo (was Re: FALCON backups)

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 20:42:15 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct3214215@stack.cs.tu-berlin.de>
Source record: 238177

In article <1990Sep26.220024.12190@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:

But the Union Demo has a copier built-in that looks and sounds good.
Why would you want to use any other copier, unless you wanted to make
multiple copies?
Huh? The Union Demo's copier does read once write often, as far as I
remember. Isn't that enough ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2357. Country specific differences (was Re: HELP! Calamus ...)

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 20:51:25 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct3215125@stack.cs.tu-berlin.de>
Source record: 238178

In article <CMM.0.88.654536810.larserio@kvart.ifi.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:

Yes, The scandinavian version of Calamus works on swedish 1.2 and 1.4, but not on my US TOS 1.4 :-(Just as System /// Heidelberg programs only works on machines with german keyboard layout (z and y exchanged)

Actually the difference is bigger than that !
A friend of mine wrote a Signum!-wrapper to get it to run on his UK-ST ... The wrapper installs a German keytable, starts INSTAL.PRG if needed and invokes Signum!. When Signum! is done, the wrapper re-installs the keytable as found in the ROM.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2358. Ghostscript2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 20:53:04 UTC
From: nims@casbah.acns.nwu.edu
Message-ID: <252@casbah.acns.nwu.edu>
Source record: 238164

Has anyone considered or attempted to port Ghostscript2.0 to the ST yet? I see taht it has an HP Deskjet and Epson printer drivers...it'd be great to be able to print PS files at home without buying Ultrascript.

-Chris

==========
Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Networking Services: Northwestern University

2359. Re: SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-10-03 21:45:41 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct3224541@stack.cs.tu-berlin.de>
Source record: 238179

In article <SCOTT.90Oct1000340@tab00.larc.nasa.gov> scott@tab00.larc.nasa.gov (Scott Yelich) writes:
Well, I have applied ALL necessary patches as well as received two
binaries from a friend over the network, but I have yet to have a
sparcstation format a 3.5" disk and have my 1040st (TOS1.0) read the
disk without scrambling the data.

Well, I have to admit, that I'm using TOS 1.4; the version of
mtools that is installed here works just fine for me.
I had no trouble, even when using 'mkdfs -f' to format a new disk.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2360. Uniterm fonts

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 02:30:47 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5102@uqcspe.cs.uq.oz.au>
Source record: 238183

A while back someone asked how to use the Uniterm fonts. Can someone post the answer, please? Many thanks.


```
*******************************************************************************
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@batserver.cs.uq.oz.au || fax:+61 7 371 0783
*******************************************************************************
* "If you want to make god laugh, show him your plans" *
* Woody Allen *
*******************************************************************************
```

2361. Re: Trying to find Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 07:49:42 UTC
From: pv@polari.UUCP
Message-ID: <2541@polari.UUCP>
Source record: 238184

I'm trying to find the current address and phone number for Neocept.
I have the first version of Fontz! and am trying to get the current one.
One phone number I found posted here was: 805-484-2041 but does not work.
The address posted was Amarillo,Ca. but directory assistance has no listing
for Neocept. Thanks for any assistance.
-PV-
/+=+\
+ COMMENTS COMPLIMENTS CONTINOUS COMPLAINTS +
" COURTESY: Paul Varn "
+ UUCP: pv@polari GEnie: p.varn +
\+=+/

2362. no response from Gadgets by Small - what is wrong?

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 08:56:41 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <907@idcapd.idca.tds.philips.nl>
Source record: 238180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!!

The last month or so I have been busy trying to reach Gadgets by Small, the makers or Spectre.

Email is never replied upon, an airmail letter apparantly faced the same destiny

As a last resort, I tried sending a fax. And this didn't work either.

Since I hear and experienced myself that Gadgets normally is quick and responsive I wonder what is wrong.

>>>--- Any information appreciated (hope Dave reads this)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

2363. Re: Audio in line on monitor port; also Clock line question.

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 11:48:03 UTC
From: jbww@ukc.ac.uk
Message-ID: <5602@harrier.ukc.ac.uk>
Source record: 238199

In article <1990Oct3.064347.10203@monu6.cc.monash.edu.au> you write:
>
> In the documentation that came with my 1040STFM, theres a pinout
>on the monitor port labelled as 'audio in'. I havent heard of anything,
>software or hardware that uses this, and I dont even know what it does,
>if anything. Does anyone know what it can be used for, and if so how
>can I go about it ?

Sound injected into this gets mixed with sounds from the noise
chips in the ST (and the DMA sampled sound in the STE), and come
out the 'audio out' port. Simple.

> I was hoping thered be someway to digitise with it, with the addition
>of little or no hardware support.
>
> Mithrandir.

Would it not be nice ?
Seriously, it is useful to have the pin there; it means one can
hang sound samplers inside the case, rather than dangling in the
cartridge port. Still need extra connectors if one wants to add
samplers of stereo sound.

Question:
What are the pins on the Monitor jack of the STE, labled 'clock' ?
(I think I did hear, but can not remember ...)

cheers,
J.B. Webber ukc.ac.uk Physics, University of Kent.

2364. Re: Uniterm fonts

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 14:58:07 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Oct4155807@ghiggins.hpl.hp.com>
Source record: 238190

```
++ A while back someone asked how to use the Uniterm fonts. Can someone post
++ the answer, please? Many thanks.

Sorry, my fault. I assumed that I was the only one who hadn't RTFM :-)

The definitive "RTFM" from Graham Thomas (grahamt@syma.sussex.ac.uk)

++ ReadMe for UniTerm V2.0d 014 <-|
++ ---------------------------- |
++ 29.8.88 |This number is displayed on the
++ 'About UniTerm...' dialog box and
++ indicates the "Edit Number"
++
++ Macro Processor & Terminal:
++
++ New macro command:
++
++ LOADFONT(index,filename)
++
++ index (integer) : which font to overload, currently defined
++ values:
++
++ Index Font Size (B)
++
++ 0 Special 8*16 2048
++ 1 Special 8*8 1024
++ 2 Normal 5*16 1280
++ 3 Normal 5*8 640
++ 4 Special 5*16 1280
++ 5 Special 5*8 640
++ 6 International 8*16 2048
++ 7 International 8*8 1024
++ 8 International 5*16 1280
++ 9 International 5*8 640
++ 10 Tek 6*11 1056
++
++
++
++ filename (string) : complete path to the UFT file
++
++ A UFT file is simply just the data part of a normal GEM (tm)
++ font file, CAUTION: no error checking is done! Do not try
++ to load a font of the wrong size !!!
++
++ I would to use fonts 6 to 9 for self-designed fonts.
```

Cheers,

Gray
====

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

2365. CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 15:08:17 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Oct4160817@ghiggins.hpl.hp.com>
Source record: 238191

What's the current state of play regarding CD-ROM for the ST?

The reason I ask is that there's a Sony portable CD player available here in the UK for an affordable 250-odd sterling. It has a built-in SCSI i/f, so in theory, should be connectable to an ICD DMA-SCSI adaptor.

Given that it's a Sony, ICD reckon that their driver s/w should be able to recognise it.

Is that all that's required, or am I missing a trick somewhere? Shouldn't there be some kind of hassle like incompatible disk formats (High Sierra vs Low Swamp or somesuch)?

It's not that I'm cynical, you understand, just skeptical.

Cheers,

Gray
====

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

2366. Re: Games :- Mahjongg

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 15:25:46 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2088@engage.enet.dec.com>
Source record: 238181

In article <11576@ganymede.inmos.co.uk>, nick@lion.inmos.co.uk (Nick Haydock) writes...
> Has anyone got source, or possibly even binary, of a version
> the patience game Mahjongg for the atari (ST not STE)
DRACHEN in the binaries archives is a game of Mahjongg.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2367. Terminal emulators for the Portfolio

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 16:18:21 UTC
From: dac@ukc.ac.uk
Message-ID: <5614@harrier.ukc.ac.uk>
Source record: 238182

Does anyone know where I can get hold of a plug-in terminal emulator
for the Atari Portfolio - I have the serial adaptor, now I need a terminal
emulator. Adresses of suppliers and prices would be appreciated.

Thanks.
Dave.

--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

2368. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 17:48:45 UTC
From: poole@chx400.switch.ch
Message-ID: <1990Oct4.174845.25042@chx400.switch.ch>
Source record: 238193

```
In article <1990Oct4.094055@heike.informatik.uni-dortmund.de>
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
...
>
>I used this tool until it crippled a partition. Now I don't use it anymore
>for obvious reasons :-(.

And it's not my fault if people can't read, for obvious reasons :-(.

--
------------------------------------------------------------------------
Simon Poole
poole@verw.switch.ch / poole@chx400.switch.ch / mcsun!chx400!poole
------------------------------------------------------------------------
```

2369. ST Writer Elite 3.8 ?Bug? -- TOS 1.4 Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 18:13:10 UTC
From: kendall@bsu-cs.bsu.edu
Message-ID: <11862@bsu-cs.bsu.edu>
Source record: 238185

To all who responded last time: Thanks much for your advice.

I have been unable to get printer codes to work from any ST Writer Elite 3.8 document. Neither <CTRL-O>nnn or any variation of <ESC>, <CTRL-ESC>, <ALT-ESC> seem to work, although the docs say that either method should work. The result is that no codes are send. This is true under TOS 1.0 and 1.4. Can anybody help? Is there a more recent version, or maybe a patch?

Also, I just got upgraded to TOS 1.4. Are there any good ramdisks that work under TOS 1.4? My previous favorite seemed to cause a reset on any application call. ACC-based would be perfect.

And in reference to recent cross-flaming, yes, I will consider any kind of *ware: free, share, or commercial.

--
{}{}{}

2370. Re: mtools

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 20:42:21 UTC
From: ripley@tubopal.UUCP
Message-ID: <1995@troll.tubopal.UUCP>
Source record: 238197

Regarding the mtools: I already got some mail from others who
have problems with them. I forwarded them (and will forward
all mail to this subject) to the person in charge of the mtools.

So look forward for mail from doko@opal.cs.tu-berlin.de !

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2371. PACK-ICE

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 20:53:44 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct04.205344.28225@ecst.csuchico.edu>
Source record: 238101

Is there anyway to unpack a datafile packed with PACK-ICE?

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2372. ST literature [Was: Amiga v ST]

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 21:25:07 UTC
From: aimd@aipna.ed.ac.uk
Message-ID: <3122@aipna.ed.ac.uk>
Source record: 238194

In article <34496@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Ed Gow writes:
>>The point is that there is no longer any literature available for the
>>ST ...
>
>That should tell you something right there...

Even if Abacus has withdrawn its appallingly written books, aren't the Compute! books still available and 'The Concise Atari ST Programmers Guide' (I think that's what its called).

I you want to program the ST, buy a C compiler like Prospero's and get 1000 pages of info on GEM, VDI, AES, TOS etc..

Mark.

PS. Many apologies for not replying to any mail for the last couple of weeks, my ed.castle account has gone! I'll hopefully get my mail file back soon...

2373. How much for a 1040?

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 22:25:15 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <278@ub.d.umn.edu>
Source record: 238195

How much is an old 1040st with tos 1.0 worth now-a-days? It's about a 1985 vintage machine with no extras. It even has a video port where you can hook it up to a television.

So, who can give me some ideas on it's worth?

--
BAM bgrave@ub.d.umn.edu

"The other day I spilled spot remover on my dog... now he's gone."
-Steven Wright

2374. Re: Games :- Mahjongg

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 22:42:07 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <7288.270b827f@uwovax.uwo.ca>
Source record: 238110

In article <11576@ganymede.inmos.co.uk>, nick@lion.inmos.co.uk (Nick Haydock) writes:
>
> Has anyone got source, or possibly even binary, of a version
> the patience game Mahjongg for the atari (ST not STE)
> if so could you please let me know
>
> Nick

DRACHEN is a version of Mahjongg the comes out of Germany. It
has excellent graphics, but is a mono only game. It was posted
to comp.binaries about a year or less ago, thus you can get it
from one of the archive sites.
--

Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539

2375. Re: Multisync for ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-04 22:59:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct4.225916.22876@math.lsa.umich.edu>
Source record: 238196

In article <1990Oct04.045542.24748@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:
>My questions are, how does having both monitors compete with a good
>multisync monitor? Should I sell my color monitor and get a multisync
>or just buy a mono monitor? How much does a good multisync cost for
>the ST? Then add about $100 for the Omniswitch, or what is the
>preferred switcher?
>
>I just glanced at Talon's ad in ST Informer and they have an Acer
>monitor for $450.
>
>Thanks for the help.

I like my multisync, though I still have both the old mono & color monitors sitting in my closet... You just need to make sure it handles around 15-35khz horizontal scan rate, and 50-70hz refresh. Mine was also around $450, I went bargain hunting in Computer Shopper.

I have noticed wavy interference on the multisync in monochrome mode, which is quite distracting when you have a mostly white screen. If most of the screen is black then it's not apparent, So, to be real picky, the monochrome mode isn't quite as rock-steady as with the Atari SM124. But it's still pretty good, and with overscan I get 736x480 pixels instead of 688x480. That tells ya something too - you don't need much better than an 800x500 resolution display. (Unless you also plan on getting something like the ISAC board...) Mine has a .25mm dot pitch, for 1024x768 max rez, but I guess that was a frill that I'm not getting any benefit out of at the moment.

Also the pixels are really pretty tiny in monochrome mode... Something to consider if you're gonna be staring at it for long periods of time.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2376. PC Emulator Question

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 00:06:12 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <cb2wtoT0BwwfRBJnBi@transarc.com>
Source record: 238102

Since there have been several posts about PC-DITTO-2 recently (and there doesn't seem to be anyone left at Avant-Garde to ask), I thought I'd ask for some info about getting Ditto-2 to boot from hard disk. It took me long enough to get it to run, period, but that's another story. When I boot from my external 5.25 disk, everythign works fine, but it just loops on asking me to insert a disk if I don't. It doesn't seem to recognize drive C at this point, though I formatted it using DOS and have installed all the system files.

Any help would be appreciated. Please send mail to me directly, though I'll be glad to summarize to anyone who's interested. (I don't want to bog the net down with Ditto flames.)

Thanks!

Bill (wvh@transarc.com)

2377. Re: gdb

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 00:17:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct5.001702.24481@math.lsa.umich.edu>
Source record: 238103

In article <61@gypsy.ims.fhg.de> scheulen@gypsy.ims.fhg.de (Thilo Scheulen) writes:
>sklug@sdcc13.ucsd.edu (Steven Klug) writes:
>>I am using GCC for a project of mine and need to know how to use the
>>Gnu debugger gdb. I'm using the version of GCC whose binaries are
>>on atari.archive. I tried the -gg option but that didn't seem to
>>work. Any help would be appreciated.
>
>I see some problems whit the GDB
>....

>does any one know if i am wrong ???
> Thilo Scheulen

J.R. Dunning ported GDB to the ST a while ago. I don't think it works
with the current version of gcc though.

'sswhat you get when your vendor doesn't set a standard way to do certain
things; a bunch of different people take different approaches to solve the
problems...

Now that I've started playing with Mint a little bit, I'm beginning to
think about trying to build everything else around it. Question is what
to attack first. Gulam is the most useful shell to me, so I guess I want
that working with job control, but there's something to be said for a
Unix-ish shell (like Bash) being available.

I was really thrilled to see MGR running on my ST. This is really exciting
stuff going on here...

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2378. Re: Object Orientated drawing progs

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 00:43:49 UTC
From: steveh@tharr.UUCP
Message-ID: <1061@tharr.UUCP>
Source record: 238186

I tried running the c source which was recently posted in alt.source
which claimed to allow different .plan messages to be displayed as
a result of finger for ex. Get an error message can't mknod: not
owner. When looking at man for mknod is says that it can only be run
as su. We are running bsd4.3 here any clues. Maybe this routine will
run on suns but we are on a VAX.

It's so funny that you would think we all are su . Is it him or is it me.

Any clues or suggestions for work arounds
would be helpful.

Thanks.

Mike Scanlon
scanlon@interlan.interlan.com

2379. Re: Anybody know an email address for ICD?

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 00:48:05 UTC
From: steveh@tharr.UUCP
Message-ID: <1062@tharr.UUCP>
Source record: 238187

In article <1990Oct2.110153.5680@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>The subject line just about says it all.
>
>Many Thanks,
>Dave Halliday.
>(D.C.Halliday@newcastle.ac.uk)

You should be able to reach them at 76004.1600@compuserve.com

--
/// Steve Hamley /// TQM Communications, BCM Box 225, London, WC1N 3XX ///
/// ...ukc!axion!tharr!steveh /// steveh@tharr.uucp /// 0426 911573 ///

2380. Which computer next? (Advice request.)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 02:27:53 UTC
From: robertl@alpha.la.locus.com
Message-ID: <17905@oolong.la.locus.com>
Source record: 238118

I currently am a satisfied owner of a 520st, 1Mb, Megafile 30
with a Spectre GCR. I now would like to get more utility then
my current set up provides. I have thought of 4 options:

1) Buy a Mac IIc?. Ever since getting the Spectre, I've been
considering buying a MAc II. They are nifty machines but
priced outside of what are could reasonably afford for my
hobby machine.

2) Buy a PC clone. For $1500 I can get a 80386sx with Super VGA
and 65 MB HD. My far the best bang for the buck.
However as the old saying goes: Friends don't let friends use DOS!

3) Upgrade my current machine. The local outfit will upgrade to
4MB for $450 and and another $300 for an accelerator.

4) Junk my current cpu and replace with a 1040 STE.

My uses for this machine include Word processing, DTP, record keeping,
games and programming (C & C++).

Opinions, comments and other alternatives are welcome.

Thanks,
Robert Lee
robertl@locus.com

2381. AT emulation. (info request.)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 02:32:45 UTC
From: robertl@alpha.la.locus.com
Message-ID: <17906@oolong.la.locus.com>
Source record: 238117

I am looking for info on the various AT emulators for
the ST. I am particularly interested in what resoloutions
they support (CGA, EGA, VGA) and if they can be expanded.
I'm also curious if an 80386 boards are available yet in the US.

Thanks,
Robert Lee
robertl@locus.com

2382. MiNT library (yet again)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 02:36:08 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7292.270bb959@uwovax.uwo.ca>
Source record: 238112

Several people have had trouble applying the MiNT library patches I sent out (I used forward slashes instead of backward ones -- I guess not everybody has the same version of "patch" as me). Also, the file ftw.c was still not compiling correctly. So I've bitten the bullet and resent the library, with patches applied (so it's now patchlevel 3) to atari.archive, as "mntlib03.zoo". This one really does work (I recompiled everything from scratch), although as with all gcc stuff it helps to have lots and lots of spare memory :-(.)

If you're having trouble compiling an earlier version of mintlib.zoo, grab this one. Make sure the GNUINC environment variable is set to the new include directory, too; some of the files are not compatible with the old gcc library. Also, I've only tested this with gcc 1.37.1; 1.36 should work too, but I don't know about earlier versions.

Sorry about the compile problems. I've learned (again!) how useful "make clean" is!

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2383. what to do if MGR runs out of memory

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 02:44:01 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7293.270bbb31@uwovax.uwo.ca>
Source record: 238113

If you're running MGR on a 1 megabyte machine, you may find yourself unable to open more than 1 window. This is because MGR contains a fork() call, and that's a very memory-expensive operation. It may help to open subsequent windows with the demo program "half.ttp" instead of from the MGR desktop; the syntax is "half <name of program to run in new window>".

Also: MGR will automatically delete a window when the top-level program in it exits. This is the preferred method of killing a window; selecting "delete window" from the command menu is somewhat less useful, because it may not succeed in killing off the programs running in the window (for various reasons). For this reason, if you run out of memory check drive X: for programs that were running in a now-deleted window; if you find one, kill it (either with kill.ttp or any sort of file deletion program).

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2384. Re: gdb

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 02:47:54 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <27592@boulder.Colorado.EDU>
Source record: 238188

There's a korn shell clone (still under construction I beleive) at cs.uni-sb.de
int the pub/atari/tools directory called ksh.zoo. It has full sources and will
compile under gcc or MWC. anyone want to do a MiNT port? :-)

-- Todd

+---+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+---+

2385. Re: TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 03:05:46 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <26534@cs.yale.edu>
Source record: 238111

In article <2320@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>There are no plans to release TOS 3.01 (or TT TOS as it is also known)
>for ST machines. It simply won't fit into the ROM space.
>
>-- John Townsend ..ames!atari!towns
> Atari Corp.

How about releasing a RAM version for the ST? Lots of people would
prefer that to none at all. If you made it bootable from a hard disk,
the time to boot would not be significant. Maybe it wouldn't be so
useful on a 1M meg machine, but there are a lot of ST's out there with
2M or more of memory.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2386. Re: Mouse weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 03:32:57 UTC
From: rrd@hpfinote.HP.COM
Message-ID: <15330029@hpfinote.HP.COM>
Source record: 238189

> ... anybody know where I can get a nice new mouse?

> Ian

Call E. Arthur Brown Co. at (612)762-8847 and ask to talk with Mr. Brown himself. Lsat I heard, he had 4 different mice?mouses?meeces in stock, ranging from the original ST mouse at $40, to a beautiful cordless model at $80 (? don't quote me on that price). I got a high-res optomechanical one made by Practical Solutions (?) that I really like. The button travel is a little farther than I'm used to, but I wouldn't consider that a serious drawback.

I've had several dealings with EABCo. and they're very honest, prompt, trustworthy, loyal, helpful, friendly,... Consider this an endorsement.

Regards
Ray Depew
rrd@hpfitst1.hp.com

2387. mouse cord for mouse

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 03:59:50 UTC
From: v051lpqa@ubvmsd.cc.buffalo.edu
Message-ID: <39140@eerie.acsu.Buffalo.EDU>
Source record: 238115

Hello all,
my mouse cord has recently become non-functional. (it was bent really
bad, and now it doesn't work. I was wondering of anyone knew where I could
get a replacement cord. I need the connector as well as the cord. I
foolishly tried to fix it myself, and i destroyed the 8 pin connector that
was on the end of the cord. If anyone knows where I can find a replacement,
I would greatly appreciate it if you would let me know.

Thank you very much,
Dough

P.S. I am really getting sick of alternate-<arrow> :)

2388. G++ compiler&libraries wanted

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 05:39:27 UTC
From: maba@doitcr.doit.sub.org
Message-ID: <1509@doitcr.doit.sub.org>
Source record: 238192

To all G++ gurus and developpers!

I am looking for the latest G++ compiler & libraries for the Atari ST.
If anybody is working on new libraries:
Is it possible to post them on comp.binaries.atari.st?
Or if not, please send them on disk to me:

--- M.Backschat, Bergstr.16, 8071 Hepberg, Germany ---

I - of course - will take over all costs!

I've got G++ 1.35 and pre-released libraries (not fully implemented on the
ST yet). If anybody needs this version, send me five DS disks and a
SAE enveloppe.

2389. Re: GFA-Basic and MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 07:10:34 UTC
From: david@bdt.UUCP
Message-ID: <5573@bdt.UUCP>
Source record: 238123

In article <2658@delos.stgt.sub.org> rodney@delos.stgt.sub.org (Rodney Volz) writes:
>Don't ask me if GFA uses dirty tricks, but in fact: neither RTX
>nor MiNT did manage to run the uucico in background.

Well I'm trying to figure out what GFA is doing that causes it to
break under RTX. It sort of works, but some calls don't seem to
work right. It appears that GFA is fiddling with something in GEMDOS
which it shouldn't be, but I haven't figured it out yet.

I know GFA programs don't run on the TT.
--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
P.O. Box 21575, Oakland, CA 94620 | you don't keep your mouth shut, I'm
UUCP: {uunet,ucbvax}!unisoft!bdt!david | gonna give you a big dose of it!"

2390. Private Message to Bob Retelle

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 08:00:02 UTC
From: sjcst2@unix.cis.pitt.edu
Message-ID: <45233@unix.cis.pitt.edu>
Source record: 238125

Private message follows (couldnt get E-Mail to work , sorry about wasted bandwidth)

Bob , have you dropped your Delphi account? You havent logged onto to Delphi in nearly 3 months. I've left you E-mail on Delphi and I've tried to E-mail your Portal account but I didnt get a reply. I'd like to see you back on Delphi.

Scott Corley (SCOTTJ on Delphi)

2391. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 08:24:57 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Oct5.092457@heike.informatik.uni-dortmund.de>
Source record: 238198

In article <1990Oct4.174845.25042@chx400.switch.ch>, poole@chx400.switch.ch (Simon Poole) writes:
|> In article <1990Oct4.094055@heike.informatik.uni-dortmund.de> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
|> ...
|> >
|> >I used this tool until it crippled a partition. Now I don't use it anymore
|> >for obvious reasons :-(.
|>
|> And it's not my fault if people can't read, for obvious reasons :-(.

Of course I did make a backup before - if it is that what you want to point out.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2392. SYSMON bug with PoolFix4

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 10:03:47 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <782@accucx.cc.ruu.nl>
Source record: 238104

I've just discovered a bug in SysMon, which may be of a general nature,
that occurred when I tried to find PoolFix in my program list.

The trouble was: poolfix was in the table as " rul_Prg", but it really
should be "_OOL_Prg", were it not that SysMon knows about "_OOL" and
tells you it's PoolFix if it finds it.

Now why did SysMon think the XBRA-id of poolfix was " rul"?
Examining poolfix4 with a disk monitor, I found out it contained
some message ".. not following XBRA rules", of which the part
"XBRA rul" looks - yes! - just like a XBRA id (but it isn't).
So I guess SysMon just finds out which programs are hooked into
which vectors, and then searches the program's code for an XBRA
struct, thus falsely recognizing "XBRA rul", since it occurs
in Poolfix4 before the "XBRA_OOL" *REAL* XBRA id.

The fix I made was convert "XBRA rul" to "xbra rul"; I rebooted
the machine, and - voila - SysMon told me about a program
PoolFix being resident.

This problem may occur with other programs containing messages
with "XBRA" as a substring, if it occurs before the real XBRA
id; so SysMon really should check whether the id it thinks is
an XBRA id really is located 12 bytes before a routine which
adress is stored in some system vector.

I post this here, because I did not find a true email adress
of mr. Ivanovic (sorry about misspelling the name) in the SysMon
manual; for now we can all correct the bug in an ad hoc way, until
it is fixed in SysMon itself.

2393. Re: Interfacing PC floppies...

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 10:23:33 UTC
From: prins@rulcvx.LeidenUniv.nl
Message-ID: <992@rulcvx.LeidenUniv.nl>
Source record: 238105

I am thinking about buying an TT. I have two problems: which minimum configuration (memory / disk space) should I choose to be able to run Unix at a later stage? Will the Unix be affordable? I think it should be below $750 to be feasable if you consider my budget and the price of the TT.

Greetings, Ryko Prins

2394. Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 10:42:30 UTC
From: mike@abekrd.UUCP
Message-ID: <1425@abekrd.UUCP>
Source record: 238129

I have been following the discussions on comp.sys.amiga (just out of interest) and they're talking about doubling the processor clock speed. Now I know about hacks to upgrade the memory (done that); add my own second internal drive (done that); make the display bigger (thinking about it :-))...

Has anybody done any interesting (and fairly simple) hardware projects to boost this wonderful machine in other ways? Can _we_ double the ST clock to 16 Mhz ? How about a homebrew remote keyboard ? Or details on putting all these disks & ST motherboard in a small(ish) PC type box ?

Come on guys, lets make this machine _work_! Either E-mail me or post details to comp.sys.atari.st.tech. I'll summarize any mail there too.

Mike.

PS. The second drive mod involved replacing the internal drive with two thin 3.5" drives, a new ribbon cable, adding one wire to the motherboard and a little bit of sawing on the chassis (Not recommended if your machine is still under warranty :-)).

2395. What's the newest Timeworks version?

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 11:42:15 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <3298.270c7197@cc.helsinki.fi>
Source record: 238200

I like Timeworks very much, but I would like to know what is the newest version. Mine is 1.12 and I would like some features added.
So if somebody has a newer version, I would be happy to hear it.

Jouni

(Actually I kind of prefer the Timeworks to Calamus, because the small fonts are much better on Timeworks (and a 300dpi laser) and it is faster, too. Of course I would like the Calamus features on Timeworks.)

2396. Re: mouse cord for mouse

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 13:55:30 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Oct05.135530.20309@chinet.chi.il.us>
Source record: 238133

Mars Merchandising, who advertise in the usual ST magazines (and who are located in Lombard, Illinois, if I remember right) carry mouse cords. Mark, the owner, is a game-and-gadget freak, so they have a lot of less-common items.

Steve J.

2397. Re: C Compilers-->K&R or ANSI Draft??

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 14:03:45 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1003@christopher-robin.cs.bham.ac.uk>
Source record: 238134

In article <4280015@hpgnd.HP.COM> alex@hpgnd.HP.COM (Alexis
MERMET-GRANDFILLES) writes:
>I think TURBO-C v2.0 from BORLAND (c) does.
>
>Unfortunately , it's only available in Germany ...
>
>alex@hpgndxo

Lattice C v5 appears to comply with the ANSI standard (not draft).

As does Prospero C.

Oh, GNU gcc does as well.

So there's no excuse for writing 'old' C code any more, is there? :-)

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2398. Re: SYSMON bug with PoolFix4

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 14:31:05 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3151@medusa.informatik.uni-erlangen.de>
Source record: 238114

jeroen@pluto.phil.ruu.nl (Jeroen Scheerder) writes:

>I've just discovered a bug in SysMon, which may be of a general nature,
>that occurred when I tried to find PoolFix in my program list.
[Description of the bug follows]

>Now why did SysMon think the XBRA-id of poolfix was " rul"?
>Examining poolfix4 with a disk monitor, I found out it contained
Ahem, it is now called PFIX_CB. Please rename it. Thank you.

>I post this here, because I did not find a true email adress
>of mr. Ivanovic (sorry about misspelling the name) in the SysMon
Karsten Isakovic is his name; I will contact him for this matter.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2399. Re: Object Orientated drawing progs

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 14:51:22 UTC
From: newton@ils.nwu.edu
Message-ID: <2027@anaxagoras.ils.nwu.edu>
Source record: 238106

In article <1061@tharr.UUCP>, steveh@tharr.UUCP (Steve Hamley) writes:
|>
|>I tried running the c source which was recently posted in alt.source
|>which claimed to allow different .plan messages to be displayed as
|>a result of finger for ex. Get an error message can't mknod: not
|>owner. When looking at man for mknod is says that it can only be run
|>as su. We are running bsd4.3 here any clues. Maybe this routine will
|>run on suns but we are on a VAX.
|>
|>It's so funny that you would think we all are su . Is it him or is it me.
|>
|> Any clues or suggestions for work arounds
|>would be helpful.
|>
|>
|>Thanks.
|>
|>Mike Scanlon
|>scanlon@interlan.interlan.com

Okay, so maybe I'm completely stoned without even knowing it, but I'm afraid
I just don't get it.
Color me daft.

2400. Re: Trying to find Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 15:07:46 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1990Oct5.150746.14948@jato.jpl.nasa.gov>
Source record: 238116

In article <2541@polari.UUCP> pv@polari.UUCP (Paul Varn) writes:
>I'm trying to find the current address and phone number for Neocept.
>I have the first version of Fontz! and am trying to get the current one.
>One phone number I found posted here was: 805-484-2041 but does not work.
>The address posted was Amarillo,Ca. but directory assistance has no listing
>for Neocept. Thanks for any assistance.

The latest address I have is:
Neocept, Inc.
925 Paseo Camarillo, Suite 646
CAmarillo, CA 93010

805-484-2041

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

2401. Re: no response from Gadgets by Small - what is wrong?

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 15:44:06 UTC
From: dlm@druwy.ATT.COM
Message-ID: <5044@druwy.ATT.COM>
Source record: 238107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <907@idcapd.idca.tds.philips.nl>,
wilko@idca.tds.PHILIPS.nl (W.C. Bulte) says:
> The last month or so I have been busy trying to reach Gadgets by Small, the
> makers or Spectre.
> Email is never replied upon, an airmail letter apparantly faced the same destiny
>
> As a last resort, I tried sending a fax. And this didn't work either.

There are several things that have could be causing your problems.
First the system that gadgets is fed from isn't the most reliable in the
world (it's a dying 7300). There have been lots of problems with email
and netnews for the last few months. Gadgets is looking at getting
another feed (probably uunet), but it will be awhile before that happens.

As to the letter and the fax you may have just picked a bad time,
Dave and Sandy were gone for over a week last month (computer show and
a short vacation with the kids). They are back now but are busy getting
ready for the next release (version 3.0) so they may not have answered all
their waiting mail and fax messages yet.

The most reliable way to contact Gadgets is phone (voice or
fax), unfortunately that isn't a cheap option. Next best is GEnie,
in the Gadgets roundtable. Usually you will get a response the same day,
occasionally it may take two or three. Next best is either email to
the well (...!hplabs!well!dsmall or dsmall@well.uucp) or to gadgets
(...!boulder.Colorado.EDU!tcr!gadgets!dsmall). Neither of those is
very reliable, one has machine problems and they both have problems with
replies (I can't always send mail from tcr or gadgets to my work machine,
and I'm SUPPOSED to know what I'm doing ;-).

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

2402. Flight Simulator II

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 15:54:07 UTC
From: dac@ukc.ac.uk
Message-ID: <5632@harrier.ukc.ac.uk>
Source record: 238120

After my previous news posting a couple of weeks ago for information on
SubLogic's Flight Simulator the summary is as follows:

1. Everyone (who mailed me) loves Flight Simulator II
2. SubLogic do not seem to be supporting the ST any more and so will not
be releasing Flight Simulator III.

That's a real shame.

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

2403. Re: Multisync for ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 16:14:53 UTC
From: bill@mwca.UUCP
Message-ID: <1714@mwca.UUCP>
Source record: 238127

In article <1990Oct04.045542.24748@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:
>...How much does a good multisync cost for the ST?...
>--
>Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261

Access Computers in Santa Clara has the PanaSync (1024 x 768, .28 mm dot pitch) for $429. These are similar specs to the NEC 3D which rarely drops below $569, and I suspect that Panasonic makes a decent monitor, though I have no firsthand experience.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

2404. DLII 24 problems (was Re: Defragmenter for ST harddisks)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 16:27:49 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Oct5172749@robin.cs.uni-sb.de>
Source record: 238119

In article <1990Oct4.094055@heike.informatik.uni-dortmund.de>
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:

> I used this tool until it crippled a partition. Now I don't use it anymore
> for obvious reasons :-(.

Simon, are you listening ? I have observed a problem when trying to
recover a deleted file. It seems that dlii writes the directory sector
(n) back to sector (n - 1). It should be easy to correct at least
this in the source, but we don't have the source :-(. For now i am
saving the sector in a save position on the harddisk and the copy it
back after doing the recover. Everything else seems to be ok.

- Edgar

2405. Mac Emulation

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 16:42:48 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <wb3=U8m00VpG4D0kV5@andrew.cmu.edu>
Source record: 238122

Hi netters......

Just a few questions about the mac emulation on the STs.

First: What products are available and where can one get information on them.

Secondly: What kinds of ST system setup are we talking about to inable
on to use these things.

Finally: (and most importantly for the applications I am looking for) Do
any of these emulations include support for the AppleTalk system
(Broadcasts, etc.)

Thanks in advance,

Mark Hamill
mh4x@andrew.cmu.edu

2406. Uniterm fonts

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 16:50:23 UTC
From: eckmann@ashley.ucsb.edu
Message-ID: <6458@hub.ucsb.edu>
Source record: 238121

Someone recently asked how to change fonts in Uniterm, and the only reply I saw was an excerpt from the V2.0d ReadMe file. I apparently need more specific instructions. I want to use my own favorite 8x16 font in the vt100 screen instead of the default system font. Is this possible? My GEM font (constructed with Fontz) is not acceptable to Simon Poole's make_uft program. (And Simon's sample GEM fonts get lots of complaints from Fontz.) Are there different GEM font formats? If so, how can I get my font into the right format? Assuming I can make a UFT font, I need to load it and change to it. How?

Thanks.

- -
Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394

2407. Booting DOS from C: with PCDITTO (software version)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 17:30:36 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Oct5.155245.25221@rodan.acs.syr.edu>
Source record: 238124

I'm sorry to post with this problem again, but the circumstances were slightly different this time. (Thanks to Howard and Bill for replying to my earlier post.)

I have been able to follow instructions to get PCDITTO to boot DOS from C:. In the past, the boot capability seemed to disappear when I messed around with the GEM autofolder under TOS. Well, I went through setting up C: to boot from DOS again, and everything was fine...until it didn't work again! This time I DID NOT mess around with the autofolder...I may have copied files around on the disk, but I don't see why that should cause a problem.

I was told that io.sys and msdos.sys had to be the first files on the disk. Well, I checked with DLII, and it listed them as the first two files in the directory tree...Isn't that good enough? I guess not. Well, there must be something going on here that I don't totally understand (not too unbelievable). So if anybody can help me out, I would greatly appreciate it...I need to understand what to do, AND know what program to get that will allow me to do it! Thanks very much.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu

2408. Re: SYSMON bug with PoolFix4

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 17:37:18 UTC
From: ki@tubopal.UUCP
Message-ID: <2001@playa.tubopal.UUCP>
Source record: 238126

In article <3151@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>jeroen@pluto.phil.ruu.nl (Jeroen Scheerder) writes:
>>I've just discovered a bug in SysMon, which may be of a general nature,
>>that occurred when I tried to find PoolFix in my program list.
>[Description of the bug follows]

Hello out there,

i haven't yet got your bug report, just the answer of Claus, but i can
figure out what it is. SysMon takes the string after the first XBRA
it finds in a memory block.
I will replace the sequence of calls, that SysMon first checks out
if there are vectors pointing into the memory block and get the XBRA
ID, if there is one. If no XBRA is found in the traps, it will search the
memory block for XBRA-IDs. (It is possible that another program
hooked into the trap without XBRA)

I was just preparing a posting of the new version, but i will first fix
the 'bug' and send SysMon 1.0.5 (with english docs!) tomorrow.


```
___
__|___|__
! o o !
\ ^ / ___ ___ ___ . ________________________________________
Kar \ - / /__ / /_ /| / Any problems, need some tricks ?
\_/ ___/ / /__ / |/ I can do it in a fix !
```

Isakovic, Wilmersdorfer Str.82, D-1000 Berlin 12, Germany
email: ki@bahia.cs.tu-berlin.de

2409. Adaptec 4000A Bad Sector List Query

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 17:57:24 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <186.270cc984@brb.isnet.inmos.co.uk>
Source record: 238108

In article <1990Oct2.131933.18588@cbnewsl.att.com>, hojo@cbnewsl.att.com (HC Johnson) writes:
>
> I have never heard of an Adaptec problem. I have 2 Adaptec 4000A and the
> Atari clone (in a SH204). All of them properly accept the bad bit map
> (could be called bad sector list) and map them out perfectly. I know they
> are doing it right because I have drives that completely died using the old
> HDX and that is why I wrote my own formatter.
>
> Howard Johnson

I am intrigued by this.

Does the Adaptec 4000A have some non-volatile memory in which the bad
sector list is stored?
-or-
Does the Adaptec have some RAM in which the list is stored, which is stored
on the disk and automatically read by the Adaptec on power-on?
-or-
Does the Adaptec have some RAM ... , which has to be initialised by the
driver software (booted from sector 0?), which knows where the bad sector
list is stored on the disk?

--Gary

==
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X523 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==

2410. Re: Thinking of Buying an ST.

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 18:15:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <34558@cup.portal.com>
Source record: 238128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I hate to say it, but in addition to four or five Atari 8-bit systems
I also have an Amiga, and let me just point out that the Amiga does
all the stuff you claim for the ST (Mac and PC emulation, e.g.) PLUS
can multi-task (actually RUN more than one thing at a tim -- I regularly
download from Portal and play a video game on the system at the SAME
time...

Far be it from me to say any particular computer is better or worse than
any other, but if all you're interested in is emulation of OTHER computers,
you might as well get those AND some other nifty stuff. Emulate the PC
in one window, and do something else in another at the same time, heheh...

Note: I don't have full details on what it takes to do all this stuff, as
I have access to real PCs and Macs and don't bother with the emulators;
I DO have a friend who does this though: write to aegnor@bsu-cs.bsu.edu
for a well-considered and knowledgeable response.

2411. Re: TeXinfo question

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 18:23:53 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Oct5182354@ugun13.nixdorf.de>
Source record: 238109

In article <1990Sep30.215608.9914@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:

Path: ugun13!nixpbe!nixbur!linus!agate!apple!usc!cs.utexas.edu!news-server.csri.toronto.edu!utgpu!utzoo!utdoe!david
From: david@doe.utoronto.ca (David Megginson)
Newsgroups: comp.sys.atari.st
Date: 30 Sep 90 21:56:08 GMT
Sender: david@doe.utoronto.ca (David Megginson)
Organization: Dictionary of Old English Project - U of Toronto
Lines: 12

A second question: how do you use TeXinfo files on the ST? Do
you need Gnu emacs? For that matter, how do you use them on
Unix?

Thanks.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

As some postings already mentioned, GNU EMACS is available for the
Atari, which can than be used to format and view TeXinfo files. To
produce a printed manual, you need TeX.

If you are satisfied with on screen displaying, there exits two programs by
Brian Fox, the author of BASH, called "info.c" and "makeinfo.c".
"info.c" allows you view a TeXinfo file on screen and "makeinfo.c" is
used to format the TeXinfo file into an info file.

Both program compile without any problems on the ST using GCC 1.37.1.
"info.c" requires some commenting of signal() stuff and a termcap
entry. In "makeinfo.c" there is a constant hardwired to 4000, which
causes the program to run out of memory on my ST. I changed it to 1000
and everything worked fine, that is, I could format a 98K TeXinfo
file.

Hope, that help.
--
--
MfG/Regards

/==== Nixdorf Computer AG
/ Ridderbusch,PXD-S4 / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, // Tel.: (+49) 5251/104685
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BIX:fridder BTX:0525467066
UUCP: !USA: ridderbusch.pad@nixdorf.de
USA: ridderbusch.pad@nixdorf.com

2412. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 18:49:46 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Oct5.184946.16900@cbnewsl.att.com>
Source record: 238136

In article <GJH.90Oct4160817@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
> What's the current state of play regarding CD-ROM for the ST?
>
> The reason I ask is that there's a Sony portable CD player available here in
> the UK for an affordable 250-odd sterling. It has a built-in SCSI i/f, so in
> theory, should be connectable to an ICD DMA-SCSI adaptor.
>
> Given that it's a Sony, ICD reckon that their driver s/w should be able to
> recognise it.
>
> Is that all that's required, or am I missing a trick somewhere? Shouldn't there
> be some kind of hassle like incompatible disk formats (High Sierra vs Low Swamp

When you buy the Atari CDROM you get (logicaly) three pieces:
1. the CDROM player (CDAR504)
2. a Driver to talk almose SCSI to tell it what to do.
3. the cd rom extensions to TOS.

Really it just called metados and the appropriate format interpreter; e.g. high sierra. I phrased is as above because that is what you get for a PC clone and Atari did a very creditable job of producing the same function.

The cd rom extensions are really needed, and quickly show the difference between good applications and others. Remember that if TOS is to read a file it normally has to think interms of a 16 or 32 MB partition, MAX. (forget the hdx 3.01 extensions; they dont apply). The CDROM is likely a singel file system of up to 1200 Mega bytes.

The extensions trap all the FS unique system calls, such as FSFIRST, FSNEXT, READ and do it differently.

The High Sierra, and other formats have to do with how the large file system is organized. HS looks like TOS (MS/DOS) with out fats. All files are contiguous you only have to find out where they start.

When I interfaced the CDAR504 to PC-ditto I, these items all had to be handled for MS/DOS.

The bottom line is that you need a heap of neat software to utilize as CDROM player. One way to get it is to buy an Atari CDAR 504.

There is still a reason to go with a SONY or Hitachi. Multimedia.
This is where voice/music and data are intermixed on the CD ROM. the Atari unit cannot handle this at all!

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2413. For Sale: Hippo Sound Digitizer (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 19:21:47 UTC
From: jac423@leah.Albany.Edu
Message-ID: <3703@leah.Albany.Edu>
Source record: 238131

I have Hippo Sound Digitizer hardware and software for sale. The hardware is a little outdated, but the editor is still very good. I bought the original 3 years ago for $120. I will sell it for $40 or the best offer. Please send e-mail only.

--
| // Amiga Student on Campus Consultant Jules Cisek I do think |
| \X/ Computing Services Student Assistant SUNYA, NY USA it's good! |
| AMIGA Computer Science Major/Music Minor jac423@leah.albany.edu |

2414. Re: Re: lzh

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 19:23:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1928926533@thelake.mn.org>
Source record: 238132

[In article <84451@tut.cis.ohio-state.edu>,
thompson@skink.cis.ohio-state.edu (jeffery d thompson) writes ...]

>
> I realize this has probably been asked many times, but what do
> you do with *.lzh files?

I cuss them a lot and hope I can figure out which lharc/lhunarc/lzh program
matches the one used to create the archive. If I can get them unbundled,
I repack them with ZOO, so I can trust the results.

LZH is a good idea, but some of the people implementing it on the ST have
made bad and nonportable assumptions about structures, word ordering, etc.,
resulting in serious incompatibilities. It's like trying to pick a lock.
If you can find the right combination, you strike it rich.

Get all the LZH archivers on Panarthea and atari.archive.umich.edu -- eventually
you'll need every one of them.

> Don't miss FANTASIA!

No way. Nohow.

--
Steve Yelvington up at the lake in Minnesota
Internet: steve@thelake.mn.org
UUCP: {plains,rutgers,apple,cray}!umn-cs!thelake!steve

2415. GFA 3.0 Compiler?

Newsgroup: comp.sys.atari.st
Date: 1990-10-05 22:22:01 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750085@hpsad.HP.COM>
Source record: 238144

While at the World of Atari in San Jose last summer, I bought GFA BASIC 3.0 from the man at the Michtron booth for $35. Did I get duped? I saw that they were selling GFA BASIC (some earlier rev) for $5, and commented that it wasn't the latest, and the man said, "We have the latest, over here." And I asked him if he was sure it was the latest rev and he said it was. But there is no COMPILER with it, and I thought that the latest rev of GFA had a compiler! What gives?

Jim Smith	e-mail: smithj@hpsad.HP.COM
R&D Firmware/Software QA	Telnet: 794-4632
HP Signal Analysis Division	AT&T: (707) 794-4632
1212 Valley House Dr.	HPDesk: Jim M Smith/HP5300/I0
Rohnert Park, CA 94928-4999	HP Mailstop: 2LR-D
Everybody wants a rock to wind a piece of string around. - TMBG

2416. Re: Defragmenter for ST harddisks

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 01:14:38 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct6021438@troll.cs.tu-berlin.de>
Source record: 238138

In article <1710@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
Simon Poole's DLII includes a defragmenter; I haven't used it so I can't
speak to its effectiveness. As a whole the utility is very complete,
however, and I believe freeware.

DLII has a nice feature: It can't handle directories with more than
96 entries. It would be nice to be able to save the analysis of a
partition into a file to save paper.

The reorg-utility doesn't like empty files.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2417. Re: TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 01:25:12 UTC
From: steveh@tharr.UUCP
Message-ID: <1071@tharr.UUCP>
Source record: 238130

In article <3146@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>To the author of the original note: Is there any indication in this
>program for the name "TOS 2.0"? Maybe in its INFO box? Or where did
>you get the name from? (The first time I heard about the new DESKTOP
>the person I spoke to called it TOS 2.0, too. There must be some reason
>for it.)

There is a program that I have seen which appears to be just a replacement
desktop - not the rest of TOS. This installs in the AUTO folder and clicking
on the About... gives TOS 2.0 (C) 1990. This seems to have half the features
of TOS 3.x and numerous bugs (Can't select folder sorting properly,
occasional crashes, etc.) It also contains a full symbol table.

--
/// Steve Hamley /// TQM Communications, BCM Box 225, London, WC1N 3XX ///
/// ...ukc!axion!tharr!steveh /// steveh@tharr.uucp /// 0426 911573 ///

2418. Re: Window topper (for lack of a better name)

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 01:38:30 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct6023830@troll.cs.tu-berlin.de>
Source record: 238139

In article <895@ehviea.ine.philips.nl> leo@ehviea.ine.philips.nl (Leo de Wit) writes:
This seems rather surprising behaviour; it would annoy me as a user.
As it seems, you have never used X-Windows with the MWM Windowmanager.
I you want, you can install such behaviour.

The unability of GEM to work with other windows than the top one,
or to top hidden windows is rather a drawback.
Surely, nobody would claim that there is nothing that can be
added to GEM :-)
Finally, all that depends on your application. Nobody keeps you from
adding such features. It might even be possible to add this into
the system by writing a TSR that spits out appropriate WM_TOPPED Messages
upon hitting the hot-key.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2419. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 03:02:23 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Oct6.030223.10558@murdoch.acc.Virginia.EDU>
Source record: 238143

```
In article <ROEDER.90Oct1153314@robin.cs.uni-sb.de> roeder@robin.cs.uni-sb.de (Edgar &)
writes:
>In article <5429@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes:
>
>> I can't find the current DTA address; is there any way that I can
>> do this while processing a TRAP #1?
>
>The current process' DTA address is recorded in the basepage which can
>be derived from the act_pd system variable (this in turn is recorded
>in the sys_base (the first few bytes after the ROM-start) for TOS
>versions >= 1.2).

But I thought this is an "unofficial" way of finding the DTA, so it
may break someday.

Watching all SETDTA traps, on the other hand, will always work.

--
"Restraint, hell. I'm just too fucking busy." -- Bill Wisner
```

2420. TT is here, too (sorta....)

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 04:31:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Oct06.043112.6468@chinet.chi.il.us>
Source record: 238145

I don't know whether it's in their capacity as a full-service Atari dealer, or in their capacity as a key hardware developer (MIDI for studio use, mostly), but Computer Cellar in St Charles, Illinois has a TT. I have just said all I know about it.
Steve J.

2421. Re: lzh

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 04:33:51 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750086@hpsad.HP.COM>
Source record: 238147

```
>
> I realize this has probably been asked many times, but what do
> you do with *.lzh files?

you LAUGH at them. Drives them nuts.
```

2422. Re: Uniterm fonts

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 05:58:56 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct6.055856.24445@math.lsa.umich.edu>
Source record: 238141

In article <6458@hub.ucsb.edu> eckmann@ashley.ucsb.edu () writes:
>Someone recently asked how to change fonts in Uniterm, and the only reply
>I saw was an excerpt from the V2.0d ReadMe file. I apparently need more
>specific instructions. I want to use my own favorite 8x16 font in the
>vt100 screen instead of the default system font. Is this possible? My GEM
>font (constructed with Fontz) is not acceptable to Simon Poole's make_uft
>program. (And Simon's sample GEM fonts get lots of complaints from Fontz.)
>Are there different GEM font formats? If so, how can I get my font into
>the right format? Assuming I can make a UFT font, I need to load it and
>change to it. How?
>
>Thanks.
> -
> Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394

Somewhere in the Uniterm docs it mentions that Uniterm fonts use standard
GEM font data but without any of the header info. I guess that means you
define all 256 character values, and since it only allows fixed-width
fonts, and knows what sizes it expects to see, it reads the data into
memory without any consistency checks or whatever... See if you can strip
your Fontz output files down to the proper dimensions...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2423. Re: TOS 2.0 for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 06:14:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <34578@cup.portal.com>
Source record: 238146

John Townsend writes:

>There are no plans to release TOS 3.01 (or TT TOS as it is also known)
>for ST machines. It simply won't fit into the ROM space.

True... but... it *WILL* fit into RAM space... as more and more 2 Meg,
2.5 Meg and 4 Meg STs are available out in the world, why does it make
sense to prevent the ST from having the *best* possible operating system..?

BobR

2424. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 06:21:39 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct6.062139.24891@math.lsa.umich.edu>
Source record: 238142

In article <1425@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:
>I have been following the discussions on comp.sys.amiga (just out of interest)
>and they're talking about doubling the processor clock speed. Now I know
>about hacks to upgrade the memory (done that); add my own second internal
>drive (done that); make the display bigger (thinking about it :-))...

A second internal drive, huh? Kind of an interesting idea. Don't think
I'd care too much one way or the other. (Especially since the Mega's power
supply is already straining just to keep the fan and floppy running...)

>Has anybody done any interesting (and fairly simple) hardware projects to
>boost this wonderful machine in other ways? Can _we_ double the ST clock to
>16 Mhz ? How about a homebrew remote keyboard ? Or details on putting all
>these disks & ST motherboard in a small(ish) PC type box ?

FAST Technologies' Turbo-16 has been around for a long time now. The
installation process is tedious but straightforward. ICD also has a new
accelerator, which is said to be even easier to install, also uses a cache,
and is more compatible. (I.e., Turbo-16 doesn't let you switch back to true
8 MHz operation, the ICD accelerator is supposed to allow this. This is
crucial for time-sensitive code like Spectrum 512 uses, or copy-protection
code for many games.)

You can double the clock going to the floppy controller, and drive high
density (1.2 and 1.44 meg) floppy drives. I think Best Electronics has
a kit for making the standard ST keyboard detached. There are a couple
companies advertising PC-style cases for ST systems as well. Just find
yourself a copy of AIM or some other good Atari magazine and look thru the
ads...

>Come on guys, lets make this machine _work_! Either E-mail me or post details
>to comp.sys.atari.st.tech. I'll summarize any mail there too.
>
> Mike.
>
>PS. The second drive mod involved replacing the internal drive with two thin
> 3.5" drives, a new ribbon cable, adding one wire to the motherboard and
> a little bit of sawing on the chassis (Not recommended if your machine is
> still under warranty :-)).

For a *really* intense project... Reverse engineer the Atari custom chips,
then rebuild for faster operation. (Of course, ya gotta figure, if Atari
couldn't do it themselves, having the original chip designs onhand, it's
probably not something you wanna try on your own....)

What we need at this point are ST clones. That's what drove the prices down and the performance up in the PC market.... Systems with compatible hardware but offering higher throughput, clock rates, etc...

Lessee... How 'bout a dual-ported RAM system, and a faster memory control unit, or heck, a PMMU. I don't think there's too much of the OS that's dependent on the way the GLUE/MCU/DMA stuff are split out. Just keep the DMA and MCU controller registers in the same place.... The blitter would probably pose some problems though. (If you wanted to duplicate it. Chances are, you won't care.) So what do we need... 68030, fast memory, better video hardware [JRI or ISAC can provide that, right?], the WD floppy controller, the Yamaha sound chip (or the improved model, if you can find it), the 68901 MFP, a pair of 6850s, hm... that about covers it.

Dunno how you could build such a system for cheaper than Atari can, tho, considering that they already have their mass-production facilities for economy of scale, and based out of Taiwan, so they already have the cheap labor. Hm. Mebbe not such a good idea after all. Who knows.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2425. Re: C Compilers-->K&R or ANSI Draft??

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 11:42:00 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1990Oct6.114200.8307@daimi.aau.dk>
Source record: 238135

What about Sozobon C? Are there any chances that it will become
ANSI draft at some poitn.

Christian Lynbech
DAIMI, University of Aarhus
Denmark

2426. Re: Uniterm hint...probably known but...

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 14:13:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Oct6.141338.24454@water.waterloo.edu>
Source record: 238137

In article <1990Sep26.192809.9603@watdragon.waterloo.edu> someone writes:

> ... . They still have Interlink 1.8 for sale at 39.95
>and also have Masterlink for sale at 59.95.

I have been using UNITERM for some time now, and like it.
Every other terminal emulator I have looked at has come up
short of my expectations, when compared to UNITERM.

Every now an then someone writes about their favorite terminal emulator,
some of which I have tried, and find wanting. I am wondering now about
this program "Masterlink". Before I lay out sixty dollars I would like
to know what I am getting that I do not already have. So I put the
question:

What (exactly) does Masterlink offer (for sixty dollars) that
Uniterm does not already give me (for free).

If someone choses to answer this, please do not quote things
that UNITERM already has.

2427. Re: miscellaneous problems

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 15:02:14 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Oct6.150214.25136@water.waterloo.edu>
Source record: 238140

In article <2272@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:

> How can I specify the order of execution of programs
> in my auto folder?

I know someone else answered your quesion by mentioning a program.

But, there is another way which for som may be easier, because you can do what is needed without getting any more software and learing how to run it.

Start with an empty "AUTO" folder. Copy the ".PRG" files into the folder, one at a time, in the order in which you wish to have them execute. That is all. If you use a RAM disk, it should be first.

Now, *I* will mention a program. If you want your AUTO folder to start a GEM program, you may have to use a trick. For instance, once upon a time, I wanted a floppy fixed up with 1ST_WORD word processor, so that I could just turn the system on and then 1ST_WORD would start. Sadly, it was not good enough to put the program 1ST_WORD.PRG in the AUTO folder. That did not work.

However, there is a free program called "startgem.prg" that allowed me to get the effect I wanted. I copied STARTGEM.PRG into the AUTO folder last. And then, in the file A:\STARTGEM.INF (or C:\STARTGEM.INF if you use a hard disk) I had one line of text that named the program I wanted to run.

2428. Atari mice

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 19:48:07 UTC
From: jahromib@gpu.utcs.utoronto.ca
Message-ID: <1990Oct6.194807.25598@gpu.utcs.utoronto.ca>
Source record: 238148

One solution that I have come across is to simply connect a Microsoft bus mouse directly, with little modification short of connecting the right wires to the right pins.

2429. ftp on cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 20:20:12 UTC
From: bbs@bluemoon.UUCP
Message-ID: <DoZmq2w163w@bluemoon.UUCP>
Source record: 238053

Hello out there.

I was just wondering if anybody had SLOW ftp transfers from
cs.uni-sb.de? I usually call them from my workstation at Ohio State Univ.
in OHIO (you guessed that).

The transfers are PRETTY slow, but it's not such a huge problem
cuz I can do other stuff while ftp'ing, but just out of curiosity:
anybody with the same problem?

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2430. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 21:27:55 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <14670@hydra.gatech.EDU>
Source record: 238149

In article <1990Oct6.062139.24891@math.lsa.umich.edu> Howard Chu writes:

>FAST Technologies' Turbo-16 has been around for a long time now. The
>installation process is tedious but straightforward. ICD also has a new
>accelerator, which is said to be even easier to install, also uses a cache,
>and is more compatible. ...

Do either of these boards allow a 68881 FPU to be added? That would be
nice for those of us without a Mega, who program their ST, and want better
floating point performance as well as the speed.

> -- Howard Chu @ University of Michigan
> one million data bits stored on a chip, one million bits per chip
> if one of those data bits happens to flip,
> one million data bits stored on the chip...

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2431. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1990-10-06 23:49:09 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <39842@shemp.CS.UCLA.EDU>
Source record: 238150

>There is still a reason to go with a SONY or Hitachi. Multimedia.
>This is where voice/music and data are intermixed on the CD ROM. the Atari
>unit cannot handle this at all!

>Howard Johnson
>ATT BELL LABS
>att!lzsc!hcj
>hcj@lzsc.att.com

I was under the impression that the problem with handling the mixed audio/data CDs in the Atari CD-ROM unit was just a software problem.

Is it? If so, it will eventually be corrected as these discs become more popular, I'm sure.

--Steve

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2432. 16 MHz for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 00:40:33 UTC
From: slyster@questor.wimsey.bc.ca
Message-ID: <aiPmq1w163w@questor.wimsey.bc.ca>
Source record: 238051

I have seen a message on another BBS where a fellow did his own upgrade of his ST to 16 MHz. I will go and try to find it, and post it here when it's found.

2433. supercharger questions.

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 02:41:02 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90279.224102CXS128@psuvm.psu.edu>
Source record: 238055

I remember seeing some ads where it was claimed that the supercharger was to have vga graphics capability by april of 90. Has there been any word on this or has the entire thing turned into vaporware?

John T.

2434. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 02:46:16 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2566@gmuvax2.gmu.edu>
Source record: 238052

re: MGR by bellcore...
I am having some problems running MGR by bellcore. I am running it with MiNT
.06 and every time I attempt to open a window [even the first one], I get
a message 'Can't get a pty" can anyone help me with this? please reply in news
or email me...
crouland@gmuvax2.gmu.edu

2435. test

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 05:41:28 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9010070541.AA22114@fsucs.cs.fsu.edu>
Source record: 238054

```
This is a test, please ignore.
```

2436. Re: Flight Simulator II

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 09:01:00 UTC
From: pv@polari.UUCP
Message-ID: <2551@polari.UUCP>
Source record: 238057

Based on the post by David Clear that SubLogic seems no longer interested in supporting Flight Simulator for the ST as far as a III version, I echo that it's a shame. There are some neat thing that have been added to other machine versions of the game I'd like to be able to have. They do come out with new scenery disks from time to time. Why not a new version? I would certainly buy it. I'd really like to play with realistic clouds and weather.
-PV-
P.S. Thanks to all those who sent info on finding Neocept.
/+=+=+=

2437. Lookin' for...

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 09:36:39 UTC
From: logic@wet.UUCP
Message-ID: <1613@wet.UUCP>
Source record: 238058

Does anyone have a copy of the HS232 desk accessory by Jon Webb (of LHarc fame)? I've been informed that this DA was written by Mr. Webb so that you can now lock your serial port at 38400 bps instead of the standard 19200 bps. Now, as an owner of an USR Dual Standard and an Atari ST, this would be quite useful. Especially seeing how that I finally received my v.42bis upgrade to the Dual Standard. In any event, I would imagine that this would be a rather small DA so if anyone can uuencode up a copy and send it along to me, I would be most grateful. Thanks!

(Hey, in return, I can send a few samples out of my Simpsons library. It's now 20MB in size and will be growing pretty quickly since the new episodes are coming out next week!)

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

2438. Can't get a pty

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 11:09:06 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7312.270ed493@uwovax.uwo.ca>
Source record: 238056

> re: MGR by bellcore...
> I am having some problems running MGR by bellcore. I am running it with MiNT
> ..06 and every time I attempt to open a window [even the first one], I get
> a message 'Can't get a pty" can anyone help me with this?

The usual causes of this are running out of memory (not likely with the first window, but possible if you've only got 1 meg and have a lot of memory resident software, e.g. a big ram disk), or not having the SHELL environment variable set properly. Check your definition of SHELL in "init.rc" (or whatever the startup file is for the init program you're using).

If the problem persists, you might want to try hitting CTRL-ALT-F1 before opening a window; this should cause MiNT to report any system call failures, so you'll get an idea about what's wrong (e.g. a malloc failure means you're out of memory).

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2439. miscellaneous problems

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:10:02 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.131002.12339@kcbbs.gen.nz>
Source record: 238064

Mike,

There are several programs that will allow you sort the order of your auto folder. The one I use is called "Auto.prg" and is good for just that. You select what you want first like.. from these files
[1] Pinhead [2] TurboST [3] USR [4] Deskmgr [6]saver [7]50_60
so you click on them in the order you want and you get..
[1] Pinhead [2] Deskmgr [3] turboST [4] USR [5] saver [6] 50_60. Get the idea. You will find this .prg on most BBS's and also on GEnie.

Jon Clarke
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+

2440. IPDN access to STT BBS.

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:19:23 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.131923.12402@kcbbs.gen.nz>
Source record: 238065

Hi Netters and PDN users..

Just a quick note on our BBS here in Auckland.
Within the next month we will have IPDN [International Public Data Network]
or as it is also known as X25 or Packet Switch access to STaTus BBS here in
Auckland New Zealand.
This means that you will be able to access us from anywhere of 152
countries world wide. What I want to know is there much interest out there
for this type of service. We do NOT charge for the service it is free to
all Atari Users and non-atari Users for that matter.
The connection is via a network here in NZ called Paxus Fax-Net (see future
posting in Z*Net), they do how ever charge a monthly fee for the network
like tymenet. The charge is $NZ9 per month or this equates to roughly
$DM8,$USA6,$AUS7,Sterling 3. This charge is for unlimited use and
unlimited kilosegments on their network.
Your local countries IPDN fees still apply.
So please email or reply on the net here if you will with your comments..

Mail address are..
STT@kcbbs.gen.nz UseNet
J.Clarke6 GEnie
72000,3555 CI$
Jon Clarke Zone 3 fido.
Thanks in advance .

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

2441. STe demos?

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:24:51 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.132451.12469@kcbbs.gen.nz>
Source record: 238066

Atari-OZ [Australia] have posted several STe demos with all the sound and colour facilities on GEnie. Ask one of you pals who uses GEnie to dload them you. They are well worth a look and one of them supports midi to its full extent.

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

2442. FLIGHT SIMULATORS for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:31:30 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.133130.12535@kcbbs.gen.nz>
Source record: 238067

Well the PC emulation can be done useing a software and hardware package called supercharger. This has room for PC cards and emulates a XT quite a bit faster than a XT runs. For the Mac side, you cant find anything better than Spectre GCR from Gadgets by Small.

Michael Clark

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

2443. Re: Toothless Byte (Re: TT desktop & prices)

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:36:34 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.133634.12646@kcbbs.gen.nz>
Source record: 238068
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

To Bob Brodie @ atari usa.

Hi Bob, we missed out on the oyster and kumera food fight :-(
Boy every where I go I see your name pop up [grin].

J.Clarke6 - GEnie.

Jon Clarke

+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+

2444. Re: STreport/Z*Net articles

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 13:42:07 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Oct7.134207.12764@kcbbs.gen.nz>
Source record: 238074

Hi Kit,
Well thanks for the notes re ZMAG issues. I will have to go and get a few for the BBS here. Also thanks for the comments re Z*Net New Zealand. I see it flamed this section of the net for a few weeks when the article of the TT was posted. Now it is out and all can see. Did you get your Zmags you were after in the end or did you get them from the Znet BBS?

Jon Clarke

```
+---------------+----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+----------------+----------------------+----------+
```

2445. PLEASE upload sounds to atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 16:18:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Oct7.161851.9275@wam.umd.edu>
Source record: 238059

In article <1613@wet.UUCP> logic@wet.UUCP (Henry Kwan) writes:
>(Hey, in return, I can send a few samples out of my Simpsons library. It's
>now 20MB in size and will be growing pretty quickly since the new episodes
>are coming out next week!)

How about uploading your sounds to atari.archive.umich.edu? The samples
are in atari/sound/sounds. There are a lot of samples there already,
but more are always welcome. (Upload into the atari/new directory.)

So far I'm the only person to upload sounds there -- c'mon people,
why so stingy?!? (Thanks go to the few people who mailed me samples
to upload, however.) I'll even index the new sounds! How simple
could it be?

The terminator posse are doing a great job with atari.archive, but
remember that they do not get paid for this! If you have interesting
programs/data, please contribute!

(Not meant to single out Henry...)

Thanks all,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2446. Laser C V2.1 vs MiNT??

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 17:27:18 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct7182718@zappa.FtCollins.NCR.com>
Source record: 238070

Has anyone run into any problems using Laser C V2.1 with MiNT? I'm compiling from Gulam (not using their GEM shell) and the compiler gives me two bombs. Also, I have a number of TOS-type utilities I've written and they all cause MiNT to hang...

I wrote a simple program to print out it's own argument list as a test, it runs under TOS and hangs under MiNT.

I'm using MiNT06 as posted to comp.binaries... FOLDR100 and MACCEL33 as auto folder programs and have 2.5Mb of RAM.

Has anyone else seen this?? If so, is there a workaround? If the problem is Laser I'm guessing it's in the cinit.o (initialization object file)...

```
--
/*****************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*****************************************************************************/
```

2447. Re: Window topper (for lack of a better name)

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 19:31:27 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <896@ehviea.ine.philips.nl>
Source record: 238061

In article <RIPLEY.90Oct6023830@troll.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
|In article <895@ehviea.ine.philips.nl> leo@ehviea.ine.philips.nl (Leo de Wit) writes:
| This seems rather surprising behaviour; it would annoy me as a user.
|As it seems, you have never used X-Windows with the MWM Windowmanager.
|I you want, you can install such behaviour.

Sorry, I don't follow your logic; even if you know a piece of software doesn't mean you will not find anything in its behaviour surprising. I was only recently again surprised that GEM always tops windows; that does not mean that I don't know GEM, or the fact that it tops windows.

|
| The unability of GEM to work with other windows than the top one,
| or to top hidden windows is rather a drawback.
|Surely, nobody would claim that there is nothing that can be
|added to GEM :-)
|Finally, all that depends on your application. Nobody keeps you from
|adding such features. It might even be possible to add this into
|the system by writing a TSR that spits out appropriate WM_TOPPED Messages
|upon hitting the hot-key.

Sure, I think it can be done. But look at the other side: compatibility, standards. For instance, if a program for some reason uses the fact that a completely hidden window can't be topped - which it is allowed to - it (or you) will be in for a surprise if you top such a hidden window by means of a TSR.

Also, when application programmers just hard-code this behaviour in their programs, we get GEM programs that can handle hidden windows, and GEM programs that can't; this is confusing for users (what I would call surprising behaviour). Even in GEM there are some rules about how you present stuff to the user (the book Programmer's guide to GEM by P. Balma and W. Fitler gives excellent directions about do's and dont's); one of the basic rules I think is that you use a consistent interface.

We thank you for your attention ;-)

Leo.

2448. cpanel at terminator

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 20:20:27 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90280.162027CXS128@psuvm.psu.edu>
Source record: 238060

I just downloaded the progran cpanel from terminator. This seems like a very good control panel replacement except that when I try and use the terminal option it crashes. Has anyone had better success with this. Or does anyone know of another da with an ansi mode?

John T.

2449. Re: Cpanel at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 21:55:10 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9010072155.AA04005@sun.soe.clarkson.edu>
Source record: 238062

Subject: Re: cpanel at terminator
From: AAron@sun.soe.clarkson.edu (AAron nAAs)
Newsgroups: comp.sys.atari.st
References: <90280.162027CXS128@psuvm.psu.edu>
Distribution: world

From article <90280.162027CXS128@psuvm.psu.edu>, by <CXS128@psuvm.psu.edu>:
> I just downloaded the progran cpanel from terminator. This seems like a very
> good control panel replacement except that when I try and use the terminal
> option it crashes. Has anyone had better success with this. Or does anyone
> know of another da with an ansi mode?
>
> John T.

I wish I could tell you what to do to get the CPANEL terminal option to work,
But I have had the same problem with it. I thought that maybe it tries to
open the terminal emulator DA, but still no luck...

One reason I used CPANEL for a while cause it allows you to change the
stepping rates of your disk drives, and having a 5.25" drive, it was quite
helpful.... But once I got my STe, CPANEL realized that it couldn't change the
step rate by writing to a specific memory location (which other programs just
went ahead and did). CPANEL ghosted out the stepping rate options!!!

I consider CPANEL a pretty neat DA.

AAron nAAs
AAron@sun.soe.clarkson.edu

2450. Pc-Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 22:24:21 UTC
From: fly@walt.cc.utexas.edu
Message-ID: <37989@ut-emx.uucp>
Source record: 238063

I am looking for someone who has Pc-Ditto (the software emulator that emulates an IBM Pc.) If anyone has this, please e-mail me. I would like to talk with you about it. Thanks in advance.

2451. Replacement internal drive for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-07 23:15:38 UTC
From: marks@fquest.fidonet.org
Message-ID: <Rg3oq1w162w@fquest.fidonet.org>
Source record: 238071

I'm looking for information to help me make the right decision. My 18 month old son managed to ruin the original DS/DD 3 1/2 inch drive in my 1040STf, apparently by inserting a disk and pressing down at the same time, resulting in ripping the upper R/W head apart. I'm not sure, but I think its likely that it can't be fixed. Anyway, I'm looking for information to help in replacing it. Like, good or bad experiences with different drives. Like, do any drives from other companies other than Atari work without cutting the case to fit? Like, is there a way to get an exact replacement for a reasonable cost, or am I better off with another companies drive? Like, are there certain drives that allow formatting out to track 90?
You get the general idea, I know next to nothing and feel very uncomfortable being so ignorant on the subject and I really need to decide what to buy before my hard drive fills up totally, heh. Anyway, an information would be appreciated. Or anyone who has an extra drive that they want to sell. I would actally like to get a second external drive at the same time.... Information as to the way to go in getting an external (or building one) would also be helpful. I guess E-mail it to me unless you think the information would be helpful to everyone...]
Thanks in advance...

- Sorry, couldn't afford a signature, I'm saving up for disk drives.. -
---

2452. Patch for Gnu programs under RTX

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 01:59:36 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct8.015936.12397@doe.utoronto.ca>
Source record: 238072

A few days ago, I posted my suspicion that it was the freopen()
function which keeps gcc-cpp.ttp from running with MT C-Shell
(under Micro RTX). I still have not seen the gcc-cpp.ttp source,
but I did try out this test program:

```
#include <stdio.h>

main()
{
FILE * fp;

fp = freopen("hack.txt","w",stdout);
if( fp )
fclose(fp);
else
fprintf(stderr,"Cannot open hack.txt\n");
}
```

The program runs under TOS and MiNT, but not under RTX (which prints the
error message). The reason is that the Gnu freopen() function in this case
attempts to close the standard handle associated with stdout, which
(correctly) causes an error under RTX, while TOS and MiNT are a little
more lenient.

NOTE: compress.ttp also suffers from this problem (the one from
atari.archive in atari/gnustuff/tos).

PATCH:

Here is a little patch for the close() function in a compiled GCC 1.37
program. Note that this may not work for you, and may even cause the
program to malfunction! Use with care, and back up your originals. What
the patch does is simply have close() return no error even when there is
one.

Search for the following bytes with your binary editor:

```
3f 3c 00 3e 4e 41 58 4f 34 00 48 c2 6c 0a
|
74
```

Change the byte indicated from 34 to 74 (make sure that the _entire_ string
is correct first). Instead of copying the return value from Fclose() from
a0 to a2, this patch has the function set a2 to 0 (success) in all
circumstances.

MIXED SUCCESS:

compress.ttp does not complain about errors opening files when this patch is applied, but I have not tested it past there.

gcc-cpp.ttp now works with the following command line, which previously failed under RTX:

gcc-cpp hello.c hello.cpp

the result is a file hello.cpp. gcc-cc1.ttp can deal with that file. Unfortunately, using the gcc.ttp driver, there are still problems, and the error message

gcc: cannot open ./cc100000.s

appears (where ./cc100000.s is the output file which gcc-cc1 is supposed to create). I have tried applying this same patch to gcc.ttp, but the problem persists.

GOOD LUCK, and USE WITH CAUTION.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2453. Need ST Writer 2.3

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 04:20:00 UTC
From: twymer@CIE.UOREGON.EDU
Message-ID: <9010080420.AA05079@cie.uoregon.edu>
Source record: 238075

A recent disk crash has destroyed my copy od ST Writer and I had no backups around (intelligent, I know). I tried Atari Archive and could not find a copy of the program. I need 2.0 or 2.3 because it is my word processor for school papers. I assume those versions are still public domain.

Canm anybody help? Please?

Thanks...

twymer@cie.uoregon.edu

2454. Re: STe demos?

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 04:56:31 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct08.045631.22006@ecst.csuchico.edu>
Source record: 238076

STT@kcbbs.gen.nz (Jon Clarke) writes:

- Atari-OZ [Australia] have posted several STe demos with all the
- sound and colour facilities on GEnie. Ask one of you pals who uses
- GEnie to dload them you. They are well worth a look and one of them
- supports midi to its full extent.

Could you or someone please post these on atari.archive? Which ones
are they, by the way? Thanks!

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2455. Re: PLEASE upload sounds to atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 05:53:29 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750087@hpsad.HP.COM>
Source record: 238086

So sounds are available in atari/sound/sounds, eh? How do I get the

directory indexes for directories other than binaries and sources?

2456. Re: 68030 for Mega???

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 06:36:50 UTC
From: hase@netmbx.UUCP
Message-ID: <1209@netmbx.UUCP>
Source record: 238069

mts10271@uxa.cso.uiuc.edu writes:
> Does anyone know what is going on with the 68030 board that
> was mentioned for the Mega's a while ago. Is it still being
> worked on, has the idea been dropped, etc.? <-- (Fast & Small's)

Dunno about this one, but proVME GmbH (Germany) makes a 030-board with cache memory and "fast ROM". The 16 MHz version seems to be availeble now, 24 and 32 MHz versions are worked on.

To me upgrading the ST does not look like a good choice, if the TT should be real one day; the small bus bandwith of the ST design (slow RAM) could make the TT woth the price.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

2457. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 08:52:21 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Oct8.095221@heike.informatik.uni-dortmund.de>
Source record: 238073

```
In article <1990Oct6.030223.10558@murdoch.acc.Virginia.EDU>,
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
|> >The current process' DTA address is recorded in the basepage which can
|> >be derived from the act_pd system variable (this in turn is recorded
|> >in the sys_base (the first few bytes after the ROM-start) for TOS
|> >versions >= 1.2).
|>
|> But I thought this is an "unofficial" way of finding the DTA, so it
|> may break someday.

I noticed that the DTA entry in the basepage is 0x00000000 in TOS 1.4,
which does not seem to be a useful DTA address.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

2458. Re: Q: spectre and 69MB harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 11:05:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Oct8120503@orion.laas.fr>
Source record: 238090

In article <456357@neabbs.UUCP> marclaan@neabbs.UUCP (MARC LAAN) writes:
|
| ***excuse for not using English to all foreign readers***

Concerning that article: A) you're excused. and B) you could just
limit your "Distribution:" to Netherlands and that way the followup would only
be broadcast in the Netherlands.. Just specify `nlnet' or whatever
the Dutch News network is known as.

I am posting this reply since others might also want to restrict their postings.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

2459. Re: SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 11:14:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Oct8121408@orion.laas.fr>
Source record: 238091

I have absolutely no problem in formating/reading/writing PC and ST
compatible floppies, using the mtools package which was posted to the
net (comp.sources.sun, I believe). I had to add another patch in
order to make the floppies readable under Gulam; Gulam does not seem
to like an all-blanks volume label.

Mtools is not perfect, but I use it very often. I've tried to
contact the author -- but no luck. For those that might
be interested I'll post my private `patch4' here. Just run it through
patch.

```
*** ./init.c Thu Jun 14 13:01:58 1990
--- 1.6.2/init.c Tue May 29 17:41:27 1990
***************
*** 11,17 ****
#include "devices.h"
#include "msdos.h"

! #define DUP_FAT

extern int fd, dir_len, dir_start, clus_size, fat_len, num_clus;
extern unsigned char *fatbuf;
--- 11,17 ----
#include "devices.h"
#include "msdos.h"

! /* #undef DUP_FAT */

extern int fd, dir_len, dir_start, clus_size, fat_len, num_clus;
extern unsigned char *fatbuf;
*** ./mkdfs.c Thu Jun 14 12:39:04 1990
--- 1.6.2/mkdfs.c Wed Jun 6 10:55:32 1990
***************
*** 95,108 ****
for( sec=fat_len; --sec ; )
Write(fd,buf,MSECSIZ) ; /* Rest of FAT */
}
! if (strncmp(disklabel," ",11) != 0) {
! strcpy(((struct directory *)buf)->name,disklabel) ;
! ((struct directory *)buf)->attr= VOLLBL ;
! Write(fd,buf,MSECSIZ) ; /* Root dir */
! bzero(buf,strlen(disklabel)) ;
! ((struct directory *)buf)->attr= 0 ;
! }
! else dir_len++ ;
for( ; --dir_len ; )
```

```
Write(fd,buf,MSECSIZ) ; /* Root dir */
}
--- 95,105 ----
for( sec=fat_len; --sec ; )
Write(fd,buf,MSECSIZ) ; /* Rest of FAT */
}
! strcpy(((struct directory *)buf)->name,disklabel) ;
! ((struct directory *)buf)->attr= VOLLBL ;
! Write(fd,buf,MSECSIZ) ; /* Root dir */
! bzero(buf,strlen(disklabel)) ;
! ((struct directory *)buf)->attr= 0 ;
for( ; --dir_len ; )
Write(fd,buf,MSECSIZ) ; /* Root dir */
}

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
================================================================================
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78
```

2460. Monitor/TV Setup

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 13:46:27 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Oct8.134627.22504@warwick.ac.uk>
Source record: 238082

Thanks to everyone who replied to my question r.e. my STe booting into high res when my monitor was plugged in, when I wanted low/med on my TV.
For anyone who is interested, if pin 4 is low on the monitor port, it boots into high res, otherwise it boots into low/medium. A simple switch on this line will solve the problem, but be careful about using the wrong setting with the wrong screen, as the wrong scan rate could blow it.
Alternatively you can just buy a monitor switch box from any good dealer for ~15 pounds, which routes the output through two separate plugs, thus avoiding any danger.
Thanks again,
Jas.

2461. Re: Laser C V2.1 vs MiNT??

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 14:41:59 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct8.144159.12610@doe.utoronto.ca>
Source record: 238079

In article <KENTD.90Oct7182718@zappa.FtCollins.NCR.com> Kent.Dalton@FtCollins.NCR.com writes:
>
>Has anyone run into any problems using Laser C V2.1 with MiNT? I'm
>compiling from Gulam (not using their GEM shell) and the compiler gives
>me two bombs. Also, I have a number of TOS-type utilities I've written
>and they all cause MiNT to hang...
>
>I wrote a simple program to print out it's own argument list as a test,
>it runs under TOS and hangs under MiNT.
>
>I'm using MiNT06 as posted to comp.binaries... FOLDR100 and MACCEL33 as
>auto folder programs and have 2.5Mb of RAM.
>
>Has anyone else seen this?? If so, is there a workaround? If the problem
>is Laser I'm guessing it's in the cinit.o (initialization object
>file)...
>

I know that the Laser C shell is incredibly buggy. I know that Megamax also had a lot of problems with its libraries. I would be surprised here if the problems were in any way MiNT's fault, especially since Laser has had problems even with different TOS versions.

Scrap laser C. There are much better packages available, some of them for free.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2462. Degas Pics

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 14:57:59 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Oct8.145759.27499@warwick.ac.uk>
Source record: 238083

Can anyone tell me of any ftp sites with a decent library of Degas format pictures (esp. monochrome) ?
Terminator seems a bit short, and I don't know of any others off hand.

Answers on the back of a postcard to:

csual@uk.ac.warwick.cu

2463. for sale: 1040st - 4meg

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 16:11:51 UTC
From: pr0z+@andrew.cmu.edu
Message-ID: <Ub4_J7G00VpeEU1lxp@andrew.cmu.edu>
Source record: 238081

For sale:

4 meg, 1040 st with color monitor.
megamax C, prospero fortran 77, some pascal, some regular software (vp planner, various word processors, drawing packages), some PD stuff, and some stuff on fractals that I wrote myself for a fortran class.
an okidata color printer (thermal but cute, and the color is okay as long as you don't want to hang the print at the National Gallery)
oh yeah -- and an atari developers kit which is apparently not saleable, but maybe I could toss it in free with purchase of the other stuff and not get in too much trouble. Suffice to say, I won't need it without the machine.

I bought the 1040 when they first came out, but have been at school using the university's hardware since then. Now I'm in grad school and for the next n years, have more computes available then I'll ever use. Regardless, the Atari is not compatible with the school stuff so I can't use both interchangably and I can't afford the line cost to use it as a terminal.

So, now I'm an indigent grad student and my machine sits, alone, unused, and unloved in my brother's basement. Due to time elapsed and a focus on other machines, I'm not even sure what its worth. I'm asking $2000 or best offer for the whole deal. Send offers or discussion of worth, if you wish.

Thanx.
Phyllis Reuther
412-241-6858
7001 Reynolds St.
Pittsburgh, PA 15208

2464. A disk-based magazine for the ST. Any Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 16:22:29 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2528.27106175@miavx1.acs.muohio.edu>
Source record: 238080

With the decline of ST specific magazines, I have been toying with the idea of a disk based magazine for the ST. I think I could do it for $1.50-$2.00 an issue. What do you all think, should I have a go with it?

I thought I heard of a disk-based magazine that is out already, does anyone know about it?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

2465. Re: Laser C V2.1 vs MiNT??

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 17:09:29 UTC
From: joe@quanta.eng.ohio-state.edu
Message-ID: <5960@quanta.eng.ohio-state.edu>
Source record: 238084

In article <1990Oct8.144159.12610@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>
>I know that the Laser C shell is incredibly buggy. I know that Megamax
>also had a lot of problems with its libraries. I would be surprised here
>if the problems were in any way MiNT's fault, especially since Laser
>has had problems even with different TOS versions.
>
>Scrap laser C. There are much better packages available, some of them
>for free.
>
>David Megginson

I must whole-heartidly disagree with this. For software
porting, you've got to go gcc/mwc. BUT, for startup
development, you can't beat Laser C. Fast compiling, and
unmatched debugging on the ST.

Yes, it has problems. But like I said, I think it's the
best place for Atari development start to finish.

Joe
ps. I like MiNT too, and wish Laser did run correctly under
it. Oh well.

--
:-------------------- rohde@eng.ohio-state.edu ------------------:
: He's dead Jim, you get his tri-corder, I'll get his wallet :
:---:

2466. Re: SYSMON bug with PoolFix4

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 18:36:44 UTC
From: ki@tubopal.UUCP
Message-ID: <2006@bahia.tubopal.UUCP>
Source record: 238092

In article <782@accucx.cc.ruu.nl> jeroen@pluto.phil.ruu.nl (Jeroen Scheerder) writes:
>I've just discovered a bug in SysMon, which may be of a general nature,
>that occurred when I tried to find PoolFix in my program list.
>
>I post this here, because I did not find a true email adress
>of mr. Ivanovic (sorry about misspelling the name) in the SysMon
>manual; for now we can all correct the bug in an ad hoc way, until
>it is fixed in SysMon itself.

Hello Jeroen,

i have fixed that bug in the new version 1.0.5 that i just mailed to
`koreth@panarthea.ebay.sun.com`. I hope this is the right adress to
put something into `comp.binaries.atari.st`.

- SysMon now works on the ATARI TT
- many new fetures
- the manual of the posting is in english

Karsten Isakovic ki@opal.cs.tu-berlin.de

2467. NeoDesk 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 18:42:04 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1684@uvm-gen.UUCP>
Source record: 238088

I just got my copy of NeoDesk 3.01 this weekend, in case you
haven't gotten yours yet, hang on, it's coming soon. First
impressions; lots of new features, on the menus and in the windows.
It's a little overwhelming for now, and I had no luck converting my
old Neodeskm.inf file (like desktop.inf), otherwise everything is fine
so far. If you read your upgrade notice, most of the new things are
described therein. If you got an upgrade, you receive a shortish
upgrade (addendum) to your old manual, which describes the changes.
Some of them seem to have been inspired by the competition - Gemini
and DC desktop e.g. 28 instead of 16 additional icons on the desktop,
and folders can be dragged there too. Desktop folders open a window
to that folder when clicked on. I still have a wish list though, even
if a short one. Gemini's (Venus' actually 8-) two icon sizes and ..
(double dot or place holder for the next directory up) icon would be
nice. I would also like to have display presets (text or icons) set
according to the subdirectory you are entering. This would probably
be relatively easy to do now that the display options are in place
(maybe that's the neodesk program/acc I should attempt). I am really
finding that many of my utility programs, e.g. my auto folder organizer and
FAT zeroing program, are not necessary now, since Neodesk does those
tasks as well or better than the separate programs, and I don't have
to hunt for them or waste accessory space on them.
Really must go now, email questions (helpfull ones would be requests
for tests and/or descriptions of specific features of Neo 3.01) to me,
I will reply on the net or via email as appropriate.

Bob Pegram

Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram (you can *call* uunet directly if you have to
you know!)

2468. Re: Atari mice

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 18:50:49 UTC
From: csasaki@jarthur.Claremont.EDU
Message-ID: <8937@jarthur.Claremont.EDU>
Source record: 238087

In article <1990Oct6.194807.25598@gpu.utcs.utoronto.ca> jahromib@gpu.utcs.utoronto.ca (B. Jahromi) writes:
>One solution that I have come across is to simply connect a Microsoft bus mouse
>directly, with little modification short of connecting the right wires to the
>right pins.

Does anyone know where I can find documentation on such a procedure? I would like to be able to do this. I have also come into possession of a Mouse Pen, which connects by a PS/2 connector, or a serial connector. Does someone have information if this is a possible connection on the ST? Thank you very much.

csasaki@jarthur.claremont.edu
Disclaimer: I wasn't awake.

2469. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 19:25:48 UTC
From: apratt@atari.UUCP
Message-ID: <2328@atari.UUCP>
Source record: 238077

gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:

>roeder@robin.cs.uni-sb.de (Edgar &) writes:
>>In article <5429@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes:
>>
>>> I can't find the current DTA address; is there any way that I can
>>> do this while processing a TRAP #1?
>>
>>The current process' DTA address is recorded in the basepage which can
>>be derived from the act_pd system variable (this in turn is recorded
>>in the sys_base (the first few bytes after the ROM-start) for TOS
>>versions >= 1.2).

>But I thought this is an "unofficial" way of finding the DTA, so it
>may break someday.

No, this is "official" -- contrary to my earlier posting, it's documented in the original GEMDOS docs, and can't be considered a mistake. (Some things that were documented originally are now considered to have been "mistakenly documented" and are subject to change, but not many, and nothing important. Example: the Getmpb BIOS call should have been documented with "Used internally by GEMDOS" and nothing else.)

>Watching all SETDTA traps, on the other hand, will always work.

This is not the case. Each process starts with a default TPA which is not set via SETDTA. I'm not sure if that default DTA's location is documented, but in all existing TOSes it's the process' command line image, at (basepage+0x80).

No system calls use the DTA except Fsfirst and Fsnext. It is not unlikely that a future GEMDOS might have new calls which accomplish the same thing but don't use the DTA at all, because having system information in user-supplied buffers doesn't make good sense. The DTA and Fsfirst/Fsnext will be maintained for backward compatibility, of course. (And the fact that we have to keep them around guarantees so much cruft in the code that there may not be much point in replacing them. But I digress.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2470. Re: Adaptec 4000A Bad Sector List Query

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 20:18:44 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Oct8.201844.11196@cbnewsl.att.com>
Source record: 238078

In article <186.270cc984@brb.isnet.inmos.co.uk>, gary@brb.isnet.inmos.co.uk writes:
>
> Does the Adaptec 4000A have some non-volatile memory in which the bad
> sector list is stored?
> -or-
> Does the Adaptec have some RAM in which the list is stored, which is stored
> on the disk and automatically read by the Adaptec on power-on?
> -or-
> Does the Adaptec have some RAM ... , which has to be initialised by the
> driver software (booted from sector 0?), which knows where the bad sector
> list is stored on the disk?
>
Bad sectors and the Adaptec.
Bad sectors are mapped in zones on the hard disk. This is why the lights
blink so funny when you turn on an Adaptec based controler.

The whole effect of a bad sector list is to shrink the total size of the
disk. It just seems to shrink a bit more for its internal tables.
The Adpatec has effectively two format commands; short and long.
Short has new bad sectors, long allows passing them as part of the command.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

2471. Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 22:44:02 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2583@gmuvax2.gmu.edu>
Source record: 238085

discounting program that will entice more students into dropping $4000 into
an atari as opposed to picking up a NeXT 68040 for a mere $3200 after discount?
Representatives from Atari at the WAACE Atarifest skirted the topic specifically
however, I would like to get the real scoop from someone competent. Has anyone
heard about this or seen anything PRINTED <not vaporware>?? With Commodore,
Apple and NeXT offering %40 discounts to students an institutions, how do
they expect anyone to be interested into jumping into our world of TOS??
Chris R.
crouland@gmuvax2.gmu.edu

2472. Re: Atari mice

Newsgroup: comp.sys.atari.st
Date: 1990-10-08 23:31:48 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <Mb4ElYi00VICQ2x0xL@andrew.cmu.edu>
Source record: 238002

I don't understand all the fuss about mice.

Last time I checked, Atari would send you a new one for a busted one and $25.

If you want a non-Atari mouse, pick up any ST mag (easier said than done) and you'll see ads for dozens of 'em... including high-performance (high price too!) totally optical mice, cordless mice, etc., etc., ad infinitum, ad nauseum...

|\/|ike Greelish
Carnegie Mellon U. undergrad trying to be helpful

2473. Tos 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 00:03:26 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Oct9.000326.23444@onion.pdx.com>
Source record: 238089

I've been seeing a strange thing with TOS lately. When I try to drag a directory containing a directory called ".bak" to the trashcan, I get a message: "Invalid copy operation". To duplicate it:

(I'm doing this thru GEM, but I'll give unix-like commands :-)

```
cd c\
mkdir junk
cd junk
mkdir .jnk
cd c\
```

Now, try dragging the folder "junk" to the trashcan...

Is this a bug, or something that isn't legal?
On a honest-ta-goodness-IBM-like-ms-dos-machine, it doesn't allow ".jnk" to be created...

If you cd \junk, you can drag ".jnk" to the trashcan with no problems.

Comments? Is there a "formal" way to submit a bug report to Atari?

-Jeff
--
Jeff Beadles jeff@onion.pdx.com
-

2474. Re: Atari mice

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 00:23:31 UTC
From: csasaki@jarthur.Claremont.EDU
Message-ID: <8951@jarthur.Claremont.EDU>
Source record: 238003

In article <Mb4ElYi00VICQ2x0xL@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>I don't understand all the fuss about mice.
>If you want a non-Atari mouse, pick up any ST mag (easier said than
>done) and you'll see ads for dozens of 'em... including high-performance
>(high price too!) totally optical mice, cordless mice, etc., etc., ad
>infinitum, ad nauseum...

Well, yes, there are a variety of mice available for the ST. But the Microsoft Mouse IS a very nice mouse, and it would be nice to connect one to the ST. I have not seen a MousePen available for the ST, either. I happen to have one right now. I would like to connect this to my ST. I would hope that the procedure would be similar to connecting the Microsoft mouse. There are just some hardware items that I have not seen for th ST specifically, that I would like to adapt.

>
>|\/|ike Greelish
>Carnegie Mellon U. undergrad trying to be helpful

---
csasaki@jarthur.claremont.edu
HMC student trying to use a MousePen.

2475. Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 00:42:06 UTC
From: bill@mwca.UUCP
Message-ID: <1718@mwca.UUCP>
Source record: 238005

Just thought I'd let you know that I received Neodesk 3 today (after ordering it via fax on Friday!) from BRE Software (209-432-3072, there's a toll-free number too). $41.95, $2 discount for faxing order (209-432-2599). Great service, the manual is _extensive_, things look great so far. Seems to offer the best features of Gemini without requiring GDOS or hogging so much memory, and has some other great features as well, including one-key program execution ala Hotwire.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

2476. Re: Atari mice

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 04:28:49 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct09.042849.27743@ecst.csuchico.edu>
Source record: 238016

csasaki@jarthur.Claremont.EDU (Lord of the Universe) writes:

- But the Microsoft Mouse IS a very nice mouse, and it would be nice
- to connect one to the ST.

I remember some time ago that someone mentioned that the Konyo mouse
is a Microsoft mouse for the ST. Does anyone know if this is true?

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2477. HELP WITH NEODESK 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 08:51:14 UTC
From: rfschaa@cs.vu.nl
Message-ID: <7865@star.cs.vu.nl>
Source record: 238099

Last week I received my update to NeoDesk 3.01 from Gribnif. I tried to
get it running but all my attempts were in vain. Sometimes I got to
the NeoDesk desktop, but after some time I got 2 bombs and the system hang.

After trying everything I could think of, I conclude that there must be
some error in the NEOLOAD.PRG file. This error might be a bug, or something
that has happened to it during shipping.

My question now is: could someone please send me a copy of the NEOLOAD.PRG
file. I do not think this is illegal, because I would be unable to use
it unless I already have the rest of the package.

If someone out there has NeoDesk 3.01 but does not want to send a copy of
NEOLOAD.PRG, then PLEASE send me : 1. The length of the file in bytes
2. Some kind of checksum,
so I can check if my copy of NEOLOAD.PRG is indeed corrupted.

You might say I could write to Gribnif directly, but it takes about 10 weeks
to get an answer back (I tried it once before).

Richard Schaaf (<rfschaa@cs.vu.nl>).

2478. Looking for original gulam.docs (texinfo ????)

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 09:05:28 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2476@maestro.htsa.aha.nl>
Source record: 238007

Can someone tell me where to get the gulam docs. I believe they are
written as 'texinfo' files.

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

2479. Re: Laser C V2.1 vs MiNT??

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 10:17:45 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct9111745@zappa.FtCollins.NCR.com>
Source record: 238093

>I know that the Laser C shell is incredibly buggy. I know that Megamax
>also had a lot of problems with its libraries. I would be surprised here
>if the problems were in any way MiNT's fault, especially since Laser
>has had problems even with different TOS versions.

I don't use the Laser shell so I've never noticed it's bugs...
Admittedly, Laser definitely has its problems but I've discovered
workarounds for all the library bugs I've seen, to this point.

It does have its good points: excellent docs, speed, a very nice
source code debugger, inline assembly, I got it used for like ~$80
below the average purchase price :^), etc.

But enough about Laser C. I think incompatibility with Laser C programs
(not necessarily the compiler itself) would be a serious hinderance to
MiNT? I'm sure a lot of stuff available out there PD and commercially
has been written using Laser C and hence MiNT will have a lot of
problems running this stuff.

>Scrap laser C. There are much better packages available, some of them
>for free.

Thanks for the advice.

In my eyes, MiNT has a lot of potential as a TOS replacement since it
has so many nice UNIX inspired features and still offers a degree of
compatibility and if that compatibility can be maximized while adding
the features people want everyone will be happier in the long run. So, I
think the best long-term plan is to get Laser and MiNT working together
at least stuff compiled with Laser, if not the actual compiler.

I'm willing to look into the Laser/MiNT compatibiity issue myself and if
any other Laser users have advice suggestions, want to help, already
have done some research, etc, let me know.

Also, Eric Smith, if you have any ideas on what's happening please say
so.

Here's a little additional info for those interested:

When in debug mode, MiNT shows Laser Programs malloc'ing 8K (presumably
stack), it then tries to grab some more mem and gets a message to the
effect of: get_region, no region is big enough or some such.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */

```
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

2480. New applications-oriented ST mag to appear in UK

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 10:59:19 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3593@syma.sussex.ac.uk>
Source record: 238020

Someone recently asked about ST journals & mags with an applications and programming bias. There was some discussion on the demise of the UK mag ST World. (Sorry, demise is not correct - the mag has gone quarterly and now consists mainly of comparative reviews and 'buyers guides'.)

Well, the gap may be about to be filled by a new publication: ST Applications. It's being launched by Paul Glover, who runs the 'ST Club' (newsletter, disk mag and PD software library) and who has recently become the UK correspondent for Z*Net mag.

The ST Club newsletter is due to turn into ST Applications in November. The exact format is not yet fixed, and potential contributors are currently being solicited for their views & ideas, but the intention is to have a mix of reviews and articles on all sorts of application areas, as well as coverage of the ST scene worldwide. While the aim is to produce a more professional magazine, Paul & co (David Smith, design; Niki Wilson, admin) don't want to lose the 'user-driven' feel of the ST Club newsletter. They're after ideas for submissions. Authors will be paid, though not extravagantly.

The first print run will be around 12,000 copies, and the magazine will have at least 45 pages of editorial material.

Further information can be obtained from Paul Glover, ST Club, 49 Stoney Street, Nottingham, NG1 1LX, UK. Tel: +44 602 410241.

Graham Thomas (just an ST Club member)

2481. Re: A disk-based magazine for the ST. Any Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 11:38:34 UTC
From: jvt@its.bt.co.uk
Message-ID: <J'V%J^*@masalla.fulcrum.bt.co.uk>
Source record: 238010

In article <2528.27106175@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>With the decline of ST specific magazines, I have been toying with the idea of
>a disk based magazine for the ST. I think I could do it for $1.50-$2.00 an
>issue. What do you all think, should I have a go with it?
>
>I thought I heard of a disk-based magazine that is out already, does anyone
>know about it?

Atari ST User, a UK mag, issue one each month on their freebies disk.

Personally, I don't like the idea. I *rarely* read the articles on the
disk. Just scan them for interesting topics.

--

John Trickey British Telecom Applied Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

2482. MAC DRIVE WITH ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 12:41:41 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Oct9.124141.8623@ncsuvx.ncsu.edu>
Source record: 238008

I was wondering... I have a Macintosh and and external SCSI drive
sitting on the same table as a dusty 520ST. Can I in any way
use my Mac hard drive with the 520ST ?

2483. PD Resource Construction Set...

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 13:20:46 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4798@baird.cs.strath.ac.uk>
Source record: 238094

After a previous posting I had a request for a copy of the PD RCS that I use.
For others who are interested in can be found at lancs.pdsoft - though if you
want I can post it in the sources bit...

Any takers?


```
___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /
```


is 'Only visiting this planet.'

2484. Re: PLEASE upload sounds to atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 14:10:03 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Oct9.141003.9104@newcastle.ac.uk>
Source record: 238095

In article <750087@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:
>So sounds are available in atari/sound/sounds, eh? How do I get the
>
>directory indexes for directories other than binaries and sources?
>

Has anybody got a list of the speeds these sounds need to be played at. Also what do the speeds represent (I am using the play prg from the sound directory.)

Thanks,

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2485. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 14:29:16 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1192@xenon.kcl-cs.UUCP>
Source record: 238096

Hardware hacks??? There are loads!!
You are a little behind- Doubling the processor speed was done ages ago (2yrs?)
The leading exponent of the hardware hack is Dave Small (of GCR etc). There are many producers of 16MHz boards of varying complexity. The best option seems to be 16Mhz 68000 with 68882 (16MHz), fast ROMs and 16K cache. Gadgets by small reportedly have a 16MHz 68030 board (Hypercache '030??) on the way...

A favourite hack for the end user is the overscan mod. This involves the addition of 4 wires, a switch, and the cutting of 2 circuit board tracks, the end result of which is an increase in resolution up to about 800*500 in mono! This would require a multisync, but an SM124 can be pushed to about 750*600! Thankfully, most well behaved applications adjust themselves to fit the big screen (though the switch allows the circuit to be returned to normal, should it be required)

Other hacks: There are numerous Hacked versions of TOS available from Germany that have bugs removed and new features added. I have seen a multisync board for the SM124 which allows all resolutions to run on it (with grey scales), and it's only 50 pounds! (buy it now while the exchange rate is good!)

If there is demand, I could be persuaded to post overscan details to comp.binaries.atari.st...

Your suggestion of refitting the ST into a bigger box is already well established (see last issues of ST World and ST Club newsletter).

Nuff said...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<

2486. Looking for "First Shapes"

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 14:45:53 UTC
From: rost@aqua.dec.com
Message-ID: <3110@ryn.esg.dec.com>
Source record: 238013

Welcome to Atari-land time...

I'm looking to get a hold of a copy of "First Shapes", a children's package from First Byte. This package has been highly regarded since it came out, so of course, Electronic Arts, who markets First Byte has dropped it in the Atari format. The mail order places that advertise it in START of course don't have it and can't order it.

If anyone has a copy of this that would be willing to sell, trade, swap, whatever, please e-mail me.

Thanks!!!!

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2487. Re: NeoDesk 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 16:52:34 UTC
From: bill@mwca.UUCP
Message-ID: <1720@mwca.UUCP>
Source record: 238097

In article <1684@uvm-gen.UUCP> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>
> I just got my copy of NeoDesk 3.01 this weekend...
>I had no luck converting my old Neodeskm.inf file...

Me neither. Perhaps a bug (feature?) slipped through?

>Gemini's (Venus' actually 8-) two icon sizes and ... would be nice...

I agree. However, Neodesk's Icon Editor is _very_ full featured, and you
can create smaller icons to give you more room on the desktop. Also, the
editor can read .RSC files as well as .NIC files for grabbing new icons.

Other observations: The manual (~140 pages for the non-upgrade version)
states that if an alternate text file reader is used Neodesk won't unload
itself from memory when calling the reader. However, I chose Quick View
(from Quick Tools) as my file reader but Neodesk still unloads itself
before executing it. Also, the environment from Neodesk is not recognized
by Quick CLI/Quick Env, and vice versa. I've still been unable to get
Quick Tools to autoload an environment upon booting...shouldn't the TOS
environment be accessible by all programs?

Another nice feature is that most/all operations can be performed on
windows which aren't on top - GEM won't allow resizing, backing up a
level, or closing a window which isn't on top, but Neodesk will allow
any action to be performed as long as the button/file/folder is visible.

Neodesk only uses up 35K when executing other programs, which is a very
small price to pay - Gemini gobbles ~200K, plus generally requires that
GDOS be resident.

All in all, a _very_ nice package.

>Bob Pegram

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

2488. atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 16:55:43 UTC
From: bill@mwca.UUCP
Message-ID: <1721@mwca.UUCP>
Source record: 238098

I've received several messages from MAIL-DAEMON at uunet that it can't send messages to terminator/atari.archive (host mailrus) - is everything working normally? I've used both

atari@atari.archive.umich.edu
and
atari@terminator.cc.umich.edu

but received the 3-day notice with both. Any suggestions?
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

2489. for sale still: 4 meg Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 16:59:17 UTC
From: pr0z+@andrew.cmu.edu
Message-ID: <Ub4U7Zm00VotML=UwK@andrew.cmu.edu>
Source record: 238017

Thanx for all the input:

4 meg, 1040 st with color monitor.
megamax C,
prospero fortran 77,
some pascal,
some regular software (vp planner, various word processors, drawing packages),

some PD stuff,
an okidata color printer (thermal but cute, and the color is okay as
long as you don't want to hang the print at the National Gallery)

oh yeah -- and an atari developers kit which is apparently not saleable,
but maybe I could toss it in free with purchase of the other stuff and
not get in too much trouble. Suffice to say, I won't need it without the
machine.

make an offer for all or parts.

Phyllis Reuther
412-241-6858
or e-mail pr0z+@andrew.cmu.edu

2490. startgem

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 17:27:18 UTC
From: rbutterworth@watmath.waterloo.edu
Message-ID: <1990Oct9.172718.2939@watmath.waterloo.edu>
Source record: 238014

In article <1990Oct6.150214.25136@water.waterloo.edu> ljdickey@math.waterloo.edu writes:
>However, there is a free program called "startgem.prg" that allowed me
>to get the effect I wanted. I copied STARTGEM.PRG into the AUTO folder
>last. And then, in the file A:\STARTGEM.INF (or C:\STARTGEM.INF if you
>use a hard disk) I had one line of text that named the program I wanted
>to run.

Is there a version of startgem.prg that works with all versions
of TOS? I've seen a few startgems that work with one version but
not with others.

Having to have a different disk for each different release one wants
to run on is a bit silly. It's easier to forget about it and use
the mouse to start things.

2491. new atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 18:29:04 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Tue.Oct..9.18
Source record: 238100

Hi..I hae heard on the grapevine in Europe that Atari are set to launch
a new laser printer, the SLM605, which is to be replacing the SLM804.

Can anyone confirm this?
If it is true, can anyone tell me the full spec and price of this printer.

Apparently, it will have inbuilt RAM and a parallel port so that it can be
used by computers other than the ST.

Richard

2492. Re: MAC DRIVE WITH ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 19:15:28 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1990Oct9.191528.932@agate.berkeley.edu>
Source record: 238019

First, you need a HOST ADAPTER. They are available from ICD, BMS of
Oakland (see the phone book), and Supra.

Second, to connect the Mac, you need a 50pin SCSI to Centronics cable.
They seem to be easy to make, but you can buy one from Supra.

Look at spending near $150 to connet the Mac drive.

Forget about the floppy unless you are a hardware engineer.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

2493. Neat Terminal trick

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 20:05:00 UTC
From: gwg33762@uxa.cso.uiuc.edu
Message-ID: <46300102@uxa.cso.uiuc.edu>
Source record: 238001

Just discovered how to trick Uniterm into doing something I've been trying for a while. It is possible to get Uniterm to pause the screen update, while continuing to receive data (thus allowing quick reading of paged data even at low baud rates). This works great if you use a paged notes viewer or some other paged text viewer. The Uniterm ALT-Z holds only the screen updata (if you have enough buffer room to keep receiving data). If you _very_ quickly hit space (or whatever key is next page on your viewer) then immediately (real quick) hit ALT-Z, you can beat the Terminal to the screen clear code (that is if your viewer clears the screen like mine between pages). When you finish reading the page that is held on the screen, hit ALT-Z and magically a new screen of data will pop up (instantly - not at slow baud rate). Repeat. Serve and enjoy.

Just me marveling at a dumb terminal trick (better than a dumb bar trick)...
Garret


```
-------------------------------------------------------------------------
| Garret Gengler | - Every jumbled pile of person has a |
| g-gengler@uiuc.edu | thinking part that wonders what the part |
|--------------------| that isn't thinking isn't thinking of - |
| Let's go Pirates! | --- They Might Be Giants |
|-------------------------------------------------------------------------|
| University of Illinois | (Though I'm no rocket scientist) |
| Dept. of Aerospace Engineering | Mario Lemieux - get well soon! |
-------------------------------------------------------------------------
```

2494. Re: startgem

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 21:43:03 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct09.214303.1858@ecst.csuchico.edu>
Source record: 238004

rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:

- Is there a version of startgem.prg that works with all versions of
- TOS? I've seen a few startgems that work with one version but not
- with others.

You don't need STARTGEM with Rainbow TOS and I'm pretty sure it works
on TOS 1.2. If not, you can try HEADSTART. HEADSTART works better
than STARTGEM anyway. If it's not on atari.archive, let me know and
I'll send it.

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2495. Neodesk 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 22:19:57 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2596@gmuvax2.gmu.edu>
Source record: 238006

run DevPac ST 2.0, when I attempt to run it, I get a Bus Error <2 bombs>
Can't seem to figure out what the problem is, It will run fine under the
old version of NeoDesk, and now still runs fine under GEM. Anyone else
having similar problems? Must be the Neodesk code.
chris r
crouland@gmuvax2.gmu.edu

2496. Re: new atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 23:31:17 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct09.233117.2429@ecst.csuchico.edu>
Source record: 238009

dh@tardis.cs.ed.ac.uk writes:

- Hi..I hae heard on the grapevine in Europe that Atari are set to
- launch a new laser printer, the SLM605, which is to be replacing the
- SLM804.
-
- Can anyone confirm this? If it is true, can anyone tell me the full
- spec and price of this printer.

I heard it's going to be 6 pages per minute instead of 8 and a little
bit cheaper. I think I read US$1295 retail.

- Apparently, it will have inbuilt RAM and a parallel port so that it
- can be used by computers other than the ST.

I heard this as well when I first heard about the printer, but later
read that it was just going to be like the SLM-804, just a little
slower and cheaper.

It's really just speculation until the printer is released.

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2497. Re: SPARCstation floppy drive (again)

Newsgroup: comp.sys.atari.st
Date: 1990-10-09 23:36:52 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Oct9.233652.3503@rice.edu>
Source record: 238011

In article <RALPH.90Oct8121408@orion.laas.fr> ralph@laas.fr writes:
>I have absolutely no problem in formating/reading/writing PC and ST
>compatible floppies, using the mtools package which was posted to the
>net (comp.sources.sun, I believe). I had to add another patch in
>order to make the floppies readable under Gulam; Gulam does not seem
>to like an all-blanks volume label.

There are three possible problems some people may encounter:

1) Minor problem: To compile, I had to change the source to rename a type to "union __wait" in the function formatit in file "mkdfs.c": some include file dependency no doubt.

2) MAJOR PROBLEM: as distributed, init.o *must* be compiled with DUP_FAT defined. (I believe your patch fixes that, but I can't read patch myself :-). I made DUP_FAT the default in my version: My Atari needed the second FAT to read disks correctly. Why leave some machines out?

3) Medium problem? : Just like MSDOS machines, these programs don't write a disk serial number like Ataris want. Your problem with Gulam may be related to that somehow: no serial number, and Ataris get confused as to when they need to re-read the disk FAT: all disks look alike. (But the volume label is a file, not in the boot sector banner where the serial number goes, so I am not sure this is your problem. I'll try gulam tonight to see if my version works OK.) Hitting <esc> rereads disks in which I have written serial numbers, so I think it is OK - I didn't have real good docs when I wrote this patch.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

2498. Re: PD Resource Construction Set...

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 00:10:10 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Oct10.001010.3820@pmsmam.uucp>
Source record: 238012

```
In article <4798@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk (Sorcerer) writes:
>After a previous posting I had a request for a copy of the PD RCS that I use.
>For others who are interested in can be found at lancs.pdsoft - though if you
>want I can post it in the sources bit...
>
>Any takers?
>

Yeah! ME!!!! ;-)

> ___
> _____ / (rmacgreg @ uk.ac.strath.cs)
> | |__ __ /___ ___ ___ ___ ___ ___ ___ ___
> | | | |__| / / / / / / /__/ / / /__/ / /
> | | | |__ ___/ /__/ / /__ /__ / /__ /
>
> is 'Only visiting this planet.'

--
Bill Meahan WA8TZG |"The freedom of human beings is not a condition
uunet!mailrus!umich!pmsmam!wwm |but a task. What an absence of shackles means
|is our duty to know and to establish our own
"I do NOT speak for anyone |limits. It is often more difficult to be free
but me, myself and I!" |than not to be free ...." -Bela Varga
```

2499. Re: Uniterm fonts

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 00:10:30 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5163@uqcspe.cs.uq.oz.au>
Source record: 238021

In article <6458@hub.ucsb.edu> eckmann@ashley.ucsb.edu () writes:
>Someone recently asked how to change fonts in Uniterm, and the only reply
>I saw was an excerpt from the V2.0d ReadMe file.
>
>Thanks.
> -
> Steve Eckmann | internet: eckmann@cs.ucsb.edu | phone: (805) 961-4394
When you post to Steve, would you post to me too, please? Thanks.
Marshall Harris

```
*******************************************************************************
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@batserver.cs.uq.oz.au || fax:+61 7 371 0783
*******************************************************************************
* "If you want to make god laugh, show him your plans" *
* Woody Allen *
*******************************************************************************
```

2500. Re: 68030 for Mega???

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 00:27:19 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <46883@unix.cis.pitt.edu>
Source record: 238023

mts10271@uxa.cso.uiuc.edu writes:
> Does anyone know what is going on with the 68030 board that
> was mentioned for the Mega's a while ago. Is it still being
> worked on, has the idea been dropped, etc.? <-- (Fast & Small's)

I was at the WAACE AtariFest last weekend. It was a great time.
FAST TECHNOLOGY was there demonstrating their 68030 MEGA ST upgrade
board. I'm not sure if it is for sale yet, but I did see one...

... He's definately working on it... and it did seem to work...

In a related story, ICD was at the WAACE show with their new
16 Mhz upgrade. WOW it was compact! Seems to be neat. They were
taking advanced orders for it. Said it was being tested in the field,
and that the first shippment will be going out in a few weeks!

Also, GADGETS BY SMALL was at the ATARIFEST with their TT!!

So was DOUBLE CLICK SOFTWARE!! (needless to say I had my
picture taken next to a TT. If you can't own one, at least you can
capture the memories!)

These two machines were the older developers 16 Mhz machines...
ICD claimed to have a 32Mhz TT from Germany... (they didn't have it at
the show).

Later,
Jim Tauberg

2501. PACK-ICE

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 03:46:07 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.655530367@cassiopeia>
Source record: 238015

I have tried the newly posted Pack-Ice, and while it does seem to work very well, IT IS VERY SLOW! We are talking 30 minutes to pack WordPerfect! Still, it does do an excellent job, and has not balked at packing any program I give it.

If anyone else has used this, is it my imagination, or does a pack-iced program take a tad longer to load and run than the same program packed with packer? Is it the unpacking header that takes longer since this program seems to do a more complete compression of the executable?

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2502. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 07:55:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct10.075513.26477@math.lsa.umich.edu>
Source record: 238018

In article <1721@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I've received several messages from MAIL-DAEMON at uunet that it can't send
>messages to terminator/atari.archive (host mailrus) - is everything working
>normally? I've used both
>
> atari@atari.archive.umich.edu
> and
> atari@terminator.cc.umich.edu
>
>but received the 3-day notice with both. Any suggestions?

mailrus is one of our uucp gateway machines. it has suffered a disk crash
and hasn't been answering the door lately... However, uunet should not have
to rely on mailrus to get mail thru to atari.archive. You might try sending
your uucp mail to uunet!atari.archive.umich.edu!atari, though I'm not sure
that it will give a different result at uunet, given the behavior you cite.

Of course, now that I think of it, even if you *can* get the message thru,
uunet will probably rewrite the header to say from user@host.uucp, and
the mailer at atari.archive will try to send to mailrus to get it forwarded.
Oh well... No good suggestions for the moment.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2503. Re: Looking for "First Shapes"

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 12:38:20 UTC
From: rost@aqua.dec.com
Message-ID: <3131@ryn.esg.dec.com>
Source record: 238027

I'd like to thank all that responded to my posting. I've located a copy of "First Shapes".

For those who might be in a similar situation, here's the story that I unravelled after some time on the phone:

Electronic Arts used to distribute First Byte, but that relationship terminated some time ago. Dealers who only know of FB through EA therefore consider the titles "out of print". Meanwhile FB has liscenced a company called SmartWorks to sell their stuff, both to home and school users, but SmartWorks will only be handling IBM-PC format. It turns out that you can order titles directly from FB. The info in the Oct. 1990 START article on educational software incorrectly gives the phone and address to EA, rather than FB. At some point in the future, delears may actually be able to get ahold of the packages again, in the meantime you'll need to call FB direct to order.

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2504. Standard ML on ST (enquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 13:59:20 UTC
From: gmc@cs.strath.ac.uk
Message-ID: <4812@baird.cs.strath.ac.uk>
Source record: 238030

Has anyone out there got Edinburgh Standard ML running on an ST --
is 1Meg enough, and could you tell me how to get a copy?

Thanks,

George. (gmc@cs.strath.ac.uk)

2505. Looking For PD Patch Editor For ESQ-1/SQ-80

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 14:36:21 UTC
From: rost@aqua.dec.com
Message-ID: <3132@ryn.esg.dec.com>
Source record: 238028
Cross-posted to: rec.music.synth,comp.sys.atari.st

Hi!

I'm looking for a PD patch editor for the Ensoniq ESQ-1 and SQ-80 synthesizers that runs on an Atari ST. I already have a librarian called ESQuizit but would like something that allows editing patches, in particular with graphic envelopes. I'll likely end up buying a commercial editor eventually, but right now my budget is tight ($0).

I already checked the panarthea and terminator archives and couldn't find anything.

Thanks in advance.

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2506. Using ZOO to backup and restore/create relative subdirectories

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 14:36:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1284707658@thelake.mn.org>
Source record: 238042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been a couple of (unanswered, I think) questions lately about how to use zoo.ttp to automatically archive subdirectories and to automatically create subdirectories relative to the current directory when unpacking files.

There are two so-called "novice" commands to do this. They are not explained in the helpscreen that appears when you run "zoo h".

The commands are:

zoo -backup file.zoo *.*
This packs everything in the current directory and all relative subdirectories, preserving the (relative) path information.
^^
zoo -restore file.zoo
This explodes an archive, creating any necessary subdirectories relative to the current working directory.
^^

I'm told that an early version of zoo fails to perform these operations properly on the ST. The version I have that works includes the following header. Check the date and time:

Zoo archiver, Version 2.01STg (1988/08/25 12:43:57)
(C) Copyright 1988 Rahul Dhesi -- Noncommercial use permitted
Atari ST version by Daan Josephus Jitta (1989/05/31 21:21:41)
Usage: zoo {acDeglLPTuUvx}[aAcCdEfInmMNoOpPqu1:/.@n] archive file
("zoo h" for help)

--
Steve Yelvington up at the lake in Minnesota
Internet: steve@thelake.mn.org
UUCP: {plains,rutgers,apple,cray}!umn-cs!thelake!steve

2507. Fileutils on Atari ST (tos)

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 15:15:32 UTC
From: spa@fctunl.rccn.pt
Message-ID: <SPA.90Oct10161532@hal.fctunl.rccn.pt>
Source record: 238022
Cross-posted to: gnu.utils.bug,comp.sys.atari.st

Has anyone got fileutils working on the ST?

I'd like to know before I start hacking on it.
--

.____.
| Salvador Pinto Abreu RFC822: spa@fct.unl.pt UUCP: ...!mcsun!unl!spa |
|_____________________________________ VOICE: +351 1 295-4464 (ext. 1860) |
|## Departamento de Informatica #_____________________________________|
|## Universidade Nova de Lisboa ### 2825 Monte Caparica, PORTUGAL ##|
|____|

2508. Re: startgem

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 15:38:40 UTC
From: rbutterworth@watmath.waterloo.edu
Message-ID: <1990Oct10.153840.6126@watmath.waterloo.edu>
Source record: 238024

In article <1990Oct09.214303.1858@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>- Is there a version of startgem.prg that works with all versions of
>- TOS? I've seen a few startgems that work with one version but not
>- with others.
>You don't need STARTGEM with Rainbow TOS and I'm pretty sure it works
>on TOS 1.2. If not, you can try HEADSTART. HEADSTART works better
>than STARTGEM anyway. If it's not on atari.archive, let me know and
>I'll send it.

I haven't tried it yet, but the HEADSTART documentation claims it
doesn't work with Rainbow TOS (1.4).

Perhaps I didn't explain what I want well enough.
Let's say I have a wonderful program that I want to give to
someone and want to have it auto boot. If I know the person
will always use TOS 1.4 I can set up the entry in the desktop file.
If I know he will always use TOS 1.2, I can set up the STARTGEM
program. If I know he will always use ... .
The point is, I don't know what he will always use, because "he"
might be different people with different systems.

What I need is a single auto folder program that can determine
the current version of the OS and do the appropriate thing.
It seems rather silly for me to write a large program that runs
portably on all known versions and then have to make different
disks for each OS simply in order to get it to auto boot.

2509. Neodesk 3 incompatibility

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 16:25:18 UTC
From: bill@mwca.UUCP
Message-ID: <1724@mwca.UUCP>
Source record: 238033

I've found my first apparent incompatibility with Neodesk 3: Pressing the left mouse button in Uniterm (for the cut/add/send menu) yields two bombs, a dump back to the Neodesk register screen, back to the Neodesk desktop, then three bombs and a lock-up. Definitely repeatable, doesn't happen with the same combination of auto programs/accessories without Neodesk.

Auto: poolfix3
tos14fix
pinhed17
chcache
neoload
quiktool
quickstm
maccel2
lgselect

Acc: qmgr (Quick Tools)
graphiti

Stock 1040ST, Supra, mono

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

2510. Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 18:02:11 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <4757MV010320@NDSUVM1>
Source record: 238034

Okay here's my situation,
I want to know if it is possible to download programs for the ST
using an IBM XT. Both using a 3.5 drive. Would I have to Format disks on my
ST and then try to download onto them using the XT or wouldn't it matter or
is it even possible to pull this off? Thanks for any help that I get.
My situation is that I am in North Dakota with NO ST BBS support and I have a
friend down in Milwaukee that has quite a few ST BBS's to choose from and what
I'd like him to do is to download some of this stuff for me. Problem is that
he has no ST. He has an IBM XT with a 3.5 drive. Can he in any way download
stuff for me using his XT???
Thanks,

Thomas

2511. Decent FOOTBALL GAMES for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 18:33:28 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <4758MV010320@NDSUVM1>
Source record: 238035

Is there a Decent football game out for the ST. Preferable along the line of NFL football for the IBM????

Thanks for the info!

Thomas

2512. For *.snd sample rates, see atari/sound/sounds/Index

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 18:48:52 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Oct10.184852.25150@wam.umd.edu>
Source record: 238029

In article <1990Oct9.141003.9104@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>Has anybody got a list of the speeds these sounds need to be played at. Also
>what do the speeds represent (I am using the play prg from the sound
>directory.)

Yes! See the file Index in atari/sound/sounds for a complete list of all the sounds, their playback speeds, and descriptions. The speeds are in Hz; i.e., samples per second.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2513. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 19:48:33 UTC
From: iho@cac.washington.edu
Message-ID: <8938@milton.u.washington.edu>
Source record: 238031

In article <2583@gmuvax2.gmu.edu> crouland@gmuvax2.gmu.edu (Enemy Skater) writes:
>discounting program that will entice more students into dropping $4000 into
>an atari as opposed to picking up a NeXT 68040 for a mere $3200 after discount?

The NeXT configuration you mention (I assume it's the "pizza" box) comes with
a limited software bundle. Among the things left out are the LISP and C
languages. It also includes only the 160 MB hard disk, of which only
30 MB is available after the OS is loaded on it. In addition, this box
is not upgradable, other than through the ports. You can't even upgrade
it to color.

il
--
a clever .sig file

2514. Re: Surge protector switch

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 20:03:05 UTC
From: tipi@vivaldi.acc.virginia.edu
Message-ID: <1990Oct10.200305.25606@murdoch.acc.Virginia.EDU>
Source record: 238036

The computer store where I used to work always did the same with no problems for many years (starting the computer, monitor, printer, ... straight from the surge protector switch).
The owner said that he's seen switches on machines go bad, so this takes the stress off the individual switches.

On the other hand, I just don't quite trust this method with my ST; so I do all but the computer.

I've read in several places that it's not good to plug in a printer to the ST when it's on; there's no buffering on the printer lines. I imagine this also applies to turning printers on with the ST powered up; them surges is nasty little critters!

WANTED: ST COLOR MONITOR FOR DONATION TO PRIVATE GRADE SCHOOL.
take a tax-write off on it. Just hit "r" to reply to this!

Thanx.

2515. Atari Stock: Heavy Volume, Lowering Prices

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 20:26:30 UTC
From: moses@hao.ucar.edu
Message-ID: <8758@ncar.ucar.edu>
Source record: 238032

Q1- Does anyone have an idea how low Atari Corp. stock could go?

Q2- Why does it continue to remain low?

Q3- Will the upcoming buying season and improved availability (assumed) of the TT and Stacy and ole STs push the stock price up?

Q3- What do you consider to be the true market value of the stock?

Q4- If a company announced a buyout plan tomorrow, where would the stock price level off at?

Q-5 Why has the volume of Atari stock sales increased by a factor of nearly ten in the past week? (from daily sales of ~10K to ~100K)

Julie Moses

2516. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 23:50:03 UTC
From: galanter@casbah.acns.nwu.edu
Message-ID: <316@casbah.acns.nwu.edu>
Source record: 238037

In article <8938@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>In article <2583@gmuvax2.gmu.edu> crouland@gmuvax2.gmu.edu (Enemy Skater) writes:
>>discounting program that will entice more students into dropping $4000 into
>>an atari as opposed to picking up a NeXT 68040 for a mere $3200 after discount?
>
>The NeXT configuration you mention (I assume it's the "pizza" box) comes with
>a limited software bundle. Among the things left out are the LISP and C
>languages. It also includes only the 160 MB hard disk, of which only
>30 MB is available after the OS is loaded on it. In addition, this box
>is not upgradable, other than through the ports. You can't even upgrade
>it to color.

The NextStation at any price includes a license for _all_ NeXT bundled
software. The small disk version has 30+ MB _after_ various applications
are already on the disk, such as WriteNow. The NextStation _is_ upgradable
in a couple of important ways...disk space and memory. Simms can be added
later, and external SCSI drives can be used. With the added disk space
University users can obtain, usually at their campus computer store or
through the academic computing organization, copies of any NeXT software
they want for use on their external drive.

So for the frugal, the best bang for the buck is to buy a minimal
NextStation, and then add 3rd party memory and disk drives, and then add
the entire base of NeXT software.

Phil

==
Academic Computing & Network Services ~ AppleLink: A42 ~ ~ 627 Dartmouth Place
~ ~Advanced Technology Group Manager ~ galanter@nwu.edu ~ ~ Evanston, IL 60208
~ ~ ~ ~ ~Northwestern University ~ ~CompuServe: 76474,154 ~ fax: 708-491-4548
~ ~ ~ ~ ~ ~ ~ Philip Galanter~ ~ ~ NeXT>gambuh.acns.nwu.edu ~ ph: 708-491-4050
==

2517. Re: Neodesk 3 incompatibility

Newsgroup: comp.sys.atari.st
Date: 1990-10-10 23:55:00 UTC
From: dejesus@rex.cs.tulane.edu
Message-ID: <4510@rex.cs.tulane.edu>
Source record: 238025

In article <1724@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I've found my first apparent incompatibility with Neodesk 3: Pressing the

>Acc: qmgr (Quick Tools)
> graphiti

I am still waiting for my copy of Neodesk 3, but with the previous
version I have never been able to get the ACC 'graphiti' to work without
it giving be bombs/lockup or having other programs (incl. Uniterm) crash
when it is in memory... try removing it and see what happens...
--

___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@comus.cs.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////////

2518. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 00:04:05 UTC
From: dejesus@rex.cs.tulane.edu
Message-ID: <4511@rex.cs.tulane.edu>
Source record: 238026

In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
>Okay here's my situation,
> I want to know if it is possible to download programs for the ST
>using an IBM XT. Both using a 3.5 drive. Would I have to Format disks on my
>ST and then try to download onto them using the XT or wouldn't it matter or
>is it even possible to pull this off? Thanks for any help that I get.

No problem. Just have your frind format the disks with his XT (make sure
he formats them _double_ density -> 720K, assuming you have a DS drive).
The ST can read any IBM-formatted 3.5 disk except the high density ones.

If you have a modem for your ST and have ftp access you can get a lot
of good PD/Shareware software that way. If so (or if you're not sure) read
the monthly posting of 'frequently asked questions' here or contact me by
e-mail directly and I'll try to help...
--

___ / _____________________________ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@comus.cs.tulane.edu _____________________________
/ ak662@cleveland.freenet.edu ////////////////////////////

2519. Wuztec Rainbow monitor

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 00:22:26 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct11.002226.9111@ecst.csuchico.edu>
Source record: 238041

Does anyone have any information or know where I can find some on Wuztec's Rainbow monitor? Supposedly, they are VERY nice and come ST ready. The person who told me this says it has the color quality of the old JVC type SC1224 and paperwhite monochrome. They also have a monitor that does all three rezes in Greyscales. I also asked him where I can get more information, but does anyone here know anything about it?

--
==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2520. Re: Neodesk 3 incompatibility

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 01:36:13 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct11.013613.9486@ecst.csuchico.edu>
Source record: 238047

dejesus@rex.cs.tulane.edu (Francisco Xavier Dejesus) writes:

- In article <1724@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
- >I've found my first apparent incompatibility with Neodesk 3:
-
- >Acc: qmgr (Quick Tools)
- > graphiti
-
- I am still waiting for my copy of Neodesk 3, but with the previous
- version I have never been able to get the ACC 'graphiti' to work without
- it giving be bombs/lockup or having other programs (incl. Uniterm) crash
- when it is in memory... try removing it and see what happens...

I have Graphiti and NeoDesk 2.05 (also waiting for NeoDesk 3.0
upgrade) and have had NO problems getting graphiti to work with
NeoDesk.

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2521. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 01:57:37 UTC
From: kawakami@tornado.Berkeley.EDU
Message-ID: <1990Oct11.015737.3437@agate.berkeley.edu>
Source record: 238038

In article <8938@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>The NeXT configuration you mention (I assume it's the "pizza" box) comes with
>a limited software bundle. Among the things left out are the LISP and C
>languages. It also includes only the 160 MB hard disk, of which only
>30 MB is available after the OS is loaded on it. In addition, this box
>is not upgradable, other than through the ports. You can't even upgrade
>it to color.
>

It costs relatively little considering that Mathematica($800) and a spread-
sheet and a word processor are included. There IS a C included, Objective C,
and C++ (probably G++). TeX too. You can probably add a SCSI disk for
relatively little money.

On the minus side, it has only 8MB ram. Most of the old bundled stuff (Frame
Maker, Shakespeare, the optical drive) is missing.

I think it's a good deal because it kicks serious ass over similarly priced
and loaded PCs and Macs. And Ataris and Commodores.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

2522. Ideas on how to get software to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 02:27:32 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8975@helios.TAMU.EDU>
Source record: 238039

Thanks to everyone that helped me on my problems getting my files back to my Atari ST from the mainframe. Here is what worked.

I put the the kermit file server in binary mode doing the following:

```
$ kermit
ckermit> set file type binary
ckermit> server
```

And then putting the Uniterm program in kermit server mode.
First:

I had to go to the setup mode and make sure that I was using CRC error checking. THen I also bumped up the packet size to 1000 (not necessary but really convenient).

Next:

Control-T
Click on binary mode.
Click on the rest of the menus for whatever I want to do.

This only worked under UNIX. I tested it under HP UX and Amdahls UTS. It worked fine under those, but I never got it to work on the VAX runnig VMS no matter what suggestions that I tried.

I reveice about 30 suggestions and about 10 of them suggested the above. Thanks to everyone who helped.

Mark Lehmann
tamuts.tamu.edu!n160ao

2523. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 03:09:59 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8977@helios.TAMU.EDU>
Source record: 238040

In article <1721@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>I've received several messages from MAIL-DAEMON at uunet that it can't send
>messages to terminator/atari.archive (host mailrus) - is everything working
>normally? I've used both
>
> atari@atari.archive.umich.edu
> and
> atari@terminator.cc.umich.edu
>
>but received the 3-day notice with both. Any suggestions?

I have also had trouble "ftp"ing from the atari.archive.umich.edu
archive. I always get "connection refused". I thiugh that the problem
was local, but I can ping the atari.archive.umich.edu machine showing the
the connection is active and that I should be able to ftp from the archive.
I think that the atari.archive.umich.edu machine is refusing the ftp connection
due to a UNIX permissions problem or something like that.

Mark Lehmann
tamuts.tamu.edu

2524. Dcstuffer

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 03:51:37 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5183@uqcspe.cs.uq.oz.au>
Source record: 238043

I obtained DCstuf09 from panarthea archives. I put all my *.acc's into a
folder called stuffer in my C h/disk root directory. I renamed all the
*.acc's which were in the root directory, to *.ac1. Only DCstufer.acc was
enabled at root level. I also had stinit.prg (in my auto folder).
I cold re-booted, and selected DCstuffer from the stinit menu.
When DCstuffer ran, it displayed VERY quickly a few acc's, and then bombed.
Is it sensitive to the order of the acc's? Or what have I done wrong?
I have TOS1.0 :-(
Or is DCstuffer incompatible with stinit ('twould be a pity, since it is
nice to be able to select what prg's should run from the auto folder).
Thanks in advance.

****
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph:+61 7 377 2908
JUNET: marshall@batserver.cs.uq.oz.au || fax:+61 7 371 0783
****
* "If you want to make god laugh, show him your plans" *
* Woody Allen *
****

2525. High density 3-1/2" disks

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 04:13:45 UTC
From: handy@trou51.enet.dec.com
Message-ID: <1962@mountn.dec.com>
Source record: 237959

I have managed to purchase two new 3-1/2" floppy disk drives for my
Atari 1040STf. I don't know if the disk drives are high density or not, but
they were manufactured by Mitsubishi and Chinon in December 1988.

What is the best way for get them to work with my ST? I have the old TOS
installed. Does TOS 1.4 support high density diskettes?

Much appreciated

Lyndon Handy

2526. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 09:42:30 UTC
From: iho@cac.washington.edu
Message-ID: <8999@milton.u.washington.edu>
Source record: 237957

In article <316@casbah.acns.nwu.edu> galanter@casbah.acns.nwu.edu (Philip Galanter) writes:
>
>The NextStation at any price includes a license for _all_ NeXT bundled
>software. The small disk version has 30+ MB _after_ various applications
>are already on the disk, such as WriteNow. The NextStation _is_ upgradable

I agree that the configuration comes with some useful software, but you still don't get the full software bundle. You have to get the software copied yourself, even if you do get the license.

>So for the frugal, the best bang for the buck is to buy a minimal
>NextStation, and then add 3rd party memory and disk drives, and then add
>the entire base of NeXT software.

Third party memory might be fairly easy, but I've yet to hear from someone who has successfully attached a third party hard disk to a NeXT. There are some horror stories floating around about people who tried to attach third party hard disks to cubes

il
--
a clever .sig file

2527. Re: PACK-ICE

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 12:14:45 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <791@accucx.cc.ruu.nl>
Source record: 237960

In article <jlong.655530367@cassiopeia>, jlong@radc.af.mil (Jeff Long) writes:
|>I have tried the newly posted Pack-Ice, and while it does seem to work
|>very well, IT IS VERY SLOW! We are talking 30 minutes to pack WordPerfect!
|>Still, it does do an excellent job, and has not balked at packing any program
|>I give it.
|>
|>If anyone else has used this, is it my imagination, or does a pack-iced
|>program take a tad longer to load and run than the same program packed with
|>packer? Is it the unpacking header that takes longer since this program seemsople
complete compression of the executable?

I have compared two packers recently, pack-ice and pfxpack: yes, pack-ice is *SLread
about 90 minutes...). That would not be too bad if only it were
sufficiently fast at runtime unpacking the program: again, gcc_cc1 takes about 2ot t
unpack.
The average packing rate I have experienced with pack-ice is about 50-60%. This comp
good.

pfxpack took 'only' about 10 minutes to pack gcc_cc1; runtime unpacking is only
(tops). The compression rate is about 50% on average, only slightly
worse than pack-ice.

Now if only pack-ice would allow UNPACKING the programs it packs, it would still
keep pack-iced programs as working backups; but I have not yet
found a way to unpack pack-iced things.
Irritating too is pack-ices habit of always writing the compressed program over
the original, and, since there is no way of restoring the original from the
compressed program, this may be desastrous if you're not thoughtful enough alway
before you run pack-ice.

pfxpack can unpack its compressed programs; it will not try to compress programs
compressed; it allows to write the compressed program to a different
file. Furthermore, pfxpacked programs are even supposed to be extractable by
lharc (although I have not tried this, since pfxpack does this quite well itself
people to use pfxpack instead of pack_ice, until pack-ice speeds up
and is changed to make restorable compressed programs.

One last remark: Calamus will give you nasty messages if it is compressed
It will tell you the program is probably infected by a virus, since
the program length has changed, and it will tel you it is probably infected
by a virus, since the program header has changed (this one you also get
if you set the fastload bit in the program header ... tsk, tsk).

Hope to have been of any help, J.

2528. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 13:51:21 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Oct11.135121.26348@watdragon.waterloo.edu>
Source record: 237961

In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
>he has no ST. He has an IBM XT with a 3.5 drive. Can he in any way download
>stuff for me using his XT???
> Thanks,

The Atari can understand the IBM format but I believe the IBM won't
understand the Atari format. There are two possible solutions:

1. Format the disks on your Atari using a PS/2 format utility. (There
is at least one of these and possibly more than one available on
the net.)

2. Format the disks on the IBM. When you do this you MUST make
sure that you are formatting in the low density (~720K) instead
of the high density (~1.4meg). This is done by specifying a
couple of flags in the format command (see the DOS manual for
details).

I have used both of these solutions and can say that they both work.
For solution 1 I use a utility called `ps2form' which I got from
the network. For solution 2 I have done it from a PS/2 model 30
and from a SparcStation 1+ running a DOS emulator. (I've never
tried it from an XT but I don't see why it wouldn't work.)

--

Steven W. Klassen
University of Waterloo

2529. Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 14:42:21 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct11.144221.12508@ecst.csuchico.edu>
Source record: 238044

These sounds were just sent to atari.archive.

63360 crash.lzh - an automobile collision.
78327 flintsto.lzh - The intro to the Flintstones.
9984 hwydn.lzh - Eddie Murphy (I think) saying "How ya doin'?"
529451 startrek.lzh - Full 30 sec. intro to the original Star Trek
44472 warpone.lzh - Captain Kirk saying "Ahead warp factor one."

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Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2530. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 16:01:37 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9941@pogo.WV.TEK.COM>
Source record: 238045

In article <8938@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>In article <2583@gmuvax2.gmu.edu> crouland@gmuvax2.gmu.edu (Enemy Skater) writes:
>>discounting program that will entice more students into dropping $4000 into
>>an atari as opposed to picking up a NeXT 68040 for a mere $3200 after discount?
>
>The NeXT configuration you mention (I assume it's the "pizza" box) comes with
>a limited software bundle. Among the things left out are the LISP and C
>languages.

Wrongo! I don't know about LISP but All NeXT machines are shipped with C
standard(with Objective C extensions and a very nice Interface Builder
(resource construction set)) As for your claim of a limited software
bundle, in addition to real UNIX and a host of utilities you get a
professional word processor(WriteNow), the complete digital Webster
Dictionary, NeXTmail mail system, Lotus IMPROV spreadsheet, and if you
buy through the educational program you get Mathematica! Now compare that
to what you get with a TOS machine: Atari Basic - BFD. The hardware
superiority of the NeXT machine is beyond debate.

Bob Luneski bluneski@pogo.WV.TEK.COM Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

2531. WAACE AtariFest Questionaire

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 16:08:18 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Oct11.160818.3886@terminator.cc.umich.edu>
Source record: 238046

[I am posting this for John Barnes. Please give him your feedback, not me.
Reply to johnbarnes@enh.nist.gov, or post to the net. Thanks, weiner]

Feedback on WAACE Show

A number of people people from Netland attended the WAACE
AtariFest, held on 6 and 7 October 1990. There were approximately 34
vendors and a number of other developers who presented new products in
demonstration rooms and seminars.

The event was held in a hotel in suburban Reston, VA. A number
of vendor types stated that the show was better than the World of
Atari in Anaheim and others felt that it surpassed the combined
Glendale and San Jose shows as far as the volume of business that the
vendors did.

The organizers of the show would appreciate feedback on the
following points:

1). Did you find the show worthwhile?
2). Did you find the show too costly?
3). Was there an adequate information content?
4). Did you experience any operational rough spots?
5). Which seminars or demos did you like best?

This was the seventh effort put together by the WAACE team, but
it was the first one to use a hotel setting. Each new edition
presents its own problems, but it is nice to get input from users to
help make the next production better.

The WAACE group will be evaluating the feasibility of and the
format for a possible 1991 event over the next few weeks.

You may post the feedback answers publicly if you wish or you
may e-mail them to johnbarnes@enh.nist.gov.

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

2532. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 16:34:12 UTC
From: manes@vger.nsu.edu
Message-ID: <49.271466c4@vger.nsu.edu>
Source record: 238048

In article <1990Oct11.015737.3437@agate.berkeley.edu>, kawakami@tornado.Berkeley.EDU (John Kawakami) writes:
> In article <8938@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>
> [interesting info about NeXT packaging of software deleted]
>
> I think it's a good deal because it kicks serious ass over similarly priced
> and loaded PCs and Macs. And Ataris and Commodores.

In what way does the NeXT machien that you are describing kick ass seriously
out of the Atari and the Amiga? Or is this just hopeful speculation?

>
>
> John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami
> Amateur crank! My Atari Macks!

-mark=
Mr. AmigaVision
manes@vger.nsu.edu

2533. Mac Emulation- What about Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 17:03:35 UTC
From: jmack@b11.ingr.com
Message-ID: <9027@b11.ingr.com>
Source record: 238049

I have the opportunity to buy a Magic Sac with the ROMs at what
seems to be a good price. ($20) Could anyone please tell me how good or
bad this device is at emulating a Mac???

2534. Battle Command

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 17:07:33 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Oct11.170733.8917@stretch.cs.mun.ca>
Source record: 238050
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

I have Carrier Command by Realtime Software/Rainbird. It's probably the only game I play consistantly. I've heard that there's a sequel kicking around Europe somewhere called "Battle Command" (by Ocean, I believe).

Anyone have any relevant information on this game? Where can I get it? Is it worth buying?

E-mail, please!

--
C. Miguel Borges \ / carlos@stretch.cs.mun.ca
P.O. Box 1594 Station "C" -==(*O*)==- (709) 739-0419
St. John's Nfld MiG
CANADA A1C 5P3

2535. Mega-4 System : Pieces Parts

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 18:53:14 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12628993498028@osu-20.ircc.ohio-state.edu>
Source record: 237951

It appears my original attempt to sell my Mega-4 system as a system was a bust.
Everyone wants pieces parts. And we all know that "parts is parts".
So, I have the following pieces parts for sale:

Mega ST-4 w/TOS 1.4 and Tweety board $875

SLM-804 Laser Printer $700

UltraScript (P/S 35 - 7 font families) $250

Timeworks DTP Software (Publisher ST) $ 50

Breech $ 10

Dungeon Master $ 10

Empire $ 10

Atari SM124 Mono Monitor $ 75

Items will be shipped UPS COD - we'll split shipping on items > $100, you
pay on items < $100.

Tyler

gingrich-t@osu-20.ircc.ohio-state.edu

Tyler Gingrich
5441 Dexter Falls Road
Columbus, Ohio 43221

(614)771-9187 Home Phone.

2536. Mega-4 System : Pieces Parts (additional info)

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 19:03:29 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12628995365028@osu-20.ircc.ohio-state.edu>
Source record: 237952

I forgot to mention in my earlier posting the following info:

1) All the items are in excellent condition w/original boxes & manuals.

2) The laser printer is still on it's orginal toner cartridge.

3) All the items are about 1 year 4 months old.

Thanks

Tyler

2537. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 19:20:56 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <2952@isc-br.ISC-BR.COM>
Source record: 237953

In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:

He has an IBM XT with a 3.5 drive. Can he in any way download
>stuff for me using his XT???

Your ST can read a disk that was formated on the PC as long as it's not
high density (1.4M) which it probably isn't since it's an XT. The PC
can read a disk formated on the ST only if you've used a formater that
puts the DOS boot sector on the disk. DCFormat will do this for you.

--
****

The opinions expressed herein are purely fictional. Any resemblence to real
opinions, mine or anyone else's is strictly coincendental.

2538. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 20:39:05 UTC
From: billm@CSUFresno.EDU
Message-ID: <1990Oct11.203905.12547@CSUFresno.EDU>
Source record: 237954

In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
>Okay here's my situation,
> I want to know if it is possible to download programs for the ST
>using an IBM XT. Both using a 3.5 drive. Would I have to Format disks on my
>ST and then try to download onto them using the XT or wouldn't it matter or
[Stuff deleted]
> Thanks,
>
> Thomas
Yep, it's no problem, I do it all the time. Just format the 3.5"
floppies on the IBM (or format them on the ST and add an IBM boot sector
with the appropriate boot-sector-adding software). If his IBM has a
1.44 Meg (high density) 3.5" drive, make sure he formats the floppies to
720K (double density). Then download the files just like any other IBM
file. I have access to IBM's at work with ethernet connections, so I
download very quickly there, and then take the disks home to my ST and
I'm ready to go. Hope this helps.
Be seeing you...
-Bill Mills

--
=-
Disclaimer: These comments are my own, and I doubt that anyone else
would want to claim them anyhow. Bill Mills

2539. Backing up my MAC files under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 21:55:46 UTC
From: eugene@cs.athabascau.ca
Message-ID: <772@vax.cs.athabascau.ca>
Source record: 237955

Can anyone suggest how I should be backing up my hard disk
(an atari sh204) which holds my Spectre GCR and all my MAC
stuff. I have a small partition of TOS for the Spectre stuff
and the rest is all formated for the Mac stuff. When I try to
use the standard Mac backup software, it tells me that there are no
volumes to backup and exits, as if it is not recognizing the
Mac partitions.

2540. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 22:06:49 UTC
From: iho@cac.washington.edu
Message-ID: <9032@milton.u.washington.edu>
Source record: 237956

In article <49.271466c4@vger.nsu.edu> manes@vger.nsu.edu writes:
>In article <1990Oct11.015737.3437@agate.berkeley.edu>, kawakami@tornado.Berkeley.EDU
(John Kawakami) writes:
>> [a whole bunch of stuff deleted]
>In what way does the NeXT machien that you are describing kick ass seriously
>out of the Atari and the Amiga? Or is this just hopeful speculation?
>
The 68040 (when it's out) is very nice. Running at 25 MHz (standard NeXT
speed), it'll be 2-3 times as fast as (I hate it when people say X times
faster than) a 68030 running at 32 MHz with a 68882. Then there's that
Motorola DSP chip that everyone's been drooling over for a while now.

il
--
a clever .sig file

2541. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-11 23:29:13 UTC
From: dejesus@rex.cs.tulane.edu
Message-ID: <4524@rex.cs.tulane.edu>
Source record: 237958

In article <8999@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>
>Third party memory might be fairly easy, but I've yet to hear from someone
>who has successfully attached a third party hard disk to a NeXT. There
>are some horror stories floating around about people who tried to attach
>third party hard disks to cubes

First of all: that was with the _CUBE_ configuration. Second: doesn't
that remark sound at all familiar? Think back 4-5 years ago: "The Atari ST
is just not expandable... you can't even plug in a 3rd party hard disk!".

You gotta give it a chance. Steve Jobs is well known for making big
comebacks... made the Apple III, flopped, then success with the IIe. The
same story with the Lisa, the Mac's ill-fated predecessor. Now it is the
NeXT, the original cube was considered a nice idea but not all that well
implemented... too ambitious for the market, not to mention too expensive
(just like the Lisa!). Now he's coming back with a couple of improved
designs, and I for one will keep an open eye on the new NeXT systems...
--

___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@comus.cs.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////

2542. DC Utilities upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 04:25:58 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct12.042558.16011@ecst.csuchico.edu>
Source record: 237970

To Mike Vederman:

How much is the upgrade for DC Utilities 2.0?

--
==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2543. Re: new atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 06:44:17 UTC
From: eric@abode.UUCP
Message-ID: <85@abode.UUCP>
Source record: 237962

In article <1990Oct09.233117.2429@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
>dh@tardis.cs.ed.ac.uk writes:
>
>
>It's really just speculation until the printer is released.
>

Now, boys and girls, can you say VAPORWARE?!

Eric
--
Eric C. Bennett uucp: {elroy|cit-vax}!wciu!abode!eric
El Monte, Ca Internet: eric@abode.wciu.edu

If you can read this you aren't looking through the hubble space telescope!

2544. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 07:23:35 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <5244@quiche.cs.mcgill.ca>
Source record: 237968

In article <8938@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>In article <2583@gmuvax2.gmu.edu> crouland@gmuvax2.gmu.edu (Enemy Skater) writes:
>a limited software bundle. Among the things left out are the LISP and C
>languages. It also includes only the 160 MB hard disk, of which only
>30 MB is available after the OS is loaded on it. In addition, this box
>is not upgradable, other than through the ports. You can't even upgrade
>it to color.
>

Still, it's a very good value for money. Remember, it comes with 040,
which is suppose to be quite a bit faster than the previous 030 based
'cubes'. In any case, I think most of these machines will be bought by
the schools who will certainly connect them to their network, so small
free HD space is not a problem...

-TG

2545. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 08:17:42 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.655719462@peun33>
Source record: 237963

In <1990Oct11.135121.26348@watdragon.waterloo.edu> swklassen@rose.uwaterloo.ca (Steven W. Klassen) writes:

>In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
>>he has no ST. He has an IBM XT with a 3.5 drive. Can he in any way download
>>stuff for me using his XT???
>> Thanks,

>The Atari can understand the IBM format but I believe the IBM won't
>understand the Atari format. There are two possible solutions:

After reading this, something form MY experiences:

I have a Mega ST with TOS1.4 now. When I format a disk from the desktop all our PCs, XT's and AT's and whatnot IBM clones can read that disk and write on it. If I copy ST files onto the disk as well, the PC can read those so I can downlowd stuff to our UNIX machines that way.

The other way around also works: Formatting disks on the IBM clone (using format b: /t:80 /n:9 because otherwise the drive usually tries HD format) and copying files from our UNIX machines onto them allows me to take home stuff which the Atari reads without problems.

Gist of the matter: I don't need to use ANY conversion programs and get by with the standard utilities supplied by the operating systems. Where's your problem.

If you have an orlder TOS, you will run into problems trying to read ST formatted disks on a PC. I never had problems reading PC formatted disks on my ST, even back in the TOS1.2 days!

Maybe this helps you, maybe it doesn't. Just take it as information.

So long,
Martin
Disclaimer: did I just say anything?
--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

2546. The ABC programming language

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 12:13:20 UTC
From: steven@cwi.nl
Message-ID: <2328@charon.cwi.nl>
Source record: 237969
Cross-posted to: comp.lang.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc

A mailing list has been formed for discussions about the programming language ABC.

If you'd like to join, please send a message, including your preferred email address, to
abc-list-request@cwi.nl

To submit articles, you can send them to
abc-list@cwi.nl

Steven Pemberton, abc-list administriviator, steven@cwi.nl

WHAT IS ABC
This is a quick overview of the programming language ABC and its implementations, and gives a few examples of ABC programs. Full documentation about ABC is in the ABC Programmer's Handbook (details below).

THE LANGUAGE
ABC is an imperative language originally designed as a replacement for BASIC: interactive, very easy to learn, but structured, high-level, and easy to use. ABC has been designed iteratively, and the present version is the 4th iteration. The previous versions were called B (not to be confused with the predecessor of C).

It is suitable for general everyday programming, the sort of programming that you would use BASIC, Pascal, or AWK for. It is not a systems-programming language. It is an excellent teaching language, and because it is interactive, excellent for prototyping. It is much faster than 'bc' for doing quick calculations.

ABC programs are typically very compact, around a quarter to a fifth the size of the equivalent Pascal or C program. However, this is not at the cost of readability, on the contrary in fact (see the examples below).

ABC is simple to learn due to the small number of types in the language (five). If you already know Pascal or something similar you can learn the whole language in an hour or so. It is easy to use because the data-types are very high-level.

The five types are:
numbers: unbounded length, with exact arithmetic the rule
texts (strings): also unbounded length
compounds: records without field names
lists: sorted collections of any one type of items (bags or multi-sets)

tables: generalised arrays with any one type of keys, any one type
of items (finite mappings).

THE ENVIRONMENT
The implementation includes a programming environment that makes
producing programs very much easier, since it knows a lot about the
language, and can therefore do much of the work for you. For instance,
if you type a W, the system suggests a command completion for you:
W?RITE ?

If that is what you want, you press [tab], and carry on typing the
expression; if you wanted WHILE, you type an H, and the system changes
the suggestion to match:
WH?ILE ?:

This mechanism works for commands you define yourself too. Similarly,
if you type an open bracket or quote, you get the closing bracket or
quote for free. You can ignore the suggestions if you want, and just
type the commands full out.

There is support for workspaces for developing different programs.
Within each workspace variables are persistent, so that if you stop
using ABC and come back later, your variables are still there as you
left them. This obviates the need for file-handling facilities: there
is no conceptual difference between a variable and a file in ABC.

The language is strongly-typed, but without declarations. Types are
determined from context.

EXAMPLES
The (second) best way to appreciate the power of ABC is to see some
examples (the first is to use it). In what follows, >>> is the
prompt from ABC:

NUMBERS
```
>>> WRITE 2**1000
10715086071862673209484250490600018105614048117055336074437503883703510511249361224931983788156958581275946729175531468251871452856923140435984577574698574803934567774824230985421074605062371141877954182153046474983581941267398767559165543946077062914571196477686542167660429831652624386837205668069376

>>> PUT 1/(2**1000) IN x
>>> WRITE 1 + 1/x
10715086071862673209484250490600018105614048117055336074437503883703510511249361224931983788156958581275946729175531468251871452856923140435984577574698574803934567774824230985421074605062371141877954182153046474983581941267398767559165543946077062914571196477686542167660429831652624386837205668069377
```

TEXTS
```
>>> PUT ("ha " ^^ 3) ^ ("ho " ^^ 3) IN laugh
>>> WRITE laugh
```

```
ha ha ha ho ho ho

>>> WRITE #laugh
18

>>> PUT "Hello! "^^1000 IN greeting
>>> WRITE #greeting
7000

LISTS
>>> WRITE {1..10}
{1; 2; 3; 4; 5; 6; 7; 8; 9; 10}
>>> PUT {1..10} IN l
>>> REMOVE 5 FROM l
>>> INSERT pi IN l
>>> WRITE l
{1; 2; 3; 3.141592653589793; 4; 6; 7; 8; 9; 10}

>>> PUT {} IN ll
>>> FOR i IN {1..3}:
INSERT {1..i} IN ll
>>> WRITE ll
{{1}; {1; 2}; {1; 2; 3}}
>>> FOR l IN ll:
WRITE l /
{1}
{1; 2}
{1; 2; 3}
>>> WRITE #ll
3

COMPOUNDS
>>> PUT ("Square root of 2", root 2) IN c
>>> WRITE c
("Square root of 2", 1.414213562373095)
>>> PUT c IN name, value
>>> WRITE name
Square root of 2
>>> WRITE value
1.414213562373095

A TELEPHONE LIST
This uses the table data-type. In use, tables resemble arrays:

>>> PUT {} IN tel
>>> PUT 4054 IN tel["Jennifer"]
>>> PUT 4098 IN tel["Timo"]
>>> PUT 4134 IN tel["Guido"]

>>> WRITE tel["Jennifer"]
4054
```

```
You can write all ABC values out. Tables are kept sorted on the keys:
>>> WRITE tel
{["Guido"]: 4134; ["Jennifer"]: 4054; ["Timo"]: 4098}

The keys function returns a list:
>>> WRITE keys tel
{"Guido"; "Jennifer"; "Timo"}

>>> FOR name IN keys tel:
WRITE name, ":", tel[name] /
Guido: 4134
Jennifer: 4054
Timo: 4098

You can define your own commands:

HOW TO DISPLAY t:
FOR name IN keys t:
WRITE name<<10, t[name] /

>>> DISPLAY tel
Guido 4134
Jennifer 4054
Timo 4098

To find the user of a given number, you can use a quantifier:
>>> IF SOME name IN keys tel HAS tel[name] = 4054:
WRITE name
Jennifer

Or create the inverse table:
>>> PUT {} IN subscriber
>>> FOR name IN keys tel:
PUT name IN subscriber[tel[name]]

>>> WRITE subscriber[4054]
Jennifer

>>> WRITE subscriber
{[4054]: "Jennifer"; [4098]: "Timo"; [4134]: "Guido"}

Commands and functions are polymorphic:
>>> DISPLAY subscriber
4054 Jennifer
4098 Timo
4134 Guido

Functions may return any type. Note that indentation is significant -
there are no BEGIN-END's or { }'s:

HOW TO RETURN inverse t:
PUT {} IN inv
FOR k IN keys t:
PUT k IN inv[t[k]]
RETURN inv
```

```
>>> WRITE inverse tel
{[4054]: "Jennifer"; [4098]: "Timo"; [4134]: "Guido"}

>>> DISPLAY inverse inverse tel
Guido 4134
Jennifer 4054
Timo 4098

A CROSS-REFERENCE INDEXER

'Text files' are represented as tables of numbers to strings:

>>> DISPLAY poem
1 I've never seen a purple cow
2 I hope I never see one
3 But I can tell you anyhow
4 I'd rather see than be one

The following function takes such a document, and returns the
cross-reference index of the document: a table from words to lists of
line-numbers:

HOW TO RETURN index doc:
PUT {} IN where
FOR line.no IN keys doc:
TREAT LINE
RETURN where
TREAT LINE:
FOR word IN split doc[line.no]:
IF word not.in keys where:
PUT {} IN where[word]
INSERT line.no IN where[word]

TREAT LINE here is a refinement, directly supporting
stepwise-refinement. 'split' is a function that splits a string into
its space-separated words:

>>> WRITE split "Hello world"
{[1]: "Hello"; [2]: "world"}

>>> DISPLAY index poem
But {3}
I {2; 2; 3}
I'd {4}
I've {1}
a {1}
anyhow {3}
be {4}
can {3}
cow {1}
hope {2}
never {1; 2}
one {2; 4}
purple {1}
```

rather {4}
see {2; 4}
seen {1}
tell {3}
than {4}
you {3}

MORE INFORMATION
Full details of ABC and the implementations, along with many example programs are in the book "The ABC Programmer's Handbook" by Leo Geurts, Lambert Meertens and Steven Pemberton, published by Prentice-Hall (ISBN 0-13-000027-2).

See also Steven Pemberton, "An Alternative Simple Language and Environment for PCs", IEEE Software, Vol. 4, No. 1, January 1987, pp. 56-64.

There is an irregular newsletter available from us (address below), and an electronic mailing list for discussions; to join send your preferred email address to abc-list-request@cwi.nl .

IMPLEMENTATIONS
There are currently versions for Unix, MS DOS, the Mac, and Atari ST. Various people are working on ports to other machines and systems.

The sources for the Unix version have been posted to the comp.sources.unix group on Usenet [not yet appeared though]; the binaries to comp.binaries.{mac, ibm.pc, atari.st}. They are also available from some servers (for instance by anonymous ftp from hp4nl.nluug.nl [-n 192.16.202.2] and mcsun.eu.net [-n 192.16.202.1]), in the directory {pub}/programming/languages/abc, or send the mail message
request: programming/languages/abc
topic: index
to info-server@hp4nl.nluug.nl, for a list of the available files, or use
topic: <filename>
to get one of the files. At the time of writing the files are:

INDEX
README
abc.intro
abc.mac.sit.hqx
abc.unix.tar.Z
abcpc.arc
abcst.arc
abcversions

All the implementations contain documentation. They are also available by post from us at nominal cost.

ADDRESS
ABC Implementations
CWI/AA

Kruislaan 413
1098 SJ AMSTERDAM
The Netherlands

Email: abc@cwi.nl

2547. Re: DC Utilities upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 14:07:22 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Oct12.140722.9242@menudo.uh.edu>
Source record: 237971

In article <1990Oct12.042558.16011@ecst.csuchico.edu> ekrimen@csuchico.edu (Ed Krimen) writes:
>To Mike Vederman:
>
>How much is the upgrade for DC Utilities 2.0?
>
>--
>==
>Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
>Video Production Major ||| [THIS SPACE AVAILABLE]
>California State University, Chico / | \ [LEAVE E-MAIL]

We will be posting a demo of two of the DC Utils v2.0 programs to the net very shortly (probably today).

More demos will be forthcoming (of the other programs in the package). In the archive we will send is complete info, but here is a brief rundown:

DC Utilities version 2.0 (new manual and disk): $20.00 (US)
Postage and handling $3.00 (US), $5.00 (abroad).

All the programs in the package have been upgraded, and you also get more programs on the disk than before.

Retail price has gone up to $39.95.

This upgrade constitutes a major upgrade. You'll see for yourself in the demo.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2548. Re: WAACE AtariFest Questionaire

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 14:32:50 UTC
From: shipley@tron.UUCP
Message-ID: <654@tron.UUCP>
Source record: 237973

This post is in response to the WAACE AtariFest Questionaire.
1. I definitely thought the show was worthwhile. It's about the only place to find very much Atari related stuff these days.
2. Cost was not a problem.
3. I did not learn very much that was new to me except for some tidbits from developers about new products. The biggest disappointment(not your fault) was the lack of any new information from Atari. No indication of any plans on how they might revive interest in Atari computers in the U.S.
4. There were problems getting the overhead projection to work for some of the seminars I attended. This should have been worked out well ahead of time. Also some of the presenters had obviously not prepared anything in advance. I think you should make it clear that if someone agrees to make a presentation that they should have some idea of what they are going to discuss. Bob Brodie made a very polished presentation - unfortunatly the information content was nil.
5. The MIDI room provided the best presentations that I saw. They were obviously very well prepared.

Bill Shipley

2549. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 15:42:39 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340001@hpfcso.HP.COM>
Source record: 237964

> Your ST can read a disk that was formated on the PC as long as it's not
> high density (1.4M) which it probably isn't since it's an XT. The PC
> can read a disk formated on the ST only if you've used a formater that
> puts the DOS boot sector on the disk. DCFormat will do this for you.

I've only had experience with HP 3-1/2" disk drives in HP Vectras, so this
may not apply to all PC clones, but...

The Vectra can read ST-formatted disks just fine. You don't need to have the
DOS boot sector on the disk. In fact, when I've used FORMAT /S to format
disks on a Vectra, my ST can't read them. Nor do I need to use DCFormat on
the ST; the default formatter works fine (TOS 1.0 or 1.4).

Some people have had trouble reading ST disks on their Vectras, because they
forget to install the device driver that comes with the 3-1/2" drive. The
device driver allows the Vectra to read and write a multitude of
"near"-MSDOS-formatted disks without any problem.

(The device driver is only necessary for the newer HP 3-1/2" drives. The
old "classic" drives read/write to the ST disks without it.)

I've traded the Vectra for a workstation, so this information is only current
as of August 10 (last time I flopped disks on a Vectra). I mention it here
because of the possibility that other high-class clones (e.g. Compaq) may
have the same mileage.

Then again, the Vectra may be a truly unique machine ... :-)

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2550. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 15:44:16 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340002@hpfcso.HP.COM>
Source record: 237965

Forgot to mention that, on MSDOS machines, FORMAT /S puts the boot sector on disk; just plain FORMATW doesn't.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2551. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 15:52:13 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340003@hpfcso.HP.COM>
Source record: 237966

[discussion on the Mac Classic at $1500 vs. ST, STe, Mega, etc.]

Well, I wouldn't want to bet on the success of an "ST Classic". Maybe
Atari would sell them as bundled systems for $299 at Wal-mart or Costco.

Most serious computer buyers will see the Mac Classic for what it is:
it's the rest of Atari's old inventory, packaged in new cases (maybe?)
and spruced up a little. They're just trying to clean out the warehouse.
(It's definitely not "back by popular demand", a` la Coke Classic. Most
Mac users would like to see all the old macs sent to sanitary landfill.
Compared with the current Mac, the originals were real bow-wows.)

PLEASE! No Mac-vs-ST wars! This is a marketing issue, not a technical
issue, and we all know about the success :-(of Atari's marketing dept.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2552. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 17:58:55 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340004@hpfcso.HP.COM>
Source record: 237967

One other note:

HP used to sell (not any more) an external HPIB 3-1/2" disk drive for MSDOS machines. This drive worked flawlessy, on *anybody's* near-DOS disk. The product has since been discontinued (I know, I know, but I don't work for marketing...) and the few remaining inside HP are guarded by shotguns and Dobermans. Everybody liked them.

If you have one, hang on to it forever.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2553. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 19:01:48 UTC
From: kawakami@earthquake.Berkeley.EDU
Message-ID: <1990Oct12.190148.16154@agate.berkeley.edu>
Source record: 237972

In article <49.271466c4@vger.nsu.edu> manes@vger.nsu.edu writes:
>> I think it's a good deal because it kicks serious ass over similarly priced
>> and loaded PCs and Macs. And Ataris and Commodores.
>
>In what way does the NeXT machien that you are describing kick ass seriously
>out of the Atari and the Amiga? Or is this just hopeful speculation?

Software: bundled, pretty advanced, Mach, display PostScript.
Processors: '40 and the DSP
Screen: 17", only black and white, but you don't pay an extra $1000-$2000
Ethernet: good if you can use it... but it's included

In addition, the purchase price apparantly includes a license for all the
uncopied software as well. So if you need DTP, go buy the extra disk
space you will need, and get FrameMaker copied for you.

Granted, the other machines have more software, but unless you are a devotee
of some particular software packages, the NeXT for (what is it?) $3600
is a "best buy." In addition, this deal is aimed at the university market,
and I suspect that most computers sold are for two uses: running specific
programs like various Mac word processors or graphics, and for programming
and networking. If you are in the latter category and are not tied to some
particular software package not included in the bundle, then the NeXT looks
like a real deal.

Now to wait for the SPARCstation educational discounts :-)

BTW, since this is an atari group: why does atari have so many versions of
the same machine: the STes, the Megas, the Stacy. Note, there are many
macs as well: Plus, SE, SE/30, IIxx. but the capabilities of the different
machines are somewhat varied. The STs are all basically the same machines
with the same clock speed and processor; they differ only in memory.
Shouldn't Atari just make the Mega box and have SIMM sockets. OOPS forgot
about Stacy. They should keep Stacy.
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

2554. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 19:49:50 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9945@pogo.WV.TEK.COM>
Source record: 237976

In article <8999@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>In article <316@casbah.acns.nwu.edu> galanter@casbah.acns.nwu.edu (Philip Galanter) writes:
>>
>Third party memory might be fairly easy, but I've yet to hear from someone
>who has successfully attached a third party hard disk to a NeXT. There
>are some horror stories floating around about people who tried to attach
>third party hard disks to cubes
>

I have a co-worker friend who has a 660 meg CDC WREN and a 330 meg CDC WREN attached to his NeXT cube. He had no problems at all attaching them. He posted a message to the NeXT newsgroup and got all the help he needed.

Bob Luneski bluneski@pogo.WV.TEK.COM Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

2555. Re: Backing up my MAC files under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 20:09:31 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440131@hplsla.HP.COM>
Source record: 237979

eugene@cs.athabascau.ca (Eugene Rubin) asks:
|
| Can anyone suggest how I should be backing up my hard disk
| (an atari sh204) which holds my Spectre GCR and all my MAC
| stuff.

DiamondBack is a commercial program that backs up Spectre GCR partitions
as well as TOS. I don't have Spectre GCR myself but Diamondback has worked
very well for me on TOS partitions.

%%%

2556. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 20:45:53 UTC
From: psurge@cs.utexas.edu
Message-ID: <13530@cs.utexas.edu>
Source record: 237974

In article <1990Oct11.203905.12547@CSUFresno.EDU>, billm@CSUFresno.EDU (Bill Mills) writes:
> In article <4757MV010320@NDSUVM1> MV010320@NDSUVM1.BITNET writes:
> >Okay here's my situation,
> > I want to know if it is possible to download programs for the ST
> >using an IBM XT. Both using a 3.5 drive. Would I have to Format disks on my
> >ST and then try to download onto them using the XT or wouldn't it matter or
> [Stuff deleted]
> > Thanks,
> >
> > Thomas
> Yep, it's no problem, I do it all the time. Just format the 3.5"
> floppies on the IBM (or format them on the ST and add an IBM boot sector
> with the appropriate boot-sector-adding software). If his IBM has a
> 1.44 Meg (high density) 3.5" drive, make sure he formats the floppies to
> 720K (double density). Then download the files just like any other IBM
> file. I have access to IBM's at work with ethernet connections, so I
> download very quickly there, and then take the disks home to my ST and
> I'm ready to go. Hope this helps.
> Be seeing you...
> -Bill Mills
>

Actually this way is easy compared to how I do it...just try to follow this:

First, I ftp from a site, say terminator, to my account. Takes very little time (ftp is FAST). Then I ftp from my account to one of the MacSE's here in the lab...all our macs are connected to the Internet via a K-box. From the mac SE, I put the file onto a disk.

I take the disk to one of our Mac II's, where I format a disk 720K MS-DOS style. Then using Appleshare I move the Mac format ST file to a MS-dos disk, which I can take home and put in my st.

This sounds like a lot, but it will take me less than 10 mins to get any size file up to 700K, where it would take me mucho longer to Kermit the file.

Now my only problem is how to get the 756K arc'ed file of TEX to my computer...

Point: Yes you will have no problem downloading atari stuff to the IBM...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2557. XLISP

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 22:42:52 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9045@helios.TAMU.EDU>
Source record: 237977

To my AI joy, there is a nice LISP interpretter called XLISP available for the Atari ST. The XLISP 1.6 interpretter does wonders, but it is not fully implemented. The stuff that is implemented is great and has not had any bugs that I could see. The XLISP version 2.0 is fully implemented, but things like trying to print a function. Xlisp 2.0 totally crashes when I use a fration or anything with floating point operations (which work under XLISP 1.6). When the XLISP 2.0 crashses I receive an error indicating that XLISP was not compiled with the flag for floating point.

I tried to recompiled it with my Laser C compiler, but I don't have all of the XLISP code for the megamax compiler. I get errors on a command called "overlay" which is not described in the LAser C manual. Also, all of the math functions are just plain missing for the Megamax compiler. It looks like other versions don't need the math functions, onkly the Megamax compiler.

Please, would someone re-compile the latest Xlisp and uuencode it and send it to me, or better yet, recompile it and then send it back to the archives in Michigan. Thanks.

Mark Lehmann
tmauts.tamu.edu!n160ao

2558. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-12 23:29:45 UTC
From: emv@math.lsa.umich.edu
Message-ID: <EMV.90Oct13002945@josephus.math.lsa.umich.edu>
Source record: 237983

In article <8977@helios.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>I've received several messages from MAIL-DAEMON at uunet that it can't send
>messages to terminator/atari.archive (host mailrus) - is everything working
>normally? I've used both

mailrus.cc.umich.edu has been down recently because of disk problems. There
is absolutely no reason that your mail from tamu to atari.archive.umich.edu
should be going through either mailrus or uunet unless you are using a bang
path to route it. in that case, the solution is simple -- don't do that.

if you forward the bounce message to postmaster@umich.edu they will be able
to give you the true, honest story.

obst: did you notice the discussion in the Amiga group about the Atari ST
emulator?

--Ed

Edward Vielmetti, U of Michigan math dept <emv@math.lsa.umich.edu>
moderator, comp.archives
claimer: I do not work for the U of Michigan Information Technology Division.

2559. de .Z on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 00:05:56 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90285.200556CXS128@psuvm.psu.edu>
Source record: 237984

Is there a program on the ST to un .Z the znet listings on atari.archive,
My local machine dosn't support the unix compress procedure. I can do it on
an ibm pc but this requires the use of three different computers to download,
uncompress, and read.
John T.

2560. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 01:02:08 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct13.010208.25887@ecst.csuchico.edu>
Source record: 237985

kawakami@earthquake.Berkeley.EDU (John Kawakami) writes:

- BTW, since this is an atari group: why does atari have so many
- versions of the same machine: the STes, the Megas, the Stacy. Note,
- there are many macs as well: Plus, SE, SE/30, IIxx. but the
- capabilities of the different machines are somewhat varied. The STs
- are all basically the same machines with the same clock speed and
- processor; they differ only in memory.

They use only one processor because TOS 1.0, 1.2, and 1.4 only works
with a 68000 (Although we know about those guys in Europe. But then
Atari Corp. is too stubborn.).

- Shouldn't Atari just make...

Interesting choice of words. :^) Atari should do a lot of things,
but they don't. Hopefully this will change after COMDEX. IT HAD
BETTER!

Atari should do a lot of other things for the ST, but they don't.
They like to dabble in other markets with the Portfolio, Lynx, and
those wonderful pocket calculators. We hope that Uncle Jack, in his
infinite wisdom :^), is right on this part. Atari Corp. is growing,
although few people can explain its stock price. We would also like
to see the ST do better in the US at least, but alas, we must wait
for Atari to make the moves.

- - the Mega box and have SIMM sockets. OOPS forgot about Stacy.
- They should keep Stacy.

The STe's and TT should be a good change from the conventional STs.
Although the STe is still considered a 'closed box,' you can upgrade
its memory easily and add a faster processor like a 68030 fairly
easily, from what I understand. Moreover, I played some Noisetracker
modules on my STe and they sound spectacular.

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2561. We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 02:50:11 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90285.225011CXS128@psuvm.psu.edu>
Source record: 237982

I don't know how many of you follow comp.sys.amiga but one of the topics over there is an ST emulator that works! It seems that this program contains a copy of TOS and GEM in it. I don't think this is compleately legal. For anyone intrested in knowing the site with this program it is abcfd20.larc.nasa.gov directory incoming/amiga program name atari1.

John T.

2562. MGR Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 09:12:46 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct13.091246.19585@math.lsa.umich.edu>
Source record: 237986
Cross-posted to: comp.sys.atari.st,comp.sources.d

There doesn't seem to be a comp.windows.mgr newsgroup, so here we go...

Now that Bellcore's MGR windowing system has been ported to the Atari ST, I've been having a bit of fun playing with the system again. I've just taken the source for screen 2.0a and gutted it, rewriting it to support sessions in MGR windows. Sort of like the Unix-Windows programs for Mac and ST, but instead of running a unix-windows program locally, you just use a dumb-terminal program and MGR.

I guess it suddenly occurred to me that maybe this had been done before... Yes? No? Anyone interested?

[... Screen was written by Oliver Laumann at the Technical University of Berlin. I kept the code which dealt with setting up the sockets and pseudo-terminals, and detaching and re-attaching sessions. Threw away all the terminal support stuff, added support for MGR menus and such... It's pretty nice, when all you have between your desktop box and the rest of the world is a serial line...]
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2563. Re: Neodesk 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 09:32:16 UTC
From: AlexK@tharr.UUCP
Message-ID: <1088@tharr.UUCP>
Source record: 237987

In article <2596@gmuvax2.gmu.edu> crouland@gmuvax2.gmu.edu (Enemy Skater) writes:
>run DevPac ST 2.0, when I attempt to run it, I get a Bus Error <2 bombs>
>Can't seem to figure out what the problem is, It will run fine under the
>old version of NeoDesk, and now still runs fine under GEM. Anyone else
>having similar problems? Must be the Neodesk code.
>chris r
>crouland@gmuvax2.gmu.edu

I don't know about 3.01, but previous releases caused me all sorts of
headaches 'cos of the way I load .INF files for Devpac, using the
shel_find call to get a good directory bet. Problem used to be that
after a few calls Neodesk's patch seemed to get confused, I don't
remember the exact problem. I'll try talking direct to Gribnif to try
and find a solution/exact problem.

Alex K.

2564. Re: de .Z on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 17:18:02 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct13.171802.383@ecst.csuchico.edu>
Source record: 237975

CXS128@psuvm.psu.edu (John T.) writes:

- Is there a program on the ST to un .Z the znet listings on
- atari.archive, My local machine dosn't support the unix compress
- procedure. I can do it on an ibm pc but this requires the use of
- three different computers to download, uncompress, and read.

There's a program called 'compress.ttp' which compresses and
decompresses .Z files. It seems to take a lot of RAM. It also seems
to drop off the last character in each line when I decompress text
files; I don't know why it does this. I think I got it off
atari.archive.

--
==
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2565. Ham hard AND software wanted!

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 18:24:45 UTC
From: bohne@salyko.doit.sub.org
Message-ID: <2473@salyko.doit.sub.org>
Source record: 237978

Hi all,

a friend of mine asked me to post the following message for him:

------------------ cut here -------------------

Hi all,

I am looking for any kond of hard and software for my ST dealing with
ham radio.

Particularely I am looking for RTTY and CW decoders (hard and software).

Perhaps somebody could get me some information where to get such things.
Every hint would be appreciated!!

Please write either to 100012.1123@compuserve.com or
fendrich@salyko.doit.sub.org
or into this group.

Thanks very much!

Thomas Knauer

--------------------------- cut here --------------------------

Thanks to all in behalf of fendrich

Ulrich Pfahler, 8000 Muenchen 40 Tel:089/3072270, bohne@salyko.doit.sub.org,

2566. Re: Neodesk 3.01

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 22:12:24 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2647@gmuvax2.gmu.edu>
Source record: 237980

Well, another problem I thought of was that possibly the option to not unload neodesk from ram could cause a problem with certain apps. I will try 'paging' <ha!> neodesk back to the disk and running DevPac. Ill post how it goes...

2567. Re: High density 3-1/2" disks

Newsgroup: comp.sys.atari.st
Date: 1990-10-13 22:45:18 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Oct13.201738.5947@rodan.acs.syr.edu>
Source record: 237981

In article <1962@mountn.dec.com> handy@trou51.enet.dec.com (Garden Gnome) writes:
>
>I have managed to purchase two new 3-1/2" floppy disk drives for my
>Atari 1040STf. I don't know if the disk drives are high density or not, but
>they were manufactured by Mitsubishi and Chinon in December 1988.
>
>What is the best way for get them to work with my ST? I have the old TOS
>installed. Does TOS 1.4 support high density diskettes?

No, you need a disk driver for this. Even worse, though, is that the ST
hardware is not fast enough for the 1.44MB format. You have to replace
something in the ST disk controller mechanism for this to work, as well as
getting the disk driver. I've seen some company marketing a kit that will
let you do this.

---jb
>
>Much appreciated
>
>Lyndon Handy

2568. Re: Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 02:16:10 UTC
From: steve@thelake.mn.org
Message-ID: <A2718242125@thelake.mn.org>
Source record: 237988

[In article <7340003@hpfcso.HP.COM>,
rrd@hpfcso.HP.COM (Ray Depew) writes ...]

> Most serious computer buyers will see the Mac Classic for what it is:
> it's the rest of Atari's old inventory, packaged in new cases (maybe?)
^^^^^^ I suppose you mean Apple's
> and spruced up a little. They're just trying to clean out the warehouse.

I think you're way off base.

Apple isn't cleaning out old inventory. They're setting up new production lines to crank out hundreds of thousands of low-cost, low-price Macintoshes in an effort to regain market share lost to PCs and clones. I don't know precisely what the new machines will have (the announcement is Monday) but advance reports suggest they'll have 16-megahertz CPUs. These are not marked-down Mac 512s with extra memory. They're Macs for the masses. They're Macs for Apple II owners. They're Macs for would-be Tandy/Blue Chip/Amstrad/PS-1 buyers.

John Sculley has spoken freely and at length about the strategy. Apple is taking lower profit margins in order to build market share and, in the long run, save the company from becoming an also-ran. In the short run, the Mac Classic strategy is going to hurt Apple's profits.

I personally would not be interested in one, but most first-time buyers would have a hard time passing up the new, cheap Mac to buy an ST.
--
Steve Yelvington up at the lake in Minnesota
The easy way: steve@thelake.mn.org
The hard way: {plains,rutgers,apple,cray}!umn-cs!thelake!steve

2569. toy-prolog

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 03:30:51 UTC
From: a1076@mindlink.UUCP
Message-ID: <3536@mindlink.UUCP>
Source record: 237989

hi can anyone tell me where i can get hold of english docs to the german PD
language Toy-Prolog.I have the german docs.but seeing as i don't speak german
they're not much use to me.Thanks!
--

Robert Bell uunet!van_bc!rsoft!mindlink!a1076
Benndorf-Verster a1076@mindlink.uucp
Vancouver Canada voice 604-853-5870

2570. cp/m emulator

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 03:33:29 UTC
From: a1076@mindlink.UUCP
Message-ID: <3537@mindlink.UUCP>
Source record: 237990

hi can any tell me where i can get hold of a copy of the cp/m emulator which
was supplied with the origional st's.I can't seem to find it anywhere.Thanks!
--

Robert Bell uunet!van_bc!rsoft!mindlink!a1076
Benndorf-Verster a1076@mindlink.uucp
Vancouver Canada voice 604-853-5870

2571. turbo c

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 03:59:27 UTC
From: a1076@mindlink.UUCP
Message-ID: <3539@mindlink.UUCP>
Source record: 237991

hi can anyone tell me how i can get hold of turbo c for the atari st here in
north america,or the address of borland.Thanks!
--

Robert Bell uunet!van_bc!rsoft!mindlink!a1076
Benndorf-Verster a1076@mindlink.uucp
Vancouver Canada voice 604-853-5870

2572. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 07:46:23 UTC
From: iho@cac.washington.edu
Message-ID: <9172@milton.u.washington.edu>
Source record: 237992

In article <7340002@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>Forgot to mention that, on MSDOS machines, FORMAT /S puts the boot sector on
>disk; just plain FORMATW doesn't.
>
Ummm... Plain FORMAT puts the boot sector on the disk. FORMAT /S puts the
DOS boot files on the disk to turn it into a "system" disk.

il
--
a clever .sig file

2573. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 09:23:23 UTC
From: icsu8053@ming.cs.montana.edu
Message-ID: <2669@dali>
Source record: 237993

In article <90285.225011CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:
>
> I don't know how many of you follow comp.sys.amiga but one of the topics
>over there is an ST emulator that works! It seems that this program contains
>a copy of TOS and GEM in it. I don't think this is compleately legal. For
>anyone intrested in knowing the site with this program it is abcfd20.larc.nasa.
>gov directory incoming/amiga program name atari1.
>
> John T.

I was invited/challenged to come over to a friends the other day to try out
some of my software on Atari1 on his Amiga 500. Here are the results:

Degas (original): -Can't flip between screens
-Have to reboot to exit
UniTerm 2.0e: -You can't flip back to term screen
-Doesn't talk to the modem
-Eventually bombs
Opus 2.23: -Works just fine! (REAL slow scrolling
-Actually printed out a graph!
Cool Tetris: -BOOM!!
Battle Zone: -BIG boom! (Had to turn off the Amiga)
Drachen: -Loads title screen, then wierd garbage
-Had to reset
Joust: -Atomic blast (Had to power cycle)
Star Raiders: -Ditto
Unix Windows: -Woudn't talk to the modem

I was truly amazed that it ran Opus at all considering that it uses GDOS.
It didn't load desk accessories at all. Everything was very slow, especially
the disk accesses. It took about two minutes to load the GDOS fonts. The
color resolutions were VERY flakey. Mono was better but the whole screen was
stretched vertically and was about 1.5" too low. It was very difficult to
read any fine, horizontal lines due to interlacing.

I can't possibly believe that this thing is legal. It would be quite a trick
to reverse-engineer all of TOS GEM and the ADI and have it work. It simply
looked like a hacked version of TOS 1.2 (1040 TOS). Many of the dialog boxes
for the desktop were just loaded with different text.

It would seem that the serial port and sound are not supported in any fashon.
The printer seems to work, though. Also, Atari1 takes over the whole
machine. You have to reboot to get out.

All in all, I don't think I'd call Atari1 an emulator - not even close to the
level of the Mac emulators. It's just an interesting/illegal hack job.

More novelty than utility. Oh well, at least Amiga users can run Opus now,
at half speed. (No, I didn't give him a copy)

BTW, George Harrison, are we going to see a new version of Opus soon?

--
/ Craig Pratt / icsu8053@caesar.cs.montana.edu /
/ Montana State University, Bozeman MT / Craig.Pratt@msu3.oscs.montana.edu /
/ " Nothing beats the taste sensation when maple syrup collides with ham " /
/________ Special Agent Cooper, _TWIN PEAKS_ _____________________________/

2574. Re: WAACE AtariFest Questionaire

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:09:14 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5775@bdt.UUCP>
Source record: 237994

The Big push is coming at the annual COMDEX show in November ... that is where ATari is supposed to Start a great marketing plan for the USA and North America in General.

2575. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:15:57 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5776@bdt.UUCP>
Source record: 237995

There is a new product called PowerDrive by a Company in Utah that changes your floppy disk controller to a newer Western DIgital controller and allows one to hook up 5.25 (1.2meg) and 3.5inch (1.44meg) floppies to the Atari ST. Just review recently in ST INFORMER magazine ... the 1.44 drives are completely downward compatible with all software including copy protected software ... the only thing that was not working is SPECTRE-GCR in the MAC mode ... but Dave Small is working on that too ... so it may be only a matter of time.

2576. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:18:49 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5777@bdt.UUCP>
Source record: 237996

```
Two 68030 boards were introduced at the WAACE show, one by David Small and
One by Fast Technologies ... also ICD has a 16mhz accelerator for all
STs (the current 68030 boards only work on Megas at the moment).
```

2577. Re: Hard Disk Formatting Software and Info

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:31:49 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5778@bdt.UUCP>
Source record: 237997

Replacing your hard disk should not be too hard if you have a host adapter like Supra's (v2.0) or ICD 's. Formatting with Supra Software you really don't have to worry about since you just select the drive name and controller and format it ... ICD's should be similar. The article you wish about hard disks and floppy disks is called Hard Disk Warfare by David Small in Start magazine

2578. Re: new atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:38:26 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5779@bdt.UUCP>
Source record: 237998

This new SL805 laser printer will be 6ppm and be compatible with toner and other aspects from more common laser printers ... so users never have to hunt down SL804 toner cartidges and other things.

2579. Re: Laser C V2.1 vs MiNT??

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 15:45:21 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5780@bdt.UUCP>
Source record: 237999

It really depends what version of Laser C you have v2.01 is very clean versus v1.01 it also works very nicely under Beckmeyer's MT-C or C-Shell it even works with Mark Williams C's shell also Gulam ... the shell still has some conflict (the laser shell that is) and so I like to use the MT-C shell for much of my work.

If you want to use a really nice intergrated enviroment on the PC Turbo C++ has a wonderful shell with hypertext help which includes examples ... on all functions in Turbo C++ ... also all examples in the help system can be copied directly into the editor.

2580. 32,768 color palette upgrade.

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 18:23:40 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1990Oct14.182340.13644@sbcs.sunysb.edu>
Source record: 238000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!!!

Since there has been so much talk about hacks to perform on the
ST, I decided to send a hack I found on a BBS sometime ago to
comp.binaries.atari.st. It is supposed to increase the color palette to
32,768 color and be compatible with the JRI 4096c board and the STE. I
don't know how it works and I have not tried it yet. If someone is
willing to do it please post the results of this hack.
Also, could someone please E-mail or repost instructions on
how to add a 1.44 meg 3 1/2" drive, and I think someone mentioned that
they added two slim-line drives in the place of his standard ST drive.
Would it possible to stick two 1.44 meg drives in the place of my 720k
in my Mega? Take care!

Sincerely,

Michael Rose

2581. Re: Games :- Mahjongg

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 20:06:45 UTC
From: dwy47@unix.cis.pitt.edu
Message-ID: <48481@unix.cis.pitt.edu>
Source record: 237901

It might sound stupid but...where can I get to the binary archive?

Thanks.

2582. The ST, the IBM, and Mac FDHD drives

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 20:11:09 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <ob6ANRy00VIAE0gXMZ@andrew.cmu.edu>
Source record: 237902

I write for the alternative newspaper here. When I do my article writing, I like to do it at home on my ST. I submit my articles on disk to the Mac-using editors because retyping s**ks, and the paper is desktop-published.

How do I do this, you ask?

Well, since the ST writes disks in (damn close to, but not exactly) IBM format, what I need is a Mac that can read IBM (MS-DOS) disks. The new Mac SE's and above have FDHD drives that can do this.

At first I couldn't get the Mac to read the Atari/IBM disk. I did everything: 720K format, 360K format, etc. It seems that the Atari writes disks just different enough from true IBM format to screw up the (very primitive) Apple File Conversion Utility.

The solution? Format the disk you save your data on on the FDHD-equipped Mac. The Apple File Conversion Utility lets you do this, just pop a blank disk in and it will ask you if and how to format it. Select MS-DOS format, at whatever density your ST can handle.

This disk will be accepted by the ST, although it will be a little different from standard ST format (ex. the Mac will *INSIST* you name the disk; this name will appear as a file on the ST desktop (leave it alone!))

I basically translate ASCII text, command codes really screw the conversion process up. I go from Word Writer ST (ASCII saves) to MacWrite format. Data such as spreadsheet stuff might be possible.

Anyone with any response/advice/similar situation can email me here at CMU.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are MINE MINE MINE all MINE!!!

2583. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-14 22:14:40 UTC
From: dejesus@rex.cs.tulane.edu
Message-ID: <4536@rex.cs.tulane.edu>
Source record: 237903

In article <A2718242125@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Apple isn't cleaning out old inventory. They're setting up new production
>lines to crank out hundreds of thousands of low-cost, low-price Macintoshes
>in an effort to regain market share lost to PCs and clones. I don't know
>precisely what the new machines will have (the announcement is Monday)
>but advance reports suggest they'll have 16-megahertz CPUs. These are not
>marked-down Mac 512s with extra memory. They're Macs for the masses.
>They're Macs for Apple II owners. They're Macs for would-be Tandy/Blue
>Chip/Amstrad/PS-1 buyers.

Apple is hurting because of MS Windows 3.0. For the first time, Apple is
seeking help from Japanese computer manufacturers... they are going to
license someone to make a new Mac portable for them.

I just finished reading the latest issue of MacWorld, which features
a preview of all three new Macs, and for Apple, the prices are _low_!
The Mac Classic is simply one model to replace the Mac Plus and SE... it's
an 8MHz 68000. The other two are the Mac IIlc (low-cost color) and IIsi.
The lc is a 16MHz 020 with built in 256 color video (16.7mil pallete), and
has and expected street price of about $2000 (!), the si is a 20MHz 030,
also with built in color video, and expected street price of about $3000.
Both new Mac IIs include a built in sound digitizer, and they will
probably replace the SE30 and the IIcx.

These now low cost Macs, along with the $1500 price reduction on the
IIci, are a bold move to regain market share by Apple. They will make good
competition for similarly equipped 386/486 PC's (though the new NeXT machines
might compete with them too, but those are more workstation-type computers).

What does all this mean for Atari (as well as the Amiga)? They will be
caught in the middle of a major price/performance war between Mac II's and
PC clones. I don't expect the ST/STe/Mega (or similar Amiga models) to
survive... Atari and Commodore had better concentrate on their 68030
computers, and Atari in particular should actually start _selling_ the TT
instead of just announcing that it's "coming out soon"...
--

___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@comus.cs.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////////

2584. PACK-ICE (Data files)

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 00:54:21 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Oct15.005421.20587@stretch.cs.mun.ca>
Source record: 237904

What's the purpose in packing data files with PACK-ICE?
How do you un-pack them? Am I missing something?

--
Carlos (Miguel) Borges | "My name is Ozymandias, kind of kings:
carlos@stretch.cs.mun.ca | Look on my works, ye Mighty, and despair!"

2585. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 01:02:13 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct15.010213.5800@cunixf.cc.columbia.edu>
Source record: 237905

In article <4536@rex.cs.tulane.edu> dejesus@rex.cs.tulane.edu (Francisco Xavier Dejesus) writes:
>In article <A2718242125@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>
>>Apple isn't cleaning out old inventory. They're setting up new production
>>lines to crank out hundreds of thousands of low-cost, low-price Macintoshes
>>in an effort to regain market share lost to PCs and clones. I don't know
>>precisely what the new machines will have (the announcement is Monday)
>>but advance reports suggest they'll have 16-megahertz CPUs. These are not
>>marked-down Mac 512s with extra memory. They're Macs for the masses.
>>They're Macs for Apple II owners. They're Macs for would-be Tandy/Blue
>>Chip/Amstrad/PS-1 buyers.

I agree completely. If the strategy works, it will be VERY bad for
Atari and Commodore.

>
> Apple is hurting because of MS Windows 3.0. For the first time, Apple is
>seeking help from Japanese computer manufacturers... they are going to
>license someone to make a new Mac portable for them.

Windows 3.0 is nice (still a little kludgy, but I guess not any moreso
than TOS), and I DO think it is eating into Mac AND Atari and Amiga
sales. If Apple can take some of the price advantage (Macs already
have the utility adavantage) away from PC clones running windows,
perhaps the Mac will start to regain some of its market share that
has been lost to PC clones. The outcome can only be negative for
Atari. They are having trouble turning a profit at current margins.
Can you imagine what their earnings will look like if they have to
cut back on the margin to compete with Apple? I think I hear
violins playing...

>
> I just finished reading the latest issue of MacWorld, which features
>a preview of all three new Macs, and for Apple, the prices are _low_!
>The Mac Classic is simply one model to replace the Mac Plus and SE... it's
>an 8MHz 68000. The other two are the Mac IIlc (low-cost color) and IIsi.
>The lc is a 16MHz 020 with built in 256 color video (16.7mil pallete), and
>has and expected street price of about $2000 (!), the si is a 20MHz 030,
>also with built in color video, and expected street price of about $3000.
>Both new Mac IIs include a built in sound digitizer, and they will
>probably replace the SE30 and the IIcx.

Yep, I saw the article too. I was impressed. Macs aren't speed
demons by any stretch of the word, but they are one of the easiest
platforms to use and to teach relative beginners to use. At these

prices it just doesn't make sense to buy a non-standard ST. Now,
you can get a color 68020 Mac for the cost of a 68000 ST with
equivalent memory and HD space offered in the new Macs.

> These now low cost Macs, along with the $1500 price reduction on the
>IIci, are a bold move to regain market share by Apple. They will make good
>competition for similarly equipped 386/486 PC's (though the new NeXT machines
>might compete with them too, but those are more workstation-type computers).

I wasn't aware of a $1.5K price reduction for the ci. That makes it
VERY attractive. YOu can buy a ci from stores in NYC for about
$3000 right now. At $1500-2000, it would be a steal! Who cares
if it pumps out 5% less drystones than an A3000 or TT (if they
ever go on sale that is)? The benefits to owning a Mac outweigh
that in my mind, particularly from an ease-of-use standpoint.

> What does all this mean for Atari (as well as the Amiga)? They will be
>caught in the middle of a major price/performance war between Mac II's and
>PC clones. I don't expect the ST/STe/Mega (or similar Amiga models) to

I don't think Atari or Commodore are in a position to fight in any
kind of pricing war with Apple. They don't have the resources.
Atari is practically on Food Stamps as it is. Commodore is a little
better off than Atari, but also suffering from a cash-poor
situation.

>survive... Atari and Commodore had better concentrate on their 68030
>computers, and Atari in particular should actually start _selling_ the TT
>instead of just announcing that it's "coming out soon"...

Well, as is often the case in the high-tech business, the early-bird
gets the worm. Atari is VERY late this time and may end up starving
before the next worm pops his head above the soil.

> ___ / _____ - Francisco X DeJesus
> |- / \/ \\
> ' / /\ dejesus@comus.cs.tulane.edu _____
> / ak662@cleveland.freenet.edu ////////////////////////////

Cordially,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2586. Z-modem programs for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 04:25:12 UTC
From: rcb@netcom.UUCP
Message-ID: <14793@netcom.UUCP>
Source record: 237906

I have downloaded the 'grzsz14' file from atari.archive and wonder if that is really the latest version of Z-modem there is for the ST. The reason I suspect that there are later versions around is that the 'sz' program doesn't seem to implement sliding windows, but the 'rz' program does. Also, I happen to know that the latest version of Omen Technologies' rz/sz programs is at least at 3.0 and the grzsz14 programs say they are 'based on rz/sz v. 1.23 01-15-87 Unix V7/BSD, by Chuck Forsberg'. Are there any grzsz-type programs out based on a later version of Omen's rz/sz? Does Ome Technologies make any Z-modem programs for the ST? Finally, has anyone out there gotten any of the Unix versions to work under Mint?

Thanks ...

Roy Bixler
netcom!rcb@apple.com

2587. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 06:43:57 UTC
From: oleg@crash.cts.com
Message-ID: <5039@crash.cts.com>
Source record: 237907

In article <90285.225011CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:
>
> I don't know how many of you follow comp.sys.amiga but one of the topics
>over there is an ST emulator that works! It seems that this program contains
>a copy of TOS and GEM in it. I don't think this is compleately legal. For
[adress of ftp site skipped]
> John T.

Of course the key word is "seems". The emulator may also contain a
work-alike of TOS, a la 64 emulator that recently came out for the
Amiga.

OR

****
I don't see how the refresh rate can be slow on a 16 or 25 MHz 68030 CPU. Sure, the CPU takes on a big burden, but it's a fast CPU. The 8 MHz Amiga does great color animation and game-play - I would think a 16 or 25 MHz 68030 color Mac
would at least be its equal, don't you? --a MacIIseries owner on c.s.mac.games

--

2588. Re: New Apple Mac rumoured...

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 06:48:40 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1990Oct15.064840.5143@ccu.umanitoba.ca>
Source record: 237908

All this talk about low-cost Macs is encouraging. If I was
forced to pick one computer as my favourite, I would
choose the Mac. I use a Mac all the time at work.
However, I still wouldn't buy one.

The trouble with the Mac is that ALL the periphials
cost an arm & a leg. This is where the ST has an
advantage. Also, the fact that Apple likes to go its own way
when it comes to hardware interfaces rather than using
industry standards (e.g. centronics interface) is annoying.

What I look for in a home computer is not power or speed, but
flexibility. IMHO, the ST is much less dependant upon its
native OS than the Mac is. I get the impression that the Mac
will always be dominated by the Mac OS. I don't see TOS on
the ST as being as dominant. That's why I say the ST is
more flexible than the Mac.
--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

2589. Minix patch in atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 08:34:24 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Oct15093424@superman.hut.fi>
Source record: 237909

Has anyone had problems with the ST-Minix upgrade patch (v.1.5.10) found
in atari.archive?

I ftp'd it and it doesn't unpack at all. Decompress in Minix 1.1 or in Sony
workstation only gobbles up disk space up to several megabytes.
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

2590. Re: Battle Command

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 10:30:32 UTC
From: perod@ifi.uio.no
Message-ID: <1990Oct15.103032.558@ifi.uio.no>
Source record: 237910
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In Battle Command, you take control of a tank in any
of the available 16 missions. You can choose any mission
from the start, but in some missions you will need equipment
earned in other missions. The graphics look truely excellent,
and the screen update is fast. Some missions are brainless
shoot-'em-ups, while other require a lot of strategic thought.

This game will certaily be worth buying(from what I've seen),
and should be released very soon now.

The only negative point I can find is that you have to take
part in MISSIONS, and not going for a full blown war, like
Carrier Command. This is only a small gripe, though.

Carrier Commander Per Chr. Oedegaard (perod@ifi.uio.no)

2591. Put on at.arch. & posted

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 12:50:22 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <856@accucx.cc.ruu.nl>
Source record: 237911

```
I have just posted to c.s.a.st.binaries and uploaded to atari.archive:
- life.zoo a full GEM-implementation of Life with some NICE
features; documentation and samples will follow;
- pfx.zoo a FAST and COMPACT program packer that can
UNPACK too; average reduction plm 50%,
runtime unpacking <= plm 1 sec

Enjoy!
```

2592. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 13:37:17 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Oct15.133717.4731@water.waterloo.edu>
Source record: 237912

>In article <1990Oct11.203905.12547@CSUFresno.EDU>, billm@CSUFresno.EDU (Bill Mills)
writes:

>
>Now my only problem is how to get the 756K arc'ed file of TEX to my computer...
>

I use "UUE" or ("uuencode" with "split") to split up a big program.
The ST is fine for putting things back together. With Gulam, I can use cat,
for instance. Or, I can name the files appropriately, and UUD to put
things back together.

2593. Mint for TC

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 14:24:57 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1645@ruunsa.fys.ruu.nl>
Source record: 237913

Just a short question:

Is anyone porting Mint to Turbo C? (I did see some preparations for that
in the code)
I would want to do it myself, but I don't have much time, and don't know
exactly what the meaning of the assembler interface routines to the compiler
is. And I'd hate to do double work.
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

2594. How do i install uucico?

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 14:30:46 UTC
From: alkman@hexagon.se
Message-ID: <1240@hexagon.se>
Source record: 237914

Hello every body!

I have a little problem! I want to run uucico on my st, but I can't understand
the german text files that comes with the program. Can someone tell me where
I should put my files, what I should name them and what I have to call it.
--
Stefan Alkman Voice: +46-19-164787
alkman@hexagon.se or !sunic!kullmar!pkmab!hexagon!alkman
>>>>>> Tech. College of Orebro, SWEDEN <<<<<<

2595. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 15:31:39 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Oct15.153139.1@simvax.labmed.umn.edu>
Source record: 237915

```
Last update: 15 October 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Directory (new articles and articles with changes are marked with an '*'):

Welcome to comp.sys.atari.st
What sort of articles would interest people reading comp.sys.atari.st?
* Where can I get Public Domain/Shareware software?
* How do I deal with Archived files (.ZOO, .ARC, .LZH)?
What does TOS ERROR nn mean? What do the bombs on my screen mean?
What is the format for [x] paint program data?
What is GDOS, and where can I get it?
Is TeX/LaTeX available on the Atari ST?
* Public Domain/Shareware languages...
* Is GNU C available on the Atari ST?
Where can I get copies of ZNET?
ST Pen Pals list
TIPS AND HINTS from other users

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
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you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?
==========
Thanks go out to Russ Evans, Rainer Klute, and Edgar Roeder for the European information.

There is are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP: dsrgsun.ces.cwru.edu [129.22.16.2]

NOTE: I have been unable to obtain directory information using anonymous FTP to dsrgsun.ces.cwru.edu [129.22.16.2] ... I assume that the archives which used to be on this machine are unavailable until further notice. If anyone has more information on the status of dsrgsun, please contact me.

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: unido.informatik.uni-dortmund.de
[129.217.64.60]

Some selected Atari ST software is in the directory pub/comp/atari-st

There is also the info-server, a mail server which (among other things) mirrors the panarthea archives. Unfortunately it is not up to date and presently contains only volumes 1-10. You can get more info about the server by sending any mail to info-server@unido.informatik.uni-dortmund.de. It will reply with usage instructions.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server in the /atari/archivers directory. They are:

arcgsh21.arc - European in origin
arcsh197.arc - US in origin

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

NOTE: arcgsh has been updated to version 3.1. It is currently unavailable on the atari.archive server, but should be available on the panarthea mail server.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11

```
General error...................12
Write protect...................13
Media change....................14
Unknown device..................15
Bad sectors on format...........16
Insert other disk...............17
Invalid function number.........32
File not found..................33
Path not found..................34
No handles left.................35
Access denied...................36
Invalid handle..................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error....................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
```

[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The
file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files with
many commercial programs, such as Degas Elite, WordUp!, etc. You might also
want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex, or the dsrgsun server under
pub/atari/StTeX (not accessible as of this date). Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp

xprolog
xscheme

*Version 1 of GNUSmalltalk is also available on dsrgsun.ces.cwru.edu. It
*requires a minimum of 4 megabytes of memory. It is also in the pub/atari
*directory.

NOTE: The dsrgsun FTP service does not respond to directory commands as of the
date at the top of this article, so there is no way of knowing whether
GNUSmalltalk is available there at present or not.

Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems.
For more than minor programming, you may need to upgrade to 2 or more
megabytes, as the GNU programs generally assume you've got plenty memory.

*GNU C for TOS is available via anonymous FTP on dsrgsun.ces.cwru.edu
*[129.22.16.2] in the pub/atari directory. Be sure to check the README file
*before going further.

NOTE: GNU C for TOS is available via anonymous FTP on atari.archive. The
dsrgsun FTP service does not respond to directory commands as of the
date at the top of this article, so there is no way of knowing whether
GNU C is available there at present or not.

Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get
copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net
access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

==========

I would like to thank those who sent messages with suggestions and comments. I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

2596. Re: High density 3-1/2" disks

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 16:07:13 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9955@pogo.WV.TEK.COM>
Source record: 237916

In article <1990Oct13.201738.5947@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>In article <1962@mountn.dec.com> handy@trou51.enet.dec.com (Garden Gnome) writes:
> >
>No, you need a disk driver for this. Even worse, though, is that the ST
>hardware is not fast enough for the 1.44MB format. You have to replace
>something in the ST disk controller mechanism for this to work, as well as
>getting the disk driver. I've seen some company marketing a kit that will
>let you do this.

DreamPark Development in Utah ((801) 943-4370) sells both 1.44 meg boards and boards with drives if you don't already have a high density drive. Installation by a qualified technician is recommended unless you are a competant hardware hacker since installation involves cutting out the WD1772 controller chip, soldering a socet in it's place, and running several drive select lines from the sound chip to the new disk controller board. Install an autofolder driver and away you go.

Mine has worked flawlessly since I installed it several months ago. Very nice since because of the 2x data transfer rate of the high density drive, not only do your floppies hold twices as much data, but the read and write twice as fast.

I am not in any way connected with DreamPark Development.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

2597. TCP/IP for the ST, recent code

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 16:26:44 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810023@hpnmdla.HP.COM>
Source record: 237917

Source and object code for Rob Jansen's modification of the KA9Q
TCP/IP package for the Atari ST has recently been posted on hpcol.hp.com.
This code allows Telnet,FTP,Finger,SMTP etc to be run using the ST.
Both the standard serial port and MIDI drivers are provided.
The package is particularly adapted for amateur radio networking but
can be used on wire lines as well to network multiple STs or STs and
a variety of other computers including IBM, Amiga, and UN*X machines.
Look under pub/ka9q/pe1chl for the files which are compressed using
lharc. A short file listing the other's contents is also provided.

I am not offering to provide these files by mail to those not having
anonymous FTP access. However, someone else may be.

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@hpnmd.hp.com

2598. .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 18:23:56 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <3627@uniol.UUCP>
Source record: 237918

Hi everybody.

I have the following problem:
on my unix account, i have some pictures in ".gif" format.
(no, not only from alt.sex.pictures). I can copy then to disk and take them
home, but i cannot display them, so what i need is an utility to view
gif pictures.

Has anybody ported "showgif" or some similar utility to to ST yet ?

If so, would you please send me a copy of the .prg and/or source ?

Thanks in advance,
The Lateman
--
==
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +---------------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
EARN/BITNET: 025881@DOLUNI1
---------------------------->Fascinating.<--------------------------------
Cu + Al -> Au + Cl

2599. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 18:26:30 UTC
From: psurge@cs.utexas.edu
Message-ID: <13612@cs.utexas.edu>
Source record: 237919

In article <5039@crash.cts.com>, oleg@crash.cts.com (Oleg Rovner) writes:
> In article <90285.225011CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:
> >
> > I don't know how many of you follow comp.sys.amiga but one of the topics
> >over there is an ST emulator that works! It seems that this program contains
> >a copy of TOS and GEM in it. I don't think this is compleately legal. For
> [adress of ftp site skipped]
> > John T.
>
> Of course the key word is "seems". The emulator may also contain a
> work-alike of TOS, a la 64 emulator that recently came out for the
> Amiga.
>

I have copies of both of the emulators, I plan to send them to Atari and see what the legal dept. thinks. Anyone interested can get them at the following site:

abcfd20.larc.nasa.gov
look in the directory /incoming/amiga
give the command 'dir Atari*' and you will see the 4 files for it.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2600. Re: Minix patch in atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 20:26:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct15.202602.28601@math.lsa.umich.edu>
Source record: 237920

(Also sent in mail)
In article <KILLER.90Oct15093424@superman.hut.fi> you write:
>Has anyone had problems with the ST-Minix upgrade patch (v.1.5.10) found
>in atari.archive?

>I ftp'd it and it doesn't unpack at all. Decompress in Minix 1.1 or in Sony
>workstation only gobbles up disk space up to several megabytes.

Hi. I created that upgrade set. I've gotten mail from several people who
have applied it successfully. Did you ftp in binary mode? Did you cat all
the pieces together before trying to uncompress it? Those are the only
reasons I can think of for it to have failed to uncompress...
--
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2601. Re: Downloading with an IBM for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 20:33:31 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340005@hpfcso.HP.COM>
Source record: 237921

>>Forgot to mention that ....

> Ummm... Plain FORMAT puts the boot sector on the disk. FORMAT /S puts the
DOS boot files on the disk to turn it into a "system" disk.

Oops. I stand corrected. (BTW, It's not FORMATW. That's a little spelling
error vi added for me.)

Ray
--

2602. Re: Elvis Problems

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 20:34:58 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340006@hpfcso.HP.COM>
Source record: 237922

```
Try :q! instead of :!q

Ray
```

2603. Re: Mac Emulation- What about Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 20:44:46 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340007@hpfcso.HP.COM>
Source record: 237923

> I have the opportunity to buy a Magic Sac with the ROMs at what
> seems to be a good price. ($20) Could anyone please tell me how good or
> bad this device is at emulating a Mac???

Check first to see if they're the 128K ROMs. If they are, then it's worth
the price just for the RAMs. You can use Magic Sac "as is", but to really
make yourself happy, buy a new Spectre GCR to go with the ROMs.

Magic Sac was an early (the original?) Mac emulator for the ST. Spectre GCR
is its most recent reincarnation. Sac required you to transfer everything
from the Mac disks to non-Mac disks in a roundabout way, while Spectre lets
you read/write the Mac disks directly.

Worth the money.

Regards
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2604. What speed Ram?

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 21:17:53 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.656025473@cassiopeia>
Source record: 237924

I have seen this info posted before, but sorry, I forgot what
was said.
\
With DRAM prices now down to $5.00 for 1MegX1 120ns chips,
I feel that I could afford the $80.00 to upgrade my stock 1040ST to
2.5 meg using the "socketed 2.5 Meg upgrade" text file that was posted
to the net last year.

Is 120ns a safe speed, or should I go with 100ns??

Anyone have any experience with the upgrade that I mentioned? It was
the one where you swapped 256K chips (16) for 1Meg ones.

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2605. gcc questions

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 21:51:50 UTC
From: waal@cwi.nl
Message-ID: <2362@charon.cwi.nl>
Source record: 237925

I would like to know if the GNU C compiler (version 1.37 I think) can be used on a 1040 with 1Meg memory. I downloaded all the binaries, include and lib files, but 'gcc' does not seem to do anything (the prompt comes back after a few seconds, but apparently nothing has happened). Trying all the compiler passes by hand, I can get 'cpp' to work, but cc1 gives two bombs. Any comments?

==========
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
==========

2606. Mint

Newsgroup: comp.sys.atari.st
Date: 1990-10-15 21:59:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <13619@cs.utexas.edu>
Source record: 237926

I have had trouble getting MiNT to work on my 1040. I want to run Gulam from it, but I have not been able to get past the boot stage. I have TOS 1.0, so I cannot do the autobooting trick mentioned in the docs. Someone who has MiNT up and Running on their system please tell me how they did it, what programs go where, etc...

also, if there is a better shell than Gulam that is better suited to run under MiNT I would appreciate that information also.

Thanks, respond by either a post or by e-mail.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2607. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 00:28:16 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <5273@quiche.cs.mcgill.ca>
Source record: 237927

In article <13612@cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>In article <5039@crash.cts.com>, oleg@crash.cts.com (Oleg Rovner) writes:
>> In article <90285.225011CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:
>> >
>> > I don't know how many of you follow comp.sys.amiga but one of the topics
>> >over there is an ST emulator that works! It seems that this program contains
>> >a copy of TOS and GEM in it. I don't think this is compleately legal. For
>> [adress of ftp site skipped]
>
>I have copies of both of the emulators, I plan to send them to Atari and see
>what the legal dept. thinks.
>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu

oh jeezus.... So now the Atari users, who are enjoying the use of PC-Ditto
and software Macintosh emulators are getting ready to prevent other people
from doing the same thing on other computers??? I don't believe this.

Haven't we learned anything from the GNU/Macintosh debates? The entire
reason GNU has stuff out for Atari and NOT for Mac is because Apple is so
sue-happy that GNU felt it a waste of time to port it onto a computer which
is run by such a haughty company (this is just my interpretation of it - I
am sure that if someone stated only the facts over this debate, which took
place quite a few years ago, other interpretations can be made).

And why would it hurt Atari if Amiga users were running Atari programs on
it? All that would do is increase the popularity of the ST - more people
would be using it, and perhaps buying software for it, and maybe even
WRITING software for it!!! This sort of behaviour should be encouraged,
don't you think?

I think Atari should be flattered that Amiga users are going through SO
MUCH TROUBLE to run the awesome programs available on their (our) wonderful
machine!!!

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
All typos (C) 1990 by SAE - All rights reserved

2608. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 01:12:33 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750088@hpsad.HP.COM>
Source record: 237928

I have been monitoring comp.sys.atari.st for almost a year waiting for a repost of the overscan mod. Yes yes!

2609. Hardware hacks (where ?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 01:55:35 UTC
From: wdao@girtab.usc.edu
Message-ID: <12536@chaph.usc.edu>
Source record: 237929

Could some kind soul tell me if there is a FTP site that has a very complete list of FTP'able hardware hacks for the st ? (Pic of the modifications, docs of how to make them etc ...) .
and of course in which directory etc....

Thanks .

ps : I read recently that there was a hack to speed the machine up etc..

Walter

2610. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 02:09:45 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7427.271a33aa@uwovax.uwo.ca>
Source record: 237930

In article <13619@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
> I have had trouble getting MiNT to work on my 1040. I want to run Gulam
> from it, but I have not been able to get past the boot stage. I have TOS 1.0,
> so I cannot do the autobooting trick mentioned in the docs. Someone who has
> MiNT up and Running on their system please tell me how they did it, what
> programs go where, etc...
>
MiNT works fine from an AUTO folder. Try the following:
(1) copy mint.prg to the AUTO folder of a boot disk
(2) copy init.prg and gem.prg to the root folder of the same disk
(3) reboot
(4) at the "%" prompt, you can type "gem" to start the desktop up under MiNT,
or type "exit" to leave MiNT and start the desktop under TOS

If you always want to start the desktop under MiNT, do the following:
(1) rename "init.prg" to "shell.prg" (or whatever). Someday you might want
this shell. If you're sure you won't, you can just delete it.
(2) rename "gem.prg" to "init.prg". Now when you boot up, after the MiNT
startup information the desktop will be run automatically.

In either case, you'll have to run gulam by hand, just as you normally would
under TOS 1.0.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2611. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 04:09:28 UTC
From: rjc@wookumz.ai.mit.edu
Message-ID: <11391@life.ai.mit.edu>
Source record: 237931

In article <13612@cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>
>I have copies of both of the emulators, I plan to send them to Atari and see
>what the legal dept. thinks. Anyone interested can get them at the following
>site:
>
>abcfd20.larc.nasa.gov
>look in the directory /incoming/amiga
>give the command 'dir Atari*' and you will see the 4 files for it.

I don't know what good something like this will do. 1)The original
author of the emulator is unknown. Hence there is no one to take
legal actionn again. 2) The thing has been spread to the ends of
the Amiga community. (Almost every BBS I know of have it, and
this has been since 4-5 months ago.) There is also another version
which doesn't contain the TOS, it tells you to go out and find
the TOS on a bootable disk and put it in the drive. 3) It might
ruin a perfectly good Ftp site. Alot of net priveleges are disappearing.
Like alt.* groups and ftp sites being censored because of small
incidents like these. 3) The thing doesn't work on most amiga's.
4) It doesnt work well in color, and only seems to run about 50%
of ST software in Mono.

At most, some ftp sites will be forced to delete it, but its already in
mass circulation, and most bbs sysops won't even realize its illegal.
And out of the ones that do, they probably won't do anything about it.
I don't support piracy, but this is the cold hard facts. I have seen
AMAX spread around on BBSs and the majority of people thought it was
freeware. (Amax=Mac emulator)

>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"You're so open minded that your brain leaked out" - Steve Taylor
>
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<*
>

--
"NeXTs are useless... Mac's are irrelevent.. IBM's are futile. Amiga's,however,
are quite nice!" -Capt Jeal-Luc Amiga | Flames to /dev/null
Ray Cromwell rjc@wookumz.ai.mit.edu | // AMIGA! \\

"Your software will adapt to service ours!"| \X/ AMIGA! \X/

2612. New Mac prices

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 06:53:22 UTC
From: tinyguy@quiche.cs.mcgill.ca
Message-ID: <5281@quiche.cs.mcgill.ca>
Source record: 237932

For those people who's curious about the actual price of those new Macs,
here it is :

Seen in InfoWorld:

Mac Classic Mac LC Mac IIsi
proc: 68000@7.8336MHz 68020@16MHz 68030@20MHz, PMMU

video: mono, 9-inch 8-bit onboard 8-bit onboard

sound: output only in & out in & out

ram: 2Mb to 4Mb 2Mb to 10Mb 1Mb to 17Mb

expansion: none 020 Direct 030 Direct or
Nubus (adapter must
be purchased)

storage: optional 40Mb 40Mb 40Mb or 80Mb

availability: Now Jan, 91 Now

price: for 2Mb/no drive: 2Mb/40Mb drv: 2Mb/40Mb drive:
$999 $2499 $3769
for 2Mb/40Mb drive:
$1499

Note that the LC and IIsi need a monitor:

Monochrome (12"): $299
RGB (12"): $599
High-res RGB (12"?): $999

so a complete LC goes from: $2798 to $3498
and a complete IIsi goes from: $4068 to $4768

Also, the LC comes equipped with an Apple IIe emulator and it can run almost
all apps for the IIe.

Note that all prices are list. No educational pricing was mentioned in the
article.

2613. Re: Educational Discounting

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 10:56:37 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3628@syma.sussex.ac.uk>
Source record: 237933

From article <1990Oct12.190148.16154@agate.berkeley.edu>, by
kawakami@earthquake.Berkeley.EDU (John Kawakami):
>
> BTW, since this is an atari group: why does atari have so many versions of
> the same machine: the STes, the Megas, the Stacy. Note, there are many
> macs as well: Plus, SE, SE/30, IIxx. but the capabilities of the different
> machines are somewhat varied. The STs are all basically the same machines
> with the same clock speed and processor; they differ only in memory.
> Shouldn't Atari just make the Mega box and have SIMM sockets. OOPS forgot
> about Stacy. They should keep Stacy.
> John Kawakami kawakami@ocf.berkeley.edu

Good point. To make matters worse, here in the UK many dealers are
still also selling STFM bundles too. I guess the reason Atari doesn't
just make the Mega box is that they're more expensive. It's going to
get worse rather than better: to judge from Derek Mui's messages of a
while ago, the Mega STE's a strong possibility, with SIMMs and the new
TT desktop.

At the moment, in the UK at least, an STE with expanded memory is pretty
good value - half the price of an equivalent Mega. The main thing
present buyers have to worry about is whether the machine bought is old
stock (with an early version of TOS 1.6 and/or a faulty DMA chip which
screws up most hard disks) or new. As Atari aren't *officially*
admitting that there were ever any STEs with faulty DMA chips, it's hard
to tell without invalidating your warranty and finding someone who knows
how to tell the difference without messing around with a hard disk. (Or
am I wrong here? Does anyone know a reliable, non-invasive test
procedure?)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

2614. Emulated by Amiga & Doug Harrison's Opus

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 11:19:52 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3629@syma.sussex.ac.uk>
Source record: 237934

From article <2669@dali>, by icsu8053@ming.cs.montana.edu (Craig Pratt):
>
> All in all, I don't think I'd call Atari1 an emulator - not even close to the
> level of the Mac emulators. It's just an interesting/illegal hack job.
> More novelty than utility. Oh well, at least Amiga users can run Opus now,
> at half speed. (No, I didn't give him a copy)

Thanks for the info on the Atari1 emulator, Craig. I think I might wait
a while before dumping my ST for an Amiga. :-)

>
> BTW, George Harrison, are we going to see a new version of Opus soon?
>

Doug Harrison actually, but don't worry, I make this sort of mistake
too.

The last time I was in contact with him, he'd put his plan to write a
completely new spreadsheet on hold. He wasn't sure there'd be a market
for it, and he was waiting to see how successful the TT would be. From
that, I guess we can take it that the new program will be either a long
time coming or won't arrive at all. As far as I know, Doug hasn't done
any more work on Opus since v2.2 (2.3 for shareware contributors).
Shame, as it's a fine program except for a few niggles (having to press
the f9/f10 keys to enter labels/formulae, etc.)

Doug didn't want to do more work on Opus because some of the changes he
wanted to make involved getting very deep into the code. He said that
since he'd learned about the vagaries of GEM through writing Opus, he'd
sooner start again and do the job properly.

Perhaps he could be persuaded to do something if enough people asked
him. He's been writing programs for CodeHead Software recently, so you
could reach him there or (I think) at the address in the Opus info box.
Also, he's on CompuServe: address your queries/requests to
72277.2315@compuserve.com

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

2615. Re: Tos 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 12:44:32 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280016@hpgnd.HP.COM>
Source record: 237935

You cannot remove a folder if it is not empty.

So , in your case , the folder junk contains the folder .jnk so you cannot remove junk until you remove .jnk first.

2616. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 13:27:32 UTC
From: paul@tredysvr.Tredydev.Unisys.COM
Message-ID: <954@tredysvr.Tredydev.Unisys.COM>
Source record: 237936

In article <90285.225011CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:
>
> I don't know how many of you follow comp.sys.amiga but one of the topics
>over there is an ST emulator that works! It seems that this program contains
>a copy of TOS and GEM in it. I don't think this is compleately legal. For
>anyone intrested in knowing the site with this program it is abcfd20.larc.nasa.
>gov directory incoming/amiga program name atari1.
>

Information on the ST emulator for the Amiga can be found in the recent issue of computer Shopper (either Sep or Oct) in the Amiga section. There are two in existent. One is a software emulator that the author calls a real joke. The other is a hardware emulator call the Medusa which I think is still in development.

2617. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 13:39:40 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340008@hpfcso.HP.COM>
Source record: 237937

```
>> Most serious computer buyers will see the Mac Classic for what it is:
>> it's the rest of Atari's old inventory, packaged in new cases (maybe?)
^^^^^^ I suppose you mean Apple's
>> and spruced up a little. They're just trying to clean out the warehouse.

> I think you're way off base.

> Apple isn't cleaning out old inventory. They're setting up new production
> lines...

The next time I shoot off my mouth, I'm going to make sure my foot isn't in
the line of fire...

Well, I've seen inventory dumping before, and I thought I recognized it this
time. Guess I was wrong.

At any rate, you should have seen the look of stark terror on my wife's face
when I told her about the new, low-cost Macs! (Good thing I haven't told
her about the pizza-NeXt's. :-)

Regards
Ray "no, honey, I'm not going to buy one" Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com
"... yet"
----------
```

2618. terminator and atarimgr.zoo

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 13:42:28 UTC
From: paulm@ccicpg.UUCP
Message-ID: <90298@ccicpg.UUCP>
Source record: 237938

For the passed week I've made several attempts to get terminator
to send me the utilities/atarimgr.zoo file but I get no responce.

I've recieved other files before so I assume I'm doing it right.
The command I'm using via uunet is sendb utiltities/atarimgr.zoo

I installed MiNT on my ST and can't wait to try MGR on it.
Can anybody else send me or tell me where I can get the binaries
for MGR ,I can't ftp :^(.

Thanx in advance, Paul Moreau.

```
.=============================================================.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A | < An STC Company > |
| ### ######## ######## | (was CCI) | \==============/ |
|-------------------------------------------------------------|
| UUCP: ...ccicpg!dl2!paulm | Paul L. Moreau |
| or ...ccicpg!dl1!paulm | Sr. Diagnostics Software Eng |
| or ...ccicpg!paulm | Irvine, California |
`=============================================================='
```

2619. Re: New Mac prices

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 13:56:28 UTC
From: mjv@brownvm.brown.edu
Message-ID: <53413@brunix.UUCP>
Source record: 237939

In article <5281@quiche.cs.mcgill.ca> tinyguy@quiche.cs.mcgill.ca
(Yeo-Hoon BAE) writes:
> Mac Classic
> proc: 68000@7.8336MHz
> [delete,delete]
> price: for 2Mb/no drive:
> $999
^^^ Actually it only has 1meg, not 2 for the $999.

> for 2Mb/40Mb drive:
> $1499

> Also, the LC comes equipped with an Apple IIe emulator and it can run
almost
> all apps for the IIe.

Nope, the Apple IIe card is optional and will set you back another $199.

Marshall
****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

2620. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 14:09:47 UTC
From: newton@ils.nwu.edu
Message-ID: <2166@anaxagoras.ils.nwu.edu>
Source record: 237940

+ oh jeezus.... So now the Atari users, who are enjoying the use of PC-Ditto
+ and software Macintosh emulators are getting ready to prevent other people
+ from doing the same thing on other computers??? I don't believe this.

+ Haven't we learned anything from the GNU/Macintosh debates? The entire
+ reason GNU has stuff out for Atari and NOT for Mac is because Apple is so
+ sue-happy that GNU felt it a waste of time to port it onto a computer which
+ is run by such a haughty company (this is just my interpretation of it - I
+ am sure that if someone stated only the facts over this debate, which took
+ place quite a few years ago, other interpretations can be made).

Yeah, but PC-Ditto and Spectre are _legal_... If they (the creators of
the so-called ST emulator (which apparently is buggy as hell)) had
licensed TOS/GEM, fine--no complaints. But even _I_ have a problem with
something so blatantly (apparently) illegal.

David L. Newton | Work: (708) 491-4791 | VR is great!! I died in one-
ILS | Home: (708) 332-2321 | (with virtual insurance, of
1890 Maple St. |------------------------| course) collected it, and am
Evanston, IL 60201 | "Purveyors of fine AI" | now virtually happy. I think.

2621. MiNT & MGR: How Opening a window ? (Novice)

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 15:12:00 UTC
From: dingelde@zgdvda.zgdvda.uucp
Message-ID: <3005@zgdvda.zgdvda.uucp>
Source record: 237941

Hi!
Great thanks to Eric Smith for MiNT; It look's quite well after some
minutes playing with it. But if I start mgr and try to open a
window (initially there is none) I get the error message
Can't get a pty
What have I to do here ?

Greets Dennis

--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@zgdvda.uucp) Wilhelminenstr. 7 wMw
D-6100 Darmstadt, West Germany ~.~
Phone: +49/6151/155-121 \-/

2622. Re: The ABC programming language

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 15:20:49 UTC
From: steven@cwi.nl
Message-ID: <2370@charon.cwi.nl>
Source record: 237942
Cross-posted to: comp.lang.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc

The implementations for ABC are now also available by ftp from
uunet.uu.net [192.48.96.2] in directory languages/abc.

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl
"Let us go then you and I/while the night is laid out against the sky/like a
smear of mustard on an old pork pie"
Nice poem Tom. I have ideas for changes though, why not come over? - Ezra

2623. DeskJet stuff & Life!

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 15:49:10 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <860@accucx.cc.ruu.nl>
Source record: 237943

I have just posted the FULL version of Life (with text and samples) to
c.s.a.st.binaries as well as some utilities for the deskjet and deskjet
plus printers.

I have also uploaded them to atari.archive, filenames are:
lifeuniv.arc (arc 6.02 needed - subdir!)
djstuff.arc

Included with this posting are excerpts from the accompanying text files.

Enjoy! Jeroen. (jeroen@phil.ruu.nl)
----------Cut Here----------

This file accompanies the two accessories DJ+_SET.ACC, DJ_SET.ACC and the
program DJDUMP.PRG.

Both accessories are configuration utilities for the HP DeskJet/HP DeskJet+
printers respectively.

The DJ+ has, in combination with the ST, an ugly feature: if it's powered
ON after the ST has booted, the ST will think the printer is not available.
(:- that is, unless you buffered the STROBE line)
Before you switch on the DJ+ the ST *DOES* think it can print.
If you call the DJ+_SET accessory it detects an unavailable printer,
and - if appropriate - it resets the concerning hardware ST registers.

This means you can now switch your DJ+ on after system powerup: just call
the accessory once, and the printer will be available.

Since I had to make an accessory for the DeskJet+ anyway, I thought I might
just as well add ome functionality in it too.

Once I finished that accessory it sprung to me such an accessory might come
in handy for ordinary DeskJet too: I stripped the code down a bit and
modified the resource.

Features:
- Release the printerport if incorrecty kept busy (DJ+ acc only);
- Set perforation skipping on;
- Set wrapping of long lines on;
- Set text scaling on;
- Choose between portrait and landscape printing (DJ+ acc only);
- Choose between 6 lines/inch and 8 lines/inch;
- Choose between letter and draft quality printing;
- Choose between 10, 16.67 and 20 cpi pitch;
- Select/disable left, right, top and bottom margins of one inch;
- Save your setup IN THE PROGRAM ITSELF (no extra setup file is used);

- No resource file needed (is included at compile-time);
- Configure the printer at boot time.

The program DJDUMP is a program to print screendumps on HP printers. It is a rewrite of a PD program I got from some ftp site; I have changed it in four ways.
First, the original program took about 2 kB of memory, mine needs only half.
Second, the original just dumped the screen to the printer: my version compacts the graphics data (it uses mode 2 graphics data), so most of the times the 32 kB of ST screen memory fit in the printer's buffer.
Third, my version also centers the screen dump, which the original did not.
The fourth change that I made is technical: making the program install itself legally. The original just stole the ST's system vector 'dump_vec' at $502, the old and illegal way. My version uses the XBRA protocol to install itself: the XBRA-id is "hpdj". It knows if it's already installed, so it will install itself twice. Other programs can find out if it's there too, by following the XBRA chain at $502.

Questions, bug reports etc.:

email to jeroen@phil.ruu.nl
----------Cut Here----------
Life v. 2.4

1. The Game of Life

Life is a 0-player game. It is played in a 2-dimensional universe, of which the opposing edges are connected.

The rules of Life are simple; at a certain location in the universe (called a cell) there is either life (the cell is alive) or not (the cell is dead). The only actions a cell can take is to die if it is alive and to be born if it's dead. These actions take place in cycli, socalled generations. Now the two rules of Life are these:
* Birth rule:
A cell that is dead in generation t will be alive in generation t+1 if and only if it has exactly three living neigbours in generation t.
* Death rule:
A cell that is alive in generation t will be dead in generation t+1 if and only if either it has less than 3 (exposure) or more than 4 neighbours (overcrowding) in generation t.
The death rule can negatively be stated as a survival rule:
* Survival rule:
A cell that is alive in generation t will be alive in generation t+1 if and only if either it has exactly 3 or 4 neighbours in generation t.

You may wonder what the interest of this game is. It just happens to be the case that Life has interesting mathematical/logical features: I will mention these briefly (without any proofs).
- Life's behaviour is chaotic; the question whether a given Life-

configuration will stabilise or not is not decidable. In short,
the reason for this is that Life can only determine certain
configurations - those that do stabilise in finite time.
- Life is powerful: it is a system as powerful as any computer,
since it can be shown to be equivalent to the One-Tape Turing
Machine, which in turn is equivalent in force to lambda-calculus,
RAM-based machines etc. etc.

2. Manual for ST Life 2.4

ST Life interacts with the user as usual, using the mouse, menus,
windows, dialogs, and alert boxes. Printing is performed by GDOS.

You can draw in the Life-window with the mouse: pressing the left
button somewhere will force the cell at that location to be born,
the right button will kill a cell.

Features:

Life is a full GEM-based application.

The option "Save..." allows you to save the universe currently
on screen to a file, for which you will have to choose a name
using the fileselector first. Note that Life uses the extended
fileselector if possible (TOS >= 1.4).

The "Print"-command prints the currently shown universe using
a GDOS printer driver.

"Random" initializes a universe randomly.

"Load..." loads a selected Life-universe.

"Random Factor" selects the probability of a cell to be alive if
a universe is initialized randomly, indicated by a percentage.

"Cell Size" selects the cell size to use: images of the sizes you
are allowed to choose from are selectable.

"Birth Rules" and "Survival Rules" allow you to change Life's rules.
You select the cases in which you want birth resp. survival to take
place.

Questions, bugs, etc. at jeroen@phil.ruu.nl

2624. Re: TCP/IP for the ST, recent code

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 16:08:54 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810024@hpnmdla.HP.COM>
Source record: 237944

Darn! Two moving parts and I'm one of them and I still can't get it right!

The files are on col.hp.com [15.255.240.16] not whatever I said in the basenote.

Glenn Elmore

2625. Old Western Electric modem

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 16:11:54 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340010@hpfcso.HP.COM>
Source record: 237945

Hello all,

I inherited an old modem and I'm trying to get it working with my ST. Can anybody out there help me with it?

The modem is an old Western Electric 1200-bps modem, connected to a touch-tone desk set. The label on the bottom of the modem says:

```
-------------------------------------
| |
| 470W2 DATA MOUNTING |
| P/O DATA SET 212AW OR ARW TYPE |
| SERIES 1 1V MG 78 |
| |
-------------------------------------
```

(I assume that the "1V MG 78" is a date code, and that the modem is about 12 years old...?)

There are 5 pushbutton toggle switches on the front:

AL ST RDL DL HS

There are 8 indicator lights on the front:

MB TR MR SD RD HS MC TM

The lights can be turned on in various combinations, depending on how you set the swtiches. Not all the lights come on at once.

I have tried several different switch combinations (less than 2^5 - 1) and haven't yet been able to connect to any local BBS's. Any help anyone could give me would be appreciated. I'll gladly pay for a photocopy of the original manual, even.

Please reply by email, as this is of limited interest to the rest of the net.

Many thanks
Ray Depew
HP Colorado IC Division
rrd@hpfitst1.hp.com

2626. Does anyone have Firstbase or phone.acc?

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 16:42:31 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3408@vela.acs.oakland.edu>
Source record: 237946

I was told of a PD data base called firstbase, and I am trying to hunt it down, as well as the atari explorer program phone.acc. If anyone either has them, or knows where to get them, I would really appreciate it.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2627. Mega 2-> 4Meg?

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 17:00:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <46300103@uxa.cso.uiuc.edu>
Source record: 237947

Does anyone have docs on how to upgrade a Mega 2 to 4 Megs?
I have checked my motherboard and all the traces seem to be there, so
it seems to be a matter of adding the rams and capacitors. The rams
should be no problem, but I need to know what capacitance the capacitors
should have, if there are any jumpers that need to be connected, etc.
If anyone has pulled this off, please drop me a line.

Thanks,
Mike Stepniczka
mts10271@uxa.cso.uiuc.edu

2628. Looking for Joust

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 17:58:18 UTC
From: cjy@uafhp.uark.edu
Message-ID: <5406@uafhp.uark.edu>
Source record: 237948

My son has reached the age where he shows some initial interest in my ST, specifically games, but I'll turn him around as he gets older. Anyway, I dusted off my ancient copy of Atari's "Joust" for him to play with, and, horrors, I can't read it on any of my drives! Losing this disk is pretty unforgivable on my part, as it is not even copy protected, but I guess over the years that it sat idle, I used my backup disks for more serious things. So, can anyone out there make arrangements with me to restore my disk? I'll provide whatever proof of ownership I can. (i.e. fax you a picture of it (next to a copy of today's paper, of course. :-)), or anything else you can think of.) Thanks in advance for any help.

Calvin Yockey
cjy@uafhp.uark.edu
University of Arkansas

Work : (501) 575-6715
Home : (501) 636-1406

2629. Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 18:03:16 UTC
From: darekm@microsoft.UUCP
Message-ID: <58268@microsoft.UUCP>
Source record: 237949

I'm not sure if a message I posted a few days ago made it anywhere because it was about 10K in size, so instead of reposting it, I will email it to anyone who is interested.

Anyone interested in finding out more about the Quick ST II Challenge should reply to this email and it will be emailed to you right away.

In a nutshell, the Quick ST II Challenge is this: we are so sure that you will like the new Quick ST 2.2, that we have released a FREE demo of it. The demo is already available for download on Compuserve and GEnie, and runs on the 68000, 68030, color, mono, Moniterm, etc, and is faster than even recent commercial releases of Quick ST or Turbo ST. (The real Quick ST 2.2 is even faster though). If you can't download the demo, we are offering to send you a disk containing the demo, ABSOLUTELY FREE. All we need is your mailing address. So reply to this email and I'll email you the complete details of the Quick ST II Challenge. And yes, you even get to keep the disk.

- Darek

Darek Mihocka (206)-885-5893 All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

2630. Emulation is GOOD! (was Re: We've been EMULATED.)

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 18:27:30 UTC
From: gow@sakari.mrceg
Message-ID: <GOW.90Oct16132730@sakari.mrceg>
Source record: 237950
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac.misc

I second the suggestion put forth in the referenced article. I would add that I don't really support pirating of OS software (except where there is no other way - get it Apple swine??) but, on the contrary, I think that it is in the interest of the smaller vendors (including Apple) to license their SW. Let's consider the numbers.

The most recent figures I've seen give Apple about 7% of the PC market. IBM and clones outsell Mac by 10 to 1. Because of this, the Mac has only recently got out from under the "But there's no software" cloud. With SW resources being shifted to Windows 3, they are probably headed back into that same bind. IBM has only an 11% share. The clones have most of the market. IBM, though, has been selling high priced PS2 systems to businesses and making money on it. They are guaranteed good software support by the volume of the clones.

Atari, Amiga, etc. have a tiny fraction of the market. They have been quite unsuccessful at attracting and keeping the interest of the big software houses. By facilitating emulation they quickly and cheaply increase their installed base. The hardware makers can still differentiate their products and compete. They will still have their current strong points - Atari's MIDI, Amiga's video, and such to go on. They also can generate revenue by selling OS software.

How can emulation help Apple? Look at their "new strategy". They spend resources developing and rolling out three new "low cost" products. The market reaction is not so good and their stock drops the day after the announcement. Will these new products give their installed base the boost it needs to compete with the IBM compatibles for SW development dollars? I doubt it. Furthermore, there are market segments that they have failed to address and it is costing them current, and therefor future, customers. The Walkabout by Outbound is a good example. It fills a market need that Apple has still not addressed. Why not get at least the SW dollars from that segment plus the future hardware sales to customers with lots of Mac software? Put simply, they are fighting Windows 3, not Atari, Commodore and Outbound - and they need all the help they can get.

Where would the IBM PC be without the clones? Probably in the trash heap with the PC Jr. (where I think it belongs) due to lack of market interest and software. Where will Atari, Amiga, and yes, Apple be without "clones"? Probably in the ditch with their broken-down software, watching the IBM world speeding past.

680X0s unite!! Crush the Intel dogs! Had they done it before the '386
then maybe they could have prevented the loss of the market to feeble
Intel chips.

-Ed
--
------ Ed Gow ------ uwm!mrsvr!gemed!sakari!gow -----------

My opinions are NOT those of GE.
MGB - The most fun you can have in a car without a back seat

2631. Re: We've been EMULATED.

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 18:32:19 UTC
From: rnews@qut.edu.au
Message-ID: <18558.271b5233@qut.edu.au>
Source record: 237851

In article <90285.225011CXS128@psuvm.psu.edu>, CXS128@psuvm.psu.edu writes:
>
> I don't know how many of you follow comp.sys.amiga but one of the topics
> over there is an ST emulator that works! It seems that this program contains
> a copy of TOS and GEM in it. I don't think this is compleately legal. For
> anyone intrested in knowing the site with this program it is abcfd20.larc.nasa.
> gov directory incoming/amiga program name atari1.
>
> John T.

We have had a play with this ... Only thing thats run so far is Gulam.

None of the gem stuff has run.

I wouldn't think so highly of it .... can't even run neodesk :-)

BOB
ST User and NeoDesk fan extroardinaire

2632. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 20:51:19 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340011@hpfcso.HP.COM>
Source record: 237852

Copied from comp.sys.brand.x:

> From: ragg0270@uxa.cso.uiuc.edu (Richard Alan Gerber)
> Date: Mon, 15 Oct 1990 13:23:13 GMT
> Date-Received: Tue, 16 Oct 1990 19:12:15 GMT
> Subject: Re: not good news
> Newsgroups: comp.sys.xxxxxxxxxx
>
> OK. Here's what I saw on the news wire:
>
> Mac Classic $999. 9-in BW screen. 68000 processor.
> Mac LC $3,098. 68020 processor. 2 Meg RAM. Hard Disk. Color capabilities.
> Mac IIsi. $3,769. 68030 processor. 2 Meg RAM. 80 Meg HD.
>
> Not a very complete discription, but that's all the story said.

Let the comments fly. I ain't gittin' into it this time!

Ray

2633. Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 21:34:04 UTC
From: apratt@atari.UUCP
Message-ID: <2709@atari.UUCP>
Source record: 237853

Some people have expressed confusion over the legality of the "Atari emulator" now floating around the net for the Amiga. I understand that Atari's position is that it is a grave and flagrant violation of Atari's copyright, and we are asking everybody, especially archive sites and BBSes, to stop distributing it and remove all copies they have. I don't know why people think this *could* be legal: it's a derivative work from Atari's copyrighted material, and Atari intends to protect its copyrights.

Some people have expressed dismay that their favorite archive or BBS might get in trouble. In my *personal* opinion, the operators of these sites bring doom upon themselves by making uploads immediately available for downloading, with no checks on the content of the uploads. I believe that only a Common Carrier, such as the phone company or an airline, can legally be blind to the content of the information or goods they transport and distribute. Everybody else is responsible for exercising due diligence to ensure that no illegal activity is going on using their equipment or service. Since this program is prima facie a copyright violation, a duly diligent sysop would not have made it available for downloads.

Finally, some people have expressed the opinion that Atari should be a "good guy" and take no action concerning this. That's nonsense. If you don't vigorously protect your copyrights, you lose them. Ignoring this could mean relinquishing all rights to protect TOS from copying and modification.

This message represents my opinions and things I believe to be true, but it is not to be considered a legal opinion from Atari's legal department or anybody else but me.

-- Allan Pratt
Systems Software Engineer
Atari Computer Corp.
...ames!atari!apratt

2634. Looking for VCEL address

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 21:53:44 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990Oct16.215344.16197@cs.wayne.edu>
Source record: 237854

I am looking for the address of the VCEL animation program. The author had available some videos showing off some of the things the program did, and I planned to get one but lost the address. Can someone send me the address for this program?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2635. Re: Any hardware hacks anyone ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-16 22:14:22 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct16.221422.29200@math.lsa.umich.edu>
Source record: 237855

In article <750088@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:
>I have been monitoring comp.sys.atari.st for almost a year waiting for a repost
>of the overscan mod. Yes yes!

The full documentation, source, and binaries for overscan are on
atari.archive.umich.edu in ~ftp/atari/utilities/overscan.arc.

Note that this stuff is a little over a year old now. The authors
have since created a commercial product called AutoSwitch Overscan,
which is supposed to automatically switch back to normal resolutions
when running incompatible software. I have asked for more info on
the product, but have not yet received any reply.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2636. Re: MiNT & MGR: How Opening a window ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 00:23:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7440.271b6c49@uwovax.uwo.ca>
Source record: 237856

> Great thanks to Eric Smith for MiNT; It look's quite well after some
> minutes playing with it. But if I start mgr and try to open a
> window (initially there is none) I get the error message
> Can't get a pty
> What have I to do here ?

You're welcome.

How much memory do you have? With 1 megabyte of memory, by the time MiNT and MGR are loaded there is very little left. You'll have to remove all ramdisks, etc. to get enough memory to open a window; also I recommend using a fairly small shell (e.g. MiNT's init.prg). Make sure that the SHELL environment variable is set to the full path and name of your shell, with a command like "setenv SHELL c:\init.prg" (you can put this in the file init.rc if you're using MiNT's default init.prg).

If all else fails, push CTRL-ALT-F1 twice and try again. The screen will show a trace of what's happening as you try to open the window; from this you may be able to see what's wrong.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2637. First Base

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 05:07:09 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct17.050709.25275@ecst.csuchico.edu>
Source record: 237857

I just sent First Base, a database program, to atari.archive.

--
==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2638. some questions from a newcomer

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 05:49:40 UTC
From: dwy47@unix.cis.pitt.edu
Message-ID: <49468@unix.cis.pitt.edu>
Source record: 237858

Hi, pardon me if my questions are dumb.

I got quartet.lzh from the archiver and unlzh all the pieces. But it seems like whenever I ran the program, there's a system error and the screen just flashes by and return to the desktop. Do I have to have some kind of hardware and system setup (like some version of TOS or a sound chip etc) in order to play that?

Secondly, how can I get a unix from ST, if such exists. Is it PD or do I have to obtain from a vendor? What is Gulem, which I have heard a couple times.

Thanks

2639. Re: What speed Ram?

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 06:09:44 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <39182@ucbvax.BERKELEY.EDU>
Source record: 237859

I did this memory upgrade twice. Once on a 1040st and once on a 520stfm. The important thing is to figure out which lines are being rerouted because the are not pin compatible. The plans are good but not perfect. The new 1040st mothter-boards are very different tahn the layout of the motherboard he described. All iin all it was a lot of work 8 to 10 hours. the plans have a liitle flaw in them.\

If anyone has any questions email me at emerson@stat.berk.EDU..seeya.....

2640. overscan & SCSI drives (help!)

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 10:00:30 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1609@xenon.kcl-cs.UUCP>
Source record: 237860

Briefly, thanks to the dozens of replies requesting overscan details.
I will post it as soon as possible- there will be a delay though due to the problem I am about to describe...

Does anyone out there use more than one ST hard drive with GE-soft host (SCSI) boards???
I have been trying for quite a while to get more than one drive up at once- things work for a while, then slowly all the directories fall apart...
I have 3 drives and 2 host boards (both GE-soft). The drives are a seagate ST157N, a quantum 40S (or something, it's very quick) and a syquest SQ555 removable drive. in any combination, the problem is the same, and the same symptoms occur whether the drives are chained on the SCSI side or on the DMA side. I have tried reformatting and repartitioning two drives at once (I'm only ever using 2 at any one time- I have 2 STs) and things work just fine- loads of space, backing up couldn't be easier (syquest!) etc...
however, after a few megs have been thrown around, everything falls apart.
(Before anyone says- I'm using folder700.prg...)

Can anyone shed any light on this?? I am confused!!

Thanks in advance...
(My copy of the overscan mods was not backed up..., but I can get it again!)
<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

2641. *.IMG and *.GEM files

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 10:12:54 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Oct17111242@mowitz.pdc.kth.se>
Source record: 237861

Hello everybody... Working with graphics, I am looking for a COMPLETE
description of *.IMG and *.GEM formats and also for *good* and *quick*
routines (C or GFA) writing and reading these files.
Thanks for all...

/Dan/

Replies: glazou@mowitz.pdc.kth.se


```
+-------------------------------------------------------------------------+
| Let the Pixels live on the screens... |
+-------------------------------------------------------------------------+
| Daniel Glazman, Guest Student, Ing. Dipl. Ecole Polytechnique France |
| TDS, Royal Institute of Technology, Stockholm, Sweden |
| E_Mail: glazou@mowitz.pdc.kth.se |
+-------------------------------------------------------------------------+

--
+------------------+----------------------------------------------+
| Let the pixels | Daniel Glazman - Etudiant de 3eme annee |
| live on the | Telecom Paris - Ingenierie du Logiciel |
| screens... | E_Mail actuel : glazou@mowitz.pdc.kth.se |
+------------------+----------------------------------------------+
_____________________________________________________________________
/ / \
| Daniel Glazman, Ing. Dipl. Ecole Polytechnique Palaiseau France | |
| Kungl. Tekniska H\gskolan, Telekommunikations- och DatorSystem | |
| S-100 44 STOCKHOLM, SWEDEN | |
\_____________________________________________________________\__/
```

2642. Re: The ST, the IBM, and Mac FDHD drives

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 10:13:20 UTC
From: decouty@irisa.fr
Message-ID: <1990Oct17.101320.25471@irisa.fr>
Source record: 237862

In article <ob6ANRy00VIAE0gXMZ@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
| I write for the alternative newspaper here. When I do my article
| writing, I like to do it at home on my ST. I submit my articles on disk
| to the Mac-using editors because retyping s**ks, and the paper is
| desktop-published.
|
| How do I do this, you ask?
|
| Well, since the ST writes disks in (damn close to, but not exactly) IBM
| format, what I need is a Mac that can read IBM (MS-DOS) disks. The new
| Mac SE's and above have FDHD drives that can do this.
|
| At first I couldn't get the Mac to read the Atari/IBM disk. I did
| everything: 720K format, 360K format, etc. It seems that the Atari
| writes disks just different enough from true IBM format to screw up the
| (very primitive) Apple File Conversion Utility.

You are right: Mac AFE does not read ANYTHING but a 200% IBM format!

|
| The solution? Format the disk you save your data on on the FDHD-equipped
| Mac. The Apple File Conversion Utility lets you do this, just pop a
| blank disk in and it will ask you if and how to format it. Select MS-DOS
| format, at whatever density your ST can handle.
|
| This disk will be accepted by the ST, although it will be a little
| different from standard ST format (ex. the Mac will *INSIST* you name
| the disk; this name will appear as a file on the ST desktop (leave it
| alone!))
|

Another solution is to use ibmfmt.tos from Moshe Branner: it works perfectly well with Mac AFE. Putting a MS-DOS boot sector with DCformat (3.0) is of no use because DCformat keeps the original size of FAT, which, on ST is 5 sectors and on IBM is 3 sectors! I think AFE tests this info.

| I basically translate ASCII text, command codes really screw the
| conversion process up. I go from Word Writer ST (ASCII saves) to
| MacWrite format. Data such as spreadsheet stuff might be possible.
|
| Anyone with any response/advice/similar situation can email me here at CMU.
| --
| --------------
| |\ /|

| | \/ | ike Greelish
| Carnegie-Mellon U. undergrad
| quote: "CMU is as close to artificial reality as you can get in 1990."
| stupid disclaimer: My opinions are MINE MINE MINE all MINE!!!

--
[Bertrand DECOUTY | EMAIL : decouty@irisa.fr, decouty@irisa.uucp]
[IRISA - INRIA (Atelier) | {uunet,mcsun,inria}!irisa!decouty]
[Campus de Beaulieu | PHONE : +33 99 36 20 00]
[F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA]

2643. Arcgsh 3.2 submitted to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 10:43:38 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2726@laura.UUCP>
Source record: 237863

I just submitted a new version of Arcgsh to comp.binaries.atari.st. It has an automatic startup feature now: Just doubleclick on an archive file (say FOO.ZOO), Arcgsh starts up and immediately shows the right archiver dialog box (here: the Zoo dialog box) with the name of the archive file already filled in. Drawback for old-TOS users: This feature works properly only under TOS 1.4.

--
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Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2644. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 10:45:52 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <861@accucx.cc.ruu.nl>
Source record: 237888

In article <58268@microsoft.UUCP>, darekm@microsoft.UUCP (Darek MIHOCKA) writes:ash

message I posted a few days ago made it anywhere because
|>it was about 10K in size, so instead of reposting it, I will email it to
|>anyone who is interested.
|>
|>Anyone interested in finding out more about the Quick ST II Challenge should
|>reply to this email and it will be emailed to you right away.

Oh Darek, if only you had put in a *VALID* email adress... my mailers do not
support uucp adressing. Anyone knows a real email adress?
B.t.w., if you're going to mail anyone asking to anyway why not include the
Quick ST II Challenge in it? Saves us downloading or you sending floppies.

2645. Atari Copyrights on TOS ;-)

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 12:07:16 UTC
From: Bill_von_Hagen@transarc.com
Message-ID: <kb74Zov0Bwwu03hoQe@transarc.com>
Source record: 237864

I can understand Atari's interest in holding on to its TOS copyrights. If they didn't, Sun and AT&T would probably discard UNIX in favor of TOS, which is such a great operating system. MS-DOS would certainly go away also, as well as AmigaOS. I mean, who wouldn't want a graphical, somewhat buggy OS that can only be expanded by replacing ROMS?

;-))))))

2646. Re: gcc questions

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 12:43:15 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Oct17134315@ghiggins.hpl.hp.com>
Source record: 237865

I would like to know if the GNU C compiler (version 1.37 I think) can be used on a 1040 with 1Meg memory.

Yes, but you won't be able to compile anything larger than about 10K's worth of code.

2647. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 13:21:45 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct17.132145.12476@cunixf.cc.columbia.edu>
Source record: 237866

In article <58268@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:
>I'm not sure if a message I posted a few days ago made it anywhere because
>it was about 10K in size, so instead of reposting it, I will email it to
>anyone who is interested.
>
>Anyone interested in finding out more about the Quick ST II Challenge should
>reply to this email and it will be emailed to you right away.
>
>In a nutshell, the Quick ST II Challenge is this: we are so sure that you will
>like the new Quick ST 2.2, that we have released a FREE demo of it. The demo
>is already available for download on Compuserve and GEnie, and runs on the
>68000, 68030, color, mono, Moniterm, etc, and is faster than even recent
>commercial releases of Quick ST or Turbo ST. (The real Quick ST 2.2 is even
>faster though). If you can't download the demo, we are offering to send you
>a disk containing the demo, ABSOLUTELY FREE. All we need is your mailing
>address. So reply to this email and I'll email you the complete details of
>the Quick ST II Challenge. And yes, you even get to keep the disk.

Well, after seeing you chastise some other poor soul for "wanting something
for nothing," I think it is only fair to say that you are guilty of the
same. By using a free medium (Usenet), to advertise your commercial product
you are taking advantage of all those sites out there who pay for the
net to operate. How about giving them a royalty from future sales to
cover their blood, sweat and tears in keeping Usenet alive? :-)
Hehe, if the above sounds ridiculous to you (and I suspect it does), I
suggest you go back and re-read your post that I'm referring to for a
REAL laugh.

>- Darek

Cheers,

Chris
------------------------------+--------------------------
Chris Mauritz |D¦r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2648. Emulation is GOOD! (was Re: We've been EMULATED.)

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 14:36:53 UTC
From: gow@sakari.mrceg
Message-ID: <GOW.90Oct17093653@sakari.mrceg>
Source record: 237867
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

I second the suggestion put forth in the referenced article. I would add that I don't really support pirating of OS software (except where there is no other way - get it Apple swine??) but, on the contrary, I think that it is in the interest of the smaller vendors (including Apple) to license their SW. Let's consider the numbers.

The most recent figures I've seen give Apple about 7% of the PC market. IBM and clones outsell Mac by 10 to 1. Because of this, the Mac has only recently got out from under the "But there's no software" cloud. With SW resources being shifted to Windows 3, they are probably headed back into that same bind. IBM has only an 11% share. The clones have most of the market. IBM, though, has been selling high priced PS2 systems to businesses and making money on it. They are guaranteed good software support by the volume of the clones.

Atari, Amiga, etc. have a tiny fraction of the market. They have been quite unsuccessful at attracting and keeping the interest of the big software houses. By facilitating emulation they quickly and cheaply increase their installed base. The hardware makers can still differentiate their products and compete. They will still have their current strong points - Atari's MIDI, Amiga's video, and such to go on. They also can generate revenue by selling OS software.

How can emulation help Apple? Look at their "new strategy". They spend resources developing and rolling out three new "low cost" products. The market reaction is not so good and their stock drops the day after the announcement. Will these new products give their installed base the boost it needs to compete with the IBM compatibles for SW development dollars? I doubt it. Furthermore, there are market segments that they have failed to address and it is costing them current, and therefor future, customers. The Walkabout by Outbound is a good example. It fills a market need that Apple has still not addressed. Why not get at least the SW dollars from that segment plus the future hardware sales to customers with lots of Mac software? Put simply, they are fighting Windows 3, not Atari, Commodore and Outbound - and they need all the help they can get.

Where would the IBM PC be without the clones? Probably in the trash heap with the PC Jr. (where I think it belongs) due to lack of market interest and software. Where will Atari, Amiga, and yes, Apple be without "clones"? Probably in the ditch with their broken-down software, watching the IBM world speeding past.

680X0s unite!! Crush the Intel dogs! Had they done it before the '386
then maybe they could have prevented the loss of the market to feeble
Intel chips.

-Ed
--
------ Ed Gow ------ uwm!mrsvr!gemed!sakari!gow -----------

My opinions are NOT those of GE.
MGB - The most fun you can have in a car without a back seat

2649. Re: Atari Copyrights on TOS ;-)

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 15:39:41 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1650@ruunsa.fys.ruu.nl>
Source record: 237868

Bill_von_Hagen@transarc.com writes:

>I can understand Atari's interest in holding on to its TOS copyrights. If
>they didn't, Sun and AT&T would probably discard UNIX in favor of TOS,
>which is such a great operating system. MS-DOS would certainly go away
>also, as well as AmigaOS. I mean, who wouldn't want a graphical, somewhat
>buggy OS that can only be expanded by replacing ROMS?

Not to defend TOS, but the fact that inly ROMS can be used is a hardware
matter, not of TOS.
By the way if I could choose I would prefer TOS over MS-DOS for sure.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

2650. WANTED 720K EXT DRIVE

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 17:04:32 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Oct17.170432.1230@ncsuvx.ncsu.edu>
Source record: 237869

WANTED GOOD CONDITION DD/DD (720K) EXTERNAL DISK DRIVE (ATARI BRAND OR ANY OTHER)

Will accept reasonable offer (keeping in mind prices for new drives)

Thanks\
S Misra

2651. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 18:17:03 UTC
From: darekm@microsoft.UUCP
Message-ID: <58306@microsoft.UUCP>
Source record: 237870

In article <58268@microsoft.UUCP> darekm@microsoft.UUCP (me!) writes:
>I'm not sure if a message I posted a few days ago made it anywhere because
>it was about 10K in size, so instead of reposting it, I will email it to
>anyone who is interested.

I've been told that simply replying to that email did not always work.
I have been asked to post an email path. So if you are interested in
having me email you a copy of the Quick ST II Challenge (a 10K text file)
then please send your request by email to uunet!microsoft!darekm

- Darek

Darek Mihocka uunet!microsoft!darekm All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

2652. Zmodem restart?

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 19:30:00 UTC
From: andre@compulink.co.uk
Message-ID: <memo.12429@cix.uucp>
Source record: 237871

Does anyone have a version of the Zmodem receive module (RZ.TTP) which will accept a LOCAL -r parameter to restart an aborted or crashed download?

The one I'm using at the moment requires the host system to request a re-start, and our system won't do that - it requires the remote user to set the mode.

Any ideas? (I need it to run as an EXEC program from Flash, BTW, so don't point me at a complete comms package that supports this feature).

Thanks,

Andre

Andre Willey | Email: andre@cix.UUCP (preferred)
7 Oaklands Road, Sutton Coldfield, | andre@cix.compulink.co.uk
West Midlands, B74 2TB, England. | ...{mcsun}!ukc!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

2653. Re: Atari Copyrights on TOS ;-)

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 19:57:25 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Oct17155725@tab00.larc.nasa.gov>
Source record: 237872

>Not to defend TOS, but the fact that inly ROMS can be used is a hardware
>matter, not of TOS.
>By the way if I could choose I would prefer TOS over MS-DOS for sure.

Yeah, what about taking all the old roms and making thoe chip
bugs/friends/animals out of them?
``Yo, Amigo, wanna buy a neat chip-creature? We named them TOS...''
But that's most likely illegal too and the chips probably have to be destroyed.

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

2654. Re: High density 3-1/2" disks

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 19:57:36 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750089@hpsad.HP.COM>
Source record: 237873

/ hpsad:comp.sys.atari.st / bluneski@pogo.WV.TEK.COM (Bob Luneski) / 9:07 am Oct 15, 1990 /

>DreamPark Development in Utah ((801) 943-4370) sells both 1.44 meg boards
>and boards with drives if you don't already have a high density drive.
>
> ____ ____
>/\/\/\ Bob Luneski /\/\/\
>\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
> \/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
> \/ \/
>----------

Do you have any prices that you can give us?

Randy

2655. Re: terminator and atarimgr.zoo

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 20:54:45 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct17.205445.26199@math.lsa.umich.edu>
Source record: 237874

In article <90298@ccicpg.UUCP> paulm@ccicpg.UUCP (Paul Moreau) writes:
> For the passed week I've made several attempts to get terminator
> to send me the utilities/atarimgr.zoo file but I get no responce.

> I've recieved other files before so I assume I'm doing it right.
> The command I'm using via uunet is sendb utiltities/atarimgr.zoo

The atarimgr.zoo file is over 400K in size and the mail server only allows
200K of requests per user per day. I guess I'll have to go in and manually
split the files. (mgrdemos.zoo is over 600K.)

(Say, I have an idea for a new feature for BART.... Oh Jon.... }-)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2656. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 21:23:26 UTC
From: mccann@rbdc
Message-ID: <1990Oct17.212326.22858@rbdc>
Source record: 237875

```
am:

Mike McCann

1101-4 Barbara Ann Circle

Winston-Salem, NC 27103

EOF
```

2657. Question: send mail from Internet to UUCP

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 21:54:04 UTC
From: stevela@beach.csulb.edu
Message-ID: <1990Oct17.215404.16301@beach.csulb.edu>
Source record: 237876

Hello Networkers,
How can I send a mail message from an Internet node to a user with an UUCP mail address? Help!!!
I want to send a mail message to "Darek@microsoft.UUCP". What should I type in the "To:" prompt?
Thanks in advance.

-Steve

SteveLa@csulb.edu

2658. Re: terminator and atarimgr.zoo

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 22:09:02 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Oct17.220902.27757@math.lsa.umich.edu>
Source record: 237877

In article <1990Oct17.205445.26199@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>The atarimgr.zoo file is over 400K in size and the mail server only allows
>200K of requests per user per day. I guess I'll have to go in and manually
>split the files. (mgrdemos.zoo is over 600K.)

The server allows 400k of request per day. If you want to get anything larger than that you must request it by parts until you get the whole thing.

This is all in the help file...

>(Say, I have an idea for a new feature for BART.... Oh Jon.... }-)

All the needed features are there. The trick is getting people to RTFHF.

Jon

2659. Re: Mega 2-> 4Meg?

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 23:50:15 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Oct17.235015.27162@bnrgate.bnr.ca>
Source record: 237878

In article <46300103@uxa.cso.uiuc.edu>, mts10271@uxa.cso.uiuc.edu writes:
>
> Does anyone have docs on how to upgrade a Mega 2 to 4 Megs?
> I have checked my motherboard and all the traces seem to be there, so
> it seems to be a matter of adding the rams and capacitors. The rams
> should be no problem, but I need to know what capacitance the capacitors
> should have, if there are any jumpers that need to be connected, etc.
> If anyone has pulled this off, please drop me a line.
>
> Thanks,
> Mike Stepniczka
> mts10271@uxa.cso.uiuc.edu

The worst part about this upgrade was sucking the solder out of the over 300
holes; don't use your lips or a straw: possible lead poisoning. :^) :^)

The capacitors are 0.22uF 50V Ceramic Axial types (C80-C111) [available
from Best Electronis as a kit of 16]
Three resistors (33 ohm 1/4w) must be added; near the front edge of the
board in the center.
DRAM (1Mx1). I'm running 70ns parts in the additional 2-Meg, but I think
you can go as slow as 120ns.

4-Megs is great! Big Ramdisks! "Out-of-memory" no more! :^)

Good luck,
Pierre
Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

2660. Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-17 23:50:20 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <3375.271cee3c@cc.helsinki.fi>
Source record: 237879

When the Atari ST came in the mid 80's it was the best price/performance machine, I think. But now I have begun to think that it isn't it anymore. I just hope they could have kept it that way... Well, now it seems to be the NeXT. Currently Atari's are similarly priced to Amiga's and Macs (because of the new cheapish models). I wish Atari had some kind of educational discount, since otherways there is no way I would buy a TT over a NextStation (Think about getting a 68040 machine with 8MEG, DSP, good monitor, Unix, and 105HD for $3500).

I think something has to be done. (And I wish something will be done, since there is lots of nice software for the ST, too.)

Jouni

2661. GEM bug? (was: Re: Tos 1.4 bug?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 00:16:38 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Oct18.001638.28515@bnrgate.bnr.ca>
Source record: 237880

I'm running TOS1.4. Something really strange happened last night...

Here's the sequence:
- under NeoDesk 2.05 I had two file widows open
- ran msh.prg (MWC)
- exited
- moved mouse to "NEODESK" (accessory dropdown) before the two file windows were redrawn
- got the outline of the first window
- the dropdown appeared
- the 2nd window appeared
- the first window filled in, overwriting the dropdown with which it overlapped

Things happened so fast that I don't recall any more details, but the file window and dropdown were a little confused until I clicked the mouse (I think this is where it ended). I was unable to reproduce it at will, but if it happened once...?
Seems symptomatic of code which does not prevent interrupts (like mouse asking for a dropdown) during a critical few instructions (like between drawing the outline and filling it). Just a WAG (wild-assed guess), but....?

Ciao,
Pierre

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

2662. Re: Old Western Electric modem

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 00:28:04 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Oct18.002804.29362@bnrgate.bnr.ca>
Source record: 237881

In article <7340010@hpfcso.HP.COM>, rrd@hpfcso.HP.COM (Ray Depew) writes:
> Hello all,
>
> I inherited an old modem and I'm trying to get it working with my ST. Can
> anybody out there help me with it?
>
> The modem is an old Western Electric 1200-bps modem, connected to a
> touch-tone desk set. The label on the bottom of the modem says:
>
[...stuff deleted...]

If the modem is that old (oops, deleted the part of 78 in the date code),
it's only good for parts if you're a hardware hacker. I've got a bunch of
old 1200 baud Novation modems which are not compatible with *anything* in
today's market. They used a half-duplex line protocol of sort if I recall
corectly.

Spend your money on a new modem instead of photocopies of an antique; you'll
be happier.

>
> Many thanks
> Ray Depew
> HP Colorado IC Division
> rrd@hpfitst1.hp.com

you're welcome.
Regards (to your modem too :^)
Pierre

P.S.: If you want to look after the cross-border paperwork and pay for the
shipping, I'll send you all my old modems. They could use a decent burial
away from the cold temperatures which most of their components can't stand.
:^) :^)
Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

2663. Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 01:33:04 UTC
From: jahromib@gpu.utcs.utoronto.ca
Message-ID: <1990Oct18.013304.8034@gpu.utcs.utoronto.ca>
Source record: 237882

Why on earth isn't there a wordprocessing package for the ST with at least the sophistication of wp 4.2 for the ibm?? Doesn't ANY company feel there's money to be made writing a decent word processor instead of the crap out there already (1st word, wordwriter, and others that don't even know what the concept of a tab is and have the worst printer support possible, even 1st word..) What wouldn't I do for a st version of wp (please, with NO windows, NO gem, just nice, fast text mode)! But I guess this is a pipe dream...

2664. How to run the Space Ace demo?

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 05:01:47 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Oct18.050142.28016@rodan.acs.syr.edu>
Source record: 237883

I recently got SPACEACE.LZH from terminator and un-lzhed it with no problem. It made a file named 'SPACEACE.MSA' (I think). What is this file and how can you run the demo?

---jb

PS - Sorry, I have no news about any new Apple products, or price lists thereof, even though I know that they have a TREMENDOUS impact on the ST community at large. My apologies.

2665. Keys displaced on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 08:37:16 UTC
From: johnr@praxis.co.uk
Message-ID: <5450@newton.praxis.co.uk>
Source record: 237884

I have just bought a Spectre GCR to use on my Atari 1040STF. I am getting a problem I have occasionally seen on real Macs, ie the keys on the bottom two rows of the keyboard are shifted left one place. So if I type 'x' I get 'z' and 'c' gives me 'x'. The space bar also moves over.

[I may have the direction wrong. It may be right instead of left, in which case 'z' displays 'x' etc. I'm not near enough to my Atari to check. Still you get the idea].

Someone told me that on a real Mac you can cure this by unplugging the keyboard and plugging it back in again. An option not available to me!

Anyone know a solution? It may be important to know that it's a UK Atari.

2666. help on megamax, please.

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 09:15:27 UTC
From: tester@brb.isnet.inmos.co.uk
Message-ID: <195.271d72b0@brb.isnet.inmos.co.uk>
Source record: 237885

From : Steve, Inmos, UK.

Date : 18 October 1990

Subj : Help with Megamax.

I am using the Megamax C compiler to write a program which will perform maths on long words. I am having trouble getting a long variable to hold the number #80000000 (ie the most negative number possible in four bytes).

It does not seem to matter whether the number in inputted in hex, decimal or binary and I have tried putting in the number #80000001 (which works fine) and then subtracting 1.

When I try to print the result I get the characters '(..*()-)' or similar. The program does not crash, but then it does not give the correct result either.

I dont really want to change to another C compiler so any help would be appreciated. (Like does your machine do the same).

Please would you Email any response (as well as post it) because our server is flakey.

Thanks,

Steve, Inmos, UK.

2667. Re: de .Z on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 09:45:50 UTC
From: remy@gem.stack.urc.tue.nl
Message-ID: <26@gem.stack.urc.tue.nl>
Source record: 237886

CXS128@psuvm.psu.edu writes:

> Is there a program on the ST to un .Z the znet listings on atari.archive,
>My local machine dosn't support the unix compress procedure. I can do it on
>an ibm pc but this requires the use of three different computers to download,
>uncompress, and read.
>
> John T.

Yes, compress for the atari-st can be found at almost any atari-archive..
I got mine at sol.cs.ruu.nl.

2668. Re: .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 10:03:04 UTC
From: remy@gem.stack.urc.tue.nl
Message-ID: <27@gem.stack.urc.tue.nl>
Source record: 237887

>Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:

>on my unix account, i have some pictures in ".gif" format.
>so what i need is an utility to view gif pictures

you can find 2 gifviewers and 1 gifviewer/converter at sol.cs.ruu.nl
they are called giffer(mono only, has a nice ditter algorithm), gifshow
(mono only, not very good, but it can even show lush.gif(650Kb)!), and
finally you got bgif(the nicest IMHO, converts .gif to standard 320x200
16 colours Degas Format and shows it while converting)

>Has anybody ported "showgif" or some similar utility to to ST yet ?

no, but I hope there's one humble person who ports 'cshow'.... ;-)

> The Lateman

2669. Using alternate monitors on the MEGA ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 10:21:49 UTC
From: jeffk@sgi.com
Message-ID: <1990Oct18.102149.2905@odin.corp.sgi.com>
Source record: 237889

I am looking at the possibility of getting one of those alternate monitors for my MEGA ST. One possibility is the Moniterm Viking hires 1280x960 monochrome. The other being the Image Systems 1024x768 16colour video board.

I want to use it for Desktop publishing using PageStream and Word Perfect. I'd like to know what everyone (who has first hand knowledge) thinks of the above mentioned products. I'd like to hear about any other such products available for the MEGA ST series computers in the U.S.

Thanks,
Jeff Komori jeffk@sgi.com KH6JUZ@N6LDL.#NOCAL.CA.USA.NA

2670. Just a TEST

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 10:33:16 UTC
From: wolfrum@perm.fmi.uni-passau.de
Message-ID: <1990Oct18.103316.21355@forwiss.uni-passau.de>
Source record: 237890

```
This is just a test :)
```

2671. Re: terminator and atarimgr.zoo

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 14:16:29 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct18.141629.22658@doe.utoronto.ca>
Source record: 237891

In article <1990Oct17.205445.26199@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <90298@ccicpg.UUCP> paulm@ccicpg.UUCP (Paul Moreau) writes:
>> For the passed week I've made several attempts to get terminator
>> to send me the utilities/atarimgr.zoo file but I get no responce.
>
>> I've recieved other files before so I assume I'm doing it right.
>> The command I'm using via uunet is sendb utiltities/atarimgr.zoo
>
>The atarimgr.zoo file is over 400K in size and the mail server only allows
>200K of requests per user per day. I guess I'll have to go in and manually
>split the files. (mgrdemos.zoo is over 600K.)
>
>(Say, I have an idea for a new feature for BART.... Oh Jon.... }-)
>--
> -- Howard Chu @ University of Michigan

NOT necessary. BART allows you to retrieve files in pieces. I haven't used it for a while, but you just type the parts (aa,ab,etc.) after the file name. Figure out how many you can order without going over the limit, and order only those parts. That's how I managed to order the whole gcc 1.37 source from BART (it took over a week -- I really prefer FTP when available).

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2672. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 14:40:20 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Oct18.144010.6612@rodan.acs.syr.edu>
Source record: 237892

Why would you want a word processor for the ST to move in the opposite direction that all the 'real' word processores are going? I think you'll be upset when WP 6.0 comes out.

Okay, now that I have a handle on this thing it's time for MY silly questions! What is Minix? Where is a .doc that will explain this to me?

I use SuperCharger with my ST, I think it's great. Couldn't be easier to install. The best part is the company (at last phone call) is still in business!

Can anyone tell me more (or show me info) about the 16Mhz upgrades for the ST? I have a 1986 520 with 2.5Megs in it.

2673. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 14:42:29 UTC
From: psurge@cs.utexas.edu
Message-ID: <13710@cs.utexas.edu>
Source record: 237893

In article <1990Oct18.013304.8034@gpu.utcs.utoronto.ca>, jahromib@gpu.utcs.utoronto.ca (Babak Jahromi) writes:
>
> What wouldn't I do for a st version of wp (please, with NO windows, NO gem,
> just nice, fast text mode)! But I guess this is a pipe dream...

Try ST Writer Elite. It is a Freeware? program and it came out in STart not long ago...there might be more recent versions since then. I know the version I use is 6.3 (I think) I have heard of more recent versions that that, though.

This word processor is just like Atari Writer on the 8 bit computers. I tried using most all ST word processors, but I finally returned to this one.

What really got me about the others is that they all use some kind of special format. When printed to the screen, ala the desktop, the characters would be run together. I found out this is because the spaces in these programs weren't real spaces, but non printing characters holding the place of spaces. (argh!)

Also, I found out that most word processors put an EOLN at the end of each physical line on the screen. That might not sound bad, but when you do stuff on a laptop (with a 40 col. screen) and only put EOLN's at the end of a Paragraph (like most wp's do, the EOLN at the end of the screen line is "invisible" to you, you know, WYSIWYG!), then when the text is ported over it runs on forever on one line (you know, the wp is expecting EOLN's after every line.) Well, ST Writer does not do that, you can load Ascii files and it will be ready to print after you add a few formatting commands to set up the page.

Ok, I will get off my soapbox. Oh, ST writer has a gem mode, if you want it, but even in gem mode, the editor screen is NOT a gem window...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2674. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 14:53:23 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Oct18.145323.8151@ccu.umanitoba.ca>
Source record: 237894

In article <1990Oct18.013304.8034@gpu.utcs.utoronto.ca> jahromib@gpu.utcs.utoronto.ca (Babak Jahromi) writes:
>
>Why on earth isn't there a wordprocessing package for the ST with at least the
>sophistication of wp 4.2 for the ibm?? Doesn't ANY company feel there's money
>to be made writing a decent word processor instead of the crap out there
>already (1st word, wordwriter, and others that don't even know what the concept
>of a tab is and have the worst printer support possible, even 1st word..)
>What wouldn't I do for a st version of wp (please, with NO windows, NO gem,
>just nice, fast text mode)! But I guess this is a pipe dream...

Um, you do know that there is an ST version of WordPerfect, don't you?
The ST version is actually numbered 4.1, but it's functionally closer
to msdos version 4.2 than 4.1, and can easily import files from the
msdos 4.2 version. Yes, it's a GEM application, but screen updates,
searches, etc. are every bit as fast or faster that the msdos version
running on an XT, since the initial port was actually a complete
rewrite in 68000 assembler. And all commands are accessible from the
keyboard, so you never have to reach for the mouse. (And of course, it
supports every printer that was ever made.)

BTW, WP Corp. was planning a new release of the ST version sometime
this year; does anyone know if it's out yet?

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

2675. Re: Question: send mail from Internet to UUCP

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 14:54:44 UTC
From: psurge@cs.utexas.edu
Message-ID: <13712@cs.utexas.edu>
Source record: 237895

In article <1990Oct17.215404.16301@beach.csulb.edu>, stevela@beach.csulb.edu (Steve La) writes:
> Hello Networkers,
> How can I send a mail message from an Internet node to a user with an UUCP mail address? Help!!!
> I want to send a mail message to "Darek@microsoft.UUCP". What should I type in the "To:" prompt?
> Thanks in advance.
>
> -Steve
>
> SteveLa@csulb.edu

DId you try sending to Darek@microsoft.UUCP ? I had to send stuff to a user the other day with a UUCP address and it worked fine. But the mail bounced when I replied to a message THEY sent...My mailer would not follow the path. It seems (at least on my Unix server) that when mail come FROM a UUCP address, it is expanded, and I have to send it back to "user@somewhere.UUCP".

I don't know if this works for all mailers, but at least on the one I use I just send it to "user@somewhere.UUCP" and it works.

2676. The Man in the Machine - Article

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 15:06:18 UTC
From: owen@euclid.enet.dec.com
Message-ID: <16470@shlump.nac.dec.com>
Source record: 237896
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc.misc,comp.sys.dec,comp.sys.atari.st,comp.sys.mac.misc

Taken without Permission from "Dec Professional". Written by John C. Dvorak.

THE MAN IN THE MACHINE

Marci Peoples Halio, assistant director of the writing program at the University of Delaware, has discovered a peculiar phenomenon. Freshman taking her writing course who use Macs produce worse compositions than those who use IBM PCs.

Based on experience and a computer-aided analysis, she claims that Mac users make more spelling and punctuation mistakes and write at an eighth-grade level. The PC users were at a college level.

If this isn't bad enough, the Mac students write on vapid subjects. They concentrate on issues such as dating and television. The IBMers write about teen pregnancy, war and stuff like that. My conclusion: The computer makes the man (or woman, as the case may be).

I thought it might be worthwhile to take the concept a step further and compare writing on a Mac, a PC clone, and Atari Mega, and Amiga 2000, a VT100 hooked to a VAX and an IBM 3270 hooked to a 3090.

Unable to do this scientifically, I took a different tack. I was hypnotized and make to believe that whatever computer I used was my favorite. I was encouraged to express my thoughts about the machine and use it to list five topics about which I'd like to write.

While the unscientific results don't completely confirm the unscientific conclusions of Halio, they show a definite pattern and indicated that "you are what you write on." Here are the results, computer by computer:

MACINTOSH

Thoughts:
This is a neat machine. I love the mouse and feel superior to the poor saps who use anything else.

Topics:
1. New ice cream flavors.
2. Bruce Willis: actor, singer or Renaissance man.
3. Do those cleaners/waxes advertised on TV really work?
4. Was Rob Lowe unfairly treated after those incriminating video tapes were released?
5. Where's Brazil, anyway?

PC CLONE

Thoughts:
This is a very functional machine. I like it and feel superior to the poor saps who use anything else.

Topics:
1. Phenomenology in an age of bleached blondes and the implications of such a culture and its effects on Eastern Europe.
2. Tissue culture fraud at laboratories
3. Mating habits of native tree frogs.
4. Use of the word 'indeed' in 18th century literature.
5. Is "form versus function" a dead issue in modern architectural theory?

ATARI MEGA

Thoughts:
This machine is a bargain, and I can even make it run Mac software! I feel superior to people who paid more than I did.

Topics:
1. Atari compared to Mac.
2. Mac software on the Atari.
3. What's wrong with the Mac?
4. Why the Atari is the best deal.
5. The decline of bowling in America

AMIGA 2000

Thoughts:
This machine is fabulous, but nobody wants to talk about it. It's a cover-up. I love this machine but feel sorry for myself.

Topics:
1. Why the Amiga is never discussed.
2. Fancy video techniques done easily on the Amiga
3. How Commodore is blowing Amiga's marketing.
4. How good is true stereo on the Amiga.
5. New uses for the Amiga.

VT100 hooked to a VAX

Thoughts:
This is a real computer. I like it and feel superior to the poor saps who use anything else.

Topics:
1. Button collecting
2. I wish I had invented C.
3. How to borrow money.
4. Is the sponge bath making a comeback?
5. Efficiency in rebooting a VAX.

IBM 3270 hooked to a 3090

Thoughts:
This is a real computer. I like it and feel superior to the poor saps who use anything else.

Topics:
1. VM is the best thing ever!

2. Is RPG-II a victim of bad press?
3. How to make a bureaucracy work.
4. The history of corporate dress codes and their importance.
5. Alternate realities.

When the exercise was over, I looked at the results, went home and
wrote this column - in longhand.

[Please don't take this article as the start of some sort of a Flame war. I
thought it was funny, and thought it might be funny to some of you. -SO]

_____ ///_____
| /// Only Amiga makes it possible! | Music: Anything but slop 40 |
|\\\/// Macintosh: Marketed well... | Beer: Sam Adams Boston Lager |
\XX/ OS/2: half an operating system	Major: Mechanical Engineering
Steve	owen@euclid.enet.dec.com(Now-Dec)| "Cool your jets man!"-Bart takes
Owen	sowen@lynx.northeastern.edu(Jan+)| Heat Transfer and Fluid Dynamics
----------All normal disclaimers apply----------

2677. Cartridges

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 15:44:03 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <6749@castle.ed.ac.uk>
Source record: 237897

I would like to have microEMACS programmed into a cartridge, I can get EPROMs and blow them myself. What exactly will I need to put on the EPROMs to make them work?
Thanks
Robin Smith
elev35@uk.ac.ed.castle

2678. Re: .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 16:22:25 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90291.122225CXS128@psuvm.psu.edu>
Source record: 237898

Of course while on the subject of gif viewers let us not forget our
ability to convert them to spectrum pictures (with gifspc or bgif).
John T.

2679. ATARI 1040 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 18:51:37 UTC
From: delta@bucsf.bu.edu
Message-ID: <66469@bu.edu.bu.edu>
Source record: 237899
Cross-posted to: comp.sys.atari.st,misc.forsale

I am posting this again becuse I lost the phone numbers and
e-mail address of the people who were intrested about it.

FOR SALE

Atari 1040st (1MB RAM)
30 MB Hard Disk (Megafile 30)
2 monitors: B&W (SM 124), Color (SC 1224)
1200 Baud Modem (SX 212)
Joystick
Software:
Word Perfect
DB Man (database)
Publish it (Desktop publishing)
LDW spreadsheats (Lotus 1-2-3 compatible)
Hard Disk Utilities
Games
Plus more software in Hard Disk
(All software is original and comes with manuals)

Call Nick at (617) 789-4447

OR E-mail : delta@bucsf.bu.edu

2680. You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 18:55:09 UTC
From: NECR0SIS@silver.ucs.indiana.edu
Message-ID: <65530@iuvax.cs.indiana.edu>
Source record: 237900

When are you guys going to realize that the ST is a piece of crap?!? Get a real computer

Bob (the real NECR0SIS)

2681. Re: Atari Copyrights on TOS ;-)

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 19:10:22 UTC
From: marten@tpki.toppoint.de
Message-ID: <656277022@tpki.toppoint.de>
Source record: 237801

In article <kb74Zov0Bwwu03hoQe@transarc.com> Bill_von_Hagen@transarc.com writes:

>also, as well as AmigaOS. I mean, who wouldn't want a graphical, somewhat
>buggy OS that can only be expanded by replacing ROMS?
^^^^^
Wonderful, :-))))), I've bought 1.2 ROMs und 1.4 ROMs -- how much
money do I have to spend in the future to get a good OS for my
computer?

Atari should release this OS as PD and I hope, that we get a good OS
by the hackers here in Germany during a the next year. ;-))))))))))

Sometimes I think, I should burn most off my OS-9 OS into my ROMs and
remove all the TOS-stuff.

Marten

Marten Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
DNET/EUNET/USENET/SUBNET: marten@tpki.toppoint.de
Please keep your replies short - I have to pay for them

2682. Re: You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 19:48:39 UTC
From: iho@cac.washington.edu
Message-ID: <9499@milton.u.washington.edu>
Source record: 237802

In article <65530@iuvax.cs.indiana.edu> NECR0SIS@silver.ucs.indiana.edu (faheyr@silver.ucs.indiana.edu) writes:
>
>When are you guys going to realize that the ST is a piece of crap?!? Get a
>real computer
Oh, no. <sigh> Here we go again...

--
"Gosh! You've really got | Il Hwan Oh
some nice toys in here." | University of Washington, Tacoma
-- Roy Batty, Bladerunner | iho@cac.washington.edu
|

2683. Pagestream for sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 20:23:20 UTC
From: atai@sdcc13.ucsd.edu
Message-ID: <13352@sdcc6.ucsd.edu>
Source record: 237803

PageStream V 1.8 for sale. The best DTP program for ST.

Brand new, still unregistered with original regisration card.
Ask $100 or best offer. (Retail price is $160 or so)

Send e-mail if interested.

2684. Re: How to run the Space Ace demo?

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 21:03:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct18.210355.20983@math.lsa.umich.edu>
Source record: 237804

In article <1990Oct18.050142.28016@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>I recently got SPACEACE.LZH from terminator and un-lzhed it with no problem.
>It made a file named 'SPACEACE.MSA' (I think). What is this file and how can
>you run the demo?

The .MSA suffix is for a Magic Shadow Archive, an archiver that saves an
entire disk into a file. You need the MSA program and a blank floppy to get
the demo into a running state.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2685. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-18 22:02:17 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5293@uqcspe.cs.uq.oz.au>
Source record: 237805

In article <1990Oct18.013304.8034@gpu.utcs.utoronto.ca> jahromib@gpu.utcs.utoronto.ca (Babak Jahromi) writes:

>
>Why on earth isn't there a wordprocessing package for the ST with at least the
>sophistication of wp 4.2 for the ibm?? Doesn't ANY company feel there's money
>

I'd rather have a word processor that was like Microsoft Word 5 any day of the week! How about it, MS?

2686. Re: Tos 1.4 bug?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 00:22:30 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Oct19.002230.22776@onion.pdx.com>
Source record: 237806

In <4280016@hpgnd.HP.COM> alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES) writes:
>You cannot remove a folder if it is not empty.
>
>So , in your case , the folder junk contains the folder .jnk so you cannot
>remove junk until you remove .jnk first.

Bleep! Wrong answer! Have you ever dragged (drug? :-) a folder to the
trashcan that was not empty? I do it all of the time, and it work just
fine as long as there isn't a folder called ".xxx" in it.

To refresh people's memory, there's a bug with TOS1.4 that will not allow
you to drag a folder to the trashcan and delete the files if there is a
folder in the folder that starts with a "." (ie: .jnk)

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

2687. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 02:32:08 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <65661@iuvax.cs.indiana.edu>
Source record: 237807

In article <3375.271cee3c@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>When the Atari ST came in the mid 80's it was the best price/performance
>machine, I think. But now I have begun to think that it isn't it
>anymore. I just hope they could have kept it that way... Well, now it
>seems to be the NeXT. Currently Atari's are similarly priced to Amiga's
>and Macs (because of the new cheapish models). I wish Atari had some
>kind of educational discount, since otherways there is no way I would
>buy a TT over a NextStation (Think about getting a 68040 machine with
>8MEG, DSP, good monitor, Unix, and 105HD for $3500).
>
>I think something has to be done. (And I wish something will be done,
>since there is lots of nice software for the ST, too.)
>
> Jouni

Oh come off it! I have a catalog from J&R Music World in front of me.
Here are two prices it shows:
Atari 520ST-FM
68000 processor
512KB RAM
Built-in 3.5 inch disk drive
$329.95

Atari 1040STE
68000 processor
1MB RAM
Built-in 3.5 inch disk drive
Blitter
Digital stereo
$599.95

When you can buy a mac for $600, you let me know. Take a look at the
520ST-FM price. A 68000 based computer, with a 720KB disk drive for
$330??!!? Jesus, what do you guys want, a miracle?
---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST, President
"I want someone like you, only nicer."

2688. Re: turbo c

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 03:24:10 UTC
From: lsh1@ra.MsState.Edu
Message-ID: <lsh1.656306650@ra>
Source record: 237808

In <3539@mindlink.UUCP> a1076@mindlink.UUCP (Robert Bell) writes:

>hi can anyone tell me how i can get hold of turbo c for the atari st here in
>north america,or the address of borland.Thanks!
>--
>--

I would also like to know this. please mail me also.

Shane Hebert
lsh1@ra.msstate.edu if no answer call CAhebert@dune.ee.msstate.edu

2689. Anybody got GNU-C working with MT-C shell?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 03:49:59 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990Oct19.034959.10519@cs.wayne.edu>
Source record: 237809

I picked up a copy of MT-C shell at the WAACE show, and I have decided
to finally make the switch from Mark Williams C to an ansi compiler
(GNU). I modified the GNU.G file and put the SETENV and ALIAS's
into \etc\profile on my drive d:. However, I enter gcc hello.c
or cc hello.c the drive light flickers, the RD and SD lights on
my modem flicker, then I get the prompt back. Nothing's created!
I've looked thru the MT-C shell manual and I'm about to loose my mind!
Anybody using GNU-C with the Beckemeyer shell? Could you mail me
your profile? Including environment info below:

Atari 1040 ST (yes, I know GNU wants more RAM, the 2.5 meg ST is on it's
way from CA)
30 meg seagate
MT-C shell version 1.0
GNU-C 1.37 (or whaterver the latest from Terminator is as of last week)

Thanks in advance
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2690. Re: You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 04:35:52 UTC
From: newton@ils.nwu.edu
Message-ID: <2222@anaxagoras.ils.nwu.edu>
Source record: 237810

Gee, Bob, (or should I say NECROSIS), you're my hero. Your intelligent
and witty posting brightened an otherwise dull and ordinary day.

--
David L. Newton | Work: (708) 491-4791 | VR is great!! I died in one-
ILS, Room 327 | Home: (708) 332-2321 | (with virtual insurance, of
1890 Maple St. |------------------------| course) collected it, and am
Evanston, IL 60201 | "Purveyors of fine AI" | now virtually happy. I think.

2691. Re: Question: send mail from Internet to UUCP

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 05:14:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct19.051430.785@math.lsa.umich.edu>
Source record: 237811

In article <1990Oct17.215404.16301@beach.csulb.edu> stevela@beach.csulb.edu (Steve La) writes:
>Hello Networkers,
> How can I send a mail message from an Internet node to a user with an UUCP mail address? Help!!!
> I want to send a mail message to "Darek@microsoft.UUCP". What should I type in the "To:" prompt?
>Thanks in advance.

In another reply someone mentioned that sending "user@host.uucp" always works fine for him. What works and what doesn't depends on your site's mail configuration. That usually depends on the competence and conscientiousness of your site admin. For the more brain-dead systems that are on the Internet, you can almost always get mail thru to a UUCP site by sending it to uunet. So for example, rewrite "darek@microsoft.uucp" as
darek%microsoft.uucp@uunet.uu.net
that will take care of 98% of the cases.

The other poster also mentioned not being able to directly reply to mail that originated from a UUCP site. You can usually take paths of the form
host-c!host-b!host-a!user
and again send 'em thru uunet:
user%host-a%host-b%host-c.uucp@uunet.uu.net

Sorry for the non-ST related posting, but it seemed worth mentioning. (Ok, take off the net admin hat, put the ST hacker hat back on. Much better... }-)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2692. Re: The Man in the Machine - Article

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 05:55:41 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct19.055541.1514@math.lsa.umich.edu>
Source record: 237812
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc.misc,comp.sys.dec,comp.sys.atari.st,comp.sys.mac.misc

A lot of folks have been paying a lot of attention to Halio's article, even though the observations she makes were not made in a scientifically controlled setting. (Of course, it's really hard to even try to set up a good experiment for this. Get volunteers - where do you look? what media do you use to present the experiment? For an experiment that wants to make a broad statement about a general population, getting volunteers, and selecting which to employ, is probably 80% of the experiment. Statistically speaking, how many people from how many different working/living environments do you need to "test" to get a good representation of the population at large?)

Even assuming you can somehow select the ideal mix of volunteers, what can you prove - that Mac users are poor writers, or that poor writers like to use Macs? It's all such hazy stuff.... And yet, people are spending real money to do research on just these questions. I admit to being curious about what the real answer may be, but I don't think it's the sort of question that can be answered to anyone's satisfaction....

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2693. TT and HD drives

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 08:06:18 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3178@medusa.informatik.uni-erlangen.de>
Source record: 237813

Hi there.

People keep telling me strange things about the TT: They drop in
1.44 MB drives, and ho, they are working properly without any
hardware mod whatsoever. TOS reads and writes HD disks without
a hassle; the DESKTOP formatter won't format them, but then,
there are third-party formatters that will. Can someone imagine
why they still sell the TT with those old drives? Dealers over
here tell me that it can't be a price reason for HD drives are
now as cheap as standard 720 KB drives. So: Why?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2694. Lose the "atari-flame" bit.

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 08:26:38 UTC
From: faheyr@silver.ucs.indiana.edu
Message-ID: <65728@iuvax.cs.indiana.edu>
Source record: 237814

To all Atari-Net'ers:

It came to my attention that a message was sent to this area under my name.
I did NOT send this.. (I think it said something like "atari's suck" or
something to that extent).
Someone apparently got into my account (or mailed under my name), and I wasn't
aware of this until I began receiving "Flame Mail". Believe me, I didn't write
this. It seems to be the opinion of some really sorry-excuse-of-a-hacker, to
do something so rediculously stupid and pointless....

I apologise for any bad feelings that may have been stirred here, and I assure
you that I will find out who did this and beat their puny one-track mind into
oblivion. =)

faheyr@silver.ucs.indiana.edu
Bob Fahey

p.s. Please, extinguish the flamage, and direct it towards the one responsible
(or IRresponsible, as it seems)

///	a.k.a. NECR0SIS oo faheyr@silver.ucs.indiana.edu -or-
\\\ ///_	__/ faheyr@rose.ucs.indiana.edu
\XXX/	M I G A
"'Ere long done do does did..." -The Smiths

2695. Re: Help with Megamax.

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 08:37:24 UTC
From: tester@brb.isnet.inmos.co.uk
Message-ID: <198.271ebb44@brb.isnet.inmos.co.uk>
Source record: 237815

From : Steve, Inmos, UK.

Date : 19 October 1990

Subj : re:Help with Megamax.

In reply to my own message, which was :-

>I am using the Megamax C compiler to write a program
>which will perform maths on long words. I am having
>trouble getting a long variable to hold the number
>#80000000 (ie the most negative number possible in four
>bytes).

>It does not seem to matter whether the number in inputted
>in hex, decimal or binary and I have tried putting in the
>number #80000001 (which works fine) and then subtracting 1.

>When I try to print the result I get the characters
>'(..*()-)' or similar. The program does not crash, but then
>it does not give the correct result either.

Further investigation has revealed that the printf routine
appears to be the cause of the trouble. The routine will
print the hex version of #80000000 correctly but fails
to print the long decimal version.

ie printf("%lx\n",0x80000000L) gives 80000000
but printf("%ld\n",0x80000000L) gives -(..*)---) (or something!)

Maths on the number appears to work. I dont need to print the
number out in decimal so -my- problem has now gone away.

Thanks to Gary at Inmos for the help,

Steve, Inmos, UK.

2696. Re: Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 08:40:12 UTC
From: steve@thelake.mn.org
Message-ID: <A352720211@thelake.mn.org>
Source record: 237816

[In article <65661@iuvax.cs.indiana.edu>,
kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes ...]

> Oh come off it! I have a catalog from J&R Music World in front of me.
> Here are two prices it shows:
> Atari 520ST-FM
> 68000 processor
> 512KB RAM
> Built-in 3.5 inch disk drive
> $329.95
>
> Atari 1040STE
> 68000 processor
> 1MB RAM
> Built-in 3.5 inch disk drive
> Blitter
> Digital stereo
> $599.95

Those are good prices for what you get, but I (and a lot of other people)
would like to see something much bigger and faster -- i.e., in the realm
of contemporary computers and not stuck in 1985. My ST has a bad memory
chip, and rather than fix, it, I eventually am going to replace it with
something faster. I'm not going to spend $3000 to do so.

For those who are interested in prices, here are some I picked up today
from my local Atari dealer. You can see how much prices have dropped for
memory-stuffed CPUs.

520STFM $379 1040STE
with 1MB $549 with 1MB $649
with 2MB $859
with 4MB $874 with 4MB $1019
--
Steve Yelvington up at the lake in Minnesota
The easy way: steve@thelake.mn.org
The hard way: {plains,rutgers,apple,cray}!umn-cs!thelake!steve

2697. Re: .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 10:05:37 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Oct19110537@weaver.ads.com>
Source record: 237817

In article <27@gem.stack.urc.tue.nl> remy@gem.stack.urc.tue.nl (Remy Wetzels) writes:

|...
|finally you got bgif(the nicest IMHO, converts .gif to standard 320x200
|16 colours Degas Format and shows it while converting)

Bgif also converts to Spectrum pictures. The result is usually inferior
color-wise to the Gif-Spectrum conversions done by Gifspec, which is
also PD. Unfortunately, Gifspec only runs in low rez and often does not
scale as large as Bgif. A third converter is the commercial product
Digispec. It produces the highest-quality results, offers the ability
to adjust color, lightness, and contrast, and generates the smallest
files. Unfortunately, it also often chops off edges on unusual-sized
gifs, and seriously distorts very un-square ones.

--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

2698. Re: .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 10:58:35 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90292.125836GERLOFF@DB0TUI11.BITNET>
Source record: 237818

In article <3627@uniol.UUCP>, Frank.Moehle@arbi.informatik.uni-oldenburg.de
(Frank Moehle) says:
>
>Hi everybody.
>
>I have the following problem:
>on my unix account, i have some pictures in ".gif" format.
>(no, not only from alt.sex.pictures). I can copy then to disk and take them
>home, but i cannot display them, so what i need is an utility to view
>gif pictures.
>
>Has anybody ported "showgif" or some similar utility to to ST yet ?
>
>If so, would you please send me a copy of the .prg and/or source ?
>
>Thanks in advance,
> The Lateman
>--
> Cu + Al -> Au + Cl

Me too, please !

Olaf

2699. What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 12:02:09 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.656337729@cassiopeia>
Source record: 237819

I am curious about the "overscan" modification.

I just upgraded to TOS1.4 (my gosh, why did I ever put it off for so long??)
and now that I __could__ perform the upgrade, I was wondering if I would
actually realize any day-to-day benefits.

I have a 1040STF,TOS14,Mono-monitor: Does overscan only work for color
systems? I read the docs and they mentioned a monochrome mode, but not
very detailed. Will I see a larger screen on my monitor?? Will the
black, wasted areas be utilized? Will it work with NeoDesk 2.05 (or
NeoDesk 3.0 providing Gribniff EVER sends it to me!!), what about Flash1.6
or Uniterm?? Will my Showdvi previewer use a larger screen?
Will this guy ever quit asking question? Are you still reading this??

Sorry, got carried away for a moment... But seriously, if anyone could give
us a brief, "real-world" view of what overscan (and overscan_60) will do
and post to the net (I think this is of interest net wide) I would really
appreciate it!!

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2700. TEX3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 12:10:09 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.656338209@cassiopeia>
Source record: 237820

I remember reading a post about a month ago describing a new port of
TeX 3.0 to the ST that was done with Turbo C or with Lattice C (I don't
remember which) and was supposed to be the best thing since sliced bread
for those of us who use LaTeX!!

Is someone in a position to make this available to the U.S. FTP users?
I REALLY would like to get my hands on this!! As I remember the original
post/announcement mentioned several disks worth of stuff. I know there are
quite a few ST users of LaTeX here in the States (and Canada) that are probably
watering at the mouth to get this new, faster (Oh please, let it be faster!!)
version.

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

2701. Sozobon C and ANSI

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 13:03:21 UTC
From: hans@wldrdg.UUCP
Message-ID: <419@wldrdg.UUCP>
Source record: 237821

Someone asked whether Sozobon C would ever appear in an ANSI version.
To put it simply, probably not (unless someone else does it).

Personally, I find most ANSI features annoying or simply useless.
I am currently working on a port of UNIX 5.4. It has a new compiler that
lets you select ANSI or K&R (compatability mode). The first thing
we invariably do is turn off ANSI. Otherwise you get a ton of useless
warnings.

If and when lots of public domain sources start being posted which
are in ANSI only (not optionally ANSI, optionally K&R), I MAY make
a version of Sozobon which is "ANSI accepting". This will take valid
ANSI code but will not necessarily produce all of the ANSI error
messages and warnings required by the standard. (It will not
include the full ANSI preprocessor with its totally bizarre recursion
limiting rules however). Thus 'const' and 'volatile' will be accepted
but totally ignored. Function prototypes will be taken but will NOT
be compared with each other to see if every last arg matches exactly.

As, I said, this will only happen when ANSI really becomes required for
lots of free sources. Until then I intend to use the K&R syntax. You
can too.

Johann Ruegg
Sozobon Ltd.

2702. gcc and GEM applications

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 13:40:03 UTC
From: rosenkra@convex.com
Message-ID: <107339@convex.convex.com>
Source record: 237822

---
i have (finally) decided to start using gcc on the ST and am putting
Alcyon aside. too many #ifdef ALCYON's in my code, i guess...

however, i would like to know just how good GEM/line A support is with
that compilation system. i know the libraries (gemfast, et al.) exist,
but i don't remember seeing mention of their relative quality compared
to (say) Alcyon's bindings. can someone drop me a line with some
general recommendations regarding GEM programming (AES, VDI) with gcc?
do GEM applications port easily to gcc? obviously unix-oriented shell
applications do...

what is making me switch? MiNT (thanx, eric) and MGR and another 60 MB
HD for my mega4 :-)...

-bill
rosenkra%c1yankee@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2703. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 14:10:27 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct19.141027.28420@cunixf.cc.columbia.edu>
Source record: 237823

In article <65661@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:

>>I think something has to be done. (And I wish something will be done,
>>since there is lots of nice software for the ST, too.)

Ah, but will they do anything? Will it be in time?

>> Jouni

>Oh come off it! I have a catalog from J&R Music World in front of me.

My my, aren't we testy? You neglect to mention that these prices do not include a monitor. Besides, Jouni was speaking about POWER without the prices. Five year old technology in a repackaged box is NOT power.

>Here are two prices it shows:

Oh boy! Actual numbers to play with.

> Atari 520ST-FM
> 68000 processor
> 512KB RAM
> Built-in 3.5 inch disk drive
> $329.95

So what? Add in $200 for mono or $300 for color and you finally have a usable system (for about $600). Why don't you explain to me what "powerful" things you can do with a 512K 520ST these days with a 720K drive and no hard disk? If you spend an extra $100 for the color monitor, you can play games with it. If you don't spend the $100, you can do a little word processing (if you have small documents), but then you lose most of the games.

> Atari 1040STE
> 68000 processor
> 1MB RAM
> Built-in 3.5 inch disk drive
> Blitter
> Digital stereo
> $599.95

Big deal. You get the same as above with a little more memory and a Blitter chip to speed up screen re-draws. Still no monitor. With a monitor, you get $800 for mono and $900 for color. (Hey, that's funny. I paid about the same for my 1040ST in 1986. I'm sure the components are FAR cheaper than they were back then so why is the price unchanged?)

>When you can buy a mac for $600, you let me know. Take a look at the

Ahem, you CAN buy a Mac Classic with a 1.2 meg disk drive, 1 meg RAM
with its own little monitor for $749 (Computer Era in NYC). You get
a ready to use system (keyboard included too) for this with a friendlier
OS and more software support.

>520ST-FM price. A 68000 based computer, with a 720KB disk drive for
>$330??!!? Jesus, what do you guys want, a miracle?

Yeah, but when you add in the cost of the monitor, the price isn't much
lower than a Mac Classic. A $100 savings wouldn't make me want to buy
a relatively unsupported computer.

>--
>kclenden@silver.bacs.indiana.edu Kevin Clendenien
>BLAST BBS - (812) 332-0573 BLAST, President
> "I want someone like you, only nicer."

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2704. .MSA Extender

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 15:14:00 UTC
From: slyster@questor.wimsey.bc.ca
Message-ID: <26NaR2w163w@questor.wimsey.bc.ca>
Source record: 237824

When you find a file with an .MSA extender, that referes to the Magic Shadow Archiver. I have run into the situation, too, of un-.LZHing a file and finding an .MSA within. Magic Shadow Archivers are available at most ST BBS systems of any size, at least in Vancouver, BC, Canada, it is on nearly all the free boards, and is Public Domain. If you are really stuck, and don't mind calling long distance, it is on my BBS at (604)531-1245.

2705. Re: You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 15:27:41 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Oct19.152741.13528@arc.ab.ca>
Source record: 237825

Waybe we should inundate this guy with mail that will take him weeks to get through!

Bob

2706. De-archiving

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 15:49:17 UTC
From: manuel@fornax.UUCP
Message-ID: <1420@fornax.UUCP>
Source record: 237826

Can anyone out there in netland offer me any advice on this problem? I've been trying for three weeks to figure out how to de-archive downloaded programs and if it weren't for bad luck, I'd have no luck at all.
I am working from a Sparc1 and emailed panarthea for a list of de-archiving programs for the Atari 1040ST. Since the problems are always the same, I'll deal with my tribulations with uud/uue.
This program arrived by email, and the header informed me that it was uuencoded with the UNIX version of uuencode, so I UNIX uudecoded it. This gave me the file "dumasuux.arc" which I then transferred to a formatted floppy using MTOOLS. To be sure that I was not experiencing format-type problems, I transferred to both a dos(MTOOLS) disc and one formatted on my Atari. Then I took the discs home and added the de-archiving programme arcx.ttp which was on a STart magazine disc. I've used the program to de-arc other programs on the same disc, so I'm sure that it works. All that happens with dumasuux.arc is a white screen with cursor for about fifteen seconds while the floppy drive makes serious working noises, then pops back to the desktop. This happens with booz, zoo201g, pkunarc, shar,and unlzh14. I've also tried it with uniterm with no more encouraging results.
I've been tearing my hair out now for three weeks and am down to the last few tufts, which my wife wants me to keep. Any suggestions?
Oh, yes, I forgot to mention: when I tried to de-arc booz I got booz.docwhich had about one readable page, then became a garbled shambles, which just about describes me at this point.
All suggestion, either by email or post-to-net will be gratefully received.
Frank.

2707. Atari, TOS, and better yet

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 18:31:10 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Oct19113110@soc1.ssl.berkeley.edu>
Source record: 237827

It interesting to me that the Amiga TOS emulator should arrive on the net at the same time as Eric Smith's MiNT.

I think that Atari is entirely within their rights in preventing the distribution of TOS to the public. (One might even suggest that they are a social responible company for preventing its spread ;^). On the other hand, Eric Smith says that he is interested in having MiNT become a replacement for TOS, not just an extension. Assuming that MiNT progresses in this direction in a completely legal manner (like the IBM PC OS emulators), then what will Atari do? Surely, MiNT will be distributed on disk (not in ROM). Then the Amiga people will be able to emulate MiNT legally -- which will be better than TOS IMHO.

I hope I haven't put any words into Eric Smith's mouth. The point is, which operating systems have the most support from the computing community -- a closely guarded OS, or a public OS? Developers who work on Mac are relatively isolated from the rest of the world. They have specialize knowledge about the Mac which will never be useful on other machines. Conversely, Un*x and IBM PC programmers have a huge community. In fact, many applications programmers can write code that lives in both worlds (mainly because PC C compilers make up the difference between Un*x and DOS).

Public OS like OS-9 and Minix also have bigger communities because the same OS is available on several machines. Just think how nice it would be for *developers* if there was a TOS emulator for DOS machines (or TOS to DOS cross compiling environment, or some such). People like David Beckmeyer would be big winners, as their products would reach much larger markets.

But the fact is the Atari sells hardware not software. They don't want an Amiga TOS emulator, because they don't want a consumer to think "hey, I'll buy Amiga hardware and a TOS emulator for it, and get the best of both computer's software." Sometimes I think Atari sees software as a necessary evil.

Eric Olson
--
Eric
ericco@ssl.berkeley.edu

2708. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 18:40:10 UTC
From: darekm@microsoft.UUCP
Message-ID: <58392@microsoft.UUCP>
Source record: 237828

In article cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>... By using a free medium (Usenet), to advertise your commercial product
>you are taking advantage of all those sites out there who pay for the
>net to operate. How about giving them a royalty from future sales to
>cover their blood, sweat and tears in keeping Usenet alive? :-)
>Hehe, if the above sounds ridiculous to you (and I suspect it does), I
>suggest you go back and re-read your post that I'm referring to for a
>REAL laugh.
>
>>- Darek
>
>Cheers,
>
>Chris
>------------------------------+--------------------------
>Chris Mauritz |D{r det finns en |l, finns
>cmm1@cunixa.cc.columbia.edu |det en plan!
>(c)All rights reserved. |
>Send flames to /dev/null |
>------------------------------+--------------------------

My dear pathetic Mr. Mauritz. You obviously cannot read English. My original 10K message containing the Quick ST II Challenge was never sent. I thought I did, but I guess I didn't. Instead, I posted a much shorter message saying that anyone who wants to find out more can reply to the message. That way I save a lot of bandwidth by not posting it here. I also am not emailing out copies of the demo because it is about 150K in size and that too would waste a lot of bandwidth. So even though in the last few days I have received dozens of email requests to email the demo, I am instead offering to send a disk, AT MY EXPENSE, to anyone who wants it. I have posted the exact same offer on Compuserve and GEnie. So I have "wasted" less bandwidth than you, who decided to repost my entire my entire message, plus your pathetic little mindless comments. Just because this is a free network does not mean we are limited to discussing only public domain software. What I posted was an announcement, similar to the announcements you will find from other commercial software vendors on bulletin boards, or bundled in an issue of ST Report or ZNET. You obviously cannot be reasoned with since your signature directs me to send flames to /dev/null, so if you have some problems with this go to hell. I know it is a new concept for you to grasp: someone giving away free demos on a disk without charging for it and no strings attached. Considering how many people responded to my posting, and how many of them used words like "ok, I'll bite" it proves my original statement that most people on the net are to cheap to consider buying commercial software, and it is only by offering it to them on a silver plate that they respond. I accept that as a fact of

life in the Atari world, and offering a free demo is my way of satisfying both me and the users. I could weasel out and start crying that the ST software market is dead and hopeless, but it is not. Quick ST II is one of the best selling pieces of software for the Atari ST, ever. That is why I can afford to sell it for $20 and still make a healty profit. So please stop trying to kill the commercial software market. Please? If you have anything further to say, please do so in private email and stop wasting bandwidth.

- Darek

Darek Mihocka All views expressed are my own. If you don't like them, die.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

2709. Re: .gif viewer ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 19:33:17 UTC
From: markp@janus.Quotron.com
Message-ID: <639@janus.Quotron.com>
Source record: 237829

In article <27@gem.stack.urc.tue.nl>, remy@gem.stack.urc.tue.nl (Remy Wetzels) writes:
> >Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:
>
> >on my unix account, i have some pictures in ".gif" format.
> >so what i need is an utility to view gif pictures
>

> [Remy suggests giffer (mono), and bgif (color)]

Yet to be mentioned is the .GIF file viewer/converter present in DigiSpec
from Trio Engineering. Although DigiSpec's main purpose is to make Spectrum
pictures with Color Computer Eyes, it also works very well with .GIF files
(In fact, that's all I use it for). DigiSpec won't let you squash the picture
like you can with bgif, but it does automatically scale it to fit the screen.
It also lets you adjust the color balance, brightness and contrast. The
pictures it produces are of very good quality and it even works with pictures
the size of lush.gif. Outputs to spectrum format only (SPU or SPC).

Mark T. Price (sg) markp@janus.quotron.COM
...{hacgate,scgvaxd,uunet}!janus!markp

"He who laughs last is sucking up to the boss"

2710. Re: turbo c

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 19:44:37 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <2990@jaytee.East.Sun.COM>
Source record: 237830

In article <lsh1.656306650@ra> lsh1@ra.MsState.Edu (Shane) writes:
>In <3539@mindlink.UUCP> a1076@mindlink.UUCP (Robert Bell) writes:
>>hi can anyone tell me how i can get hold of turbo c for the atari st here in
>>north america,or the address of borland.Thanks!

>I would also like to know this. please mail me also.

Here ya go. Best advice is to order via phone and use a credit card...
Someday, someone will get the idea that they should market this thing
in the USA. Warning Will Robinson, Note! Caveat...

This version *IS* *GERMAN*, which means *GERMAN DOCUMENTATION*... if that
doesn't worry you, then go 4 it...

Turbo-C 2.0 Atari DM 218.00 + US $30.00 p/h
Turbo-C 2.0 Pro Atari + src db + ass DM 412.00 + US $30.00 p/h
Indicate Atari, ask about STe support. For payment try: VISA !!
Heimsoeth, Inc. did the port. Docs in German, old 2.0 PC docs?
(Exchange: DM ~ 1.6 2the US $, so 218/1.6=136.25, 412->257)

Barbara Ford
Customer Support
Lundwurmstrasse 88
Postfach 15 03 40
D-8000 Muenchen 2
(Germany - GMBH
011 49 (89-7 20 10-0), verify country code 49.

o L.R. Data in White Bear Lake, Minnesota
(612)770-2447
Borland Turbo C $449 regular version. 1.0!!

Joe
-=-

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"

2711. DungeonMaster on Atari??

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 20:22:05 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <26237.271f1a1d@kuhub.cc.ukans.edu>
Source record: 237831

I am new to the Net, and as an Atari games user, I am somewhat surprised that there is no newsgroup for Atari games, such as there is for Amiga users. Having completed both DungeonMaster and its sequel, I was interested in seeing what other Atari users thought of the game, or if there were folks who needed hints and such. Isn't there anyone out there who plays DM on the Atari??? If so, why aren't there any postings on the topic? Maybe it's time to start?

Doug Yanega
University of Kansas (BITNET - beeman@ukanvm)

2712. Re: What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 20:33:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct19.203325.14938@math.lsa.umich.edu>
Source record: 237832

In article <jlong.656337729@cassiopeia> jlong@radc.af.mil (Jeff Long) writes:
>I have a 1040STF,TOS14,Mono-monitor: Does overscan only work for color
>systems? I read the docs and they mentioned a monochrome mode, but not
>very detailed. Will I see a larger screen on my monitor?? Will the
>black, wasted areas be utilized? Will it work with NeoDesk 2.05 (or
>NeoDesk 3.0 providing Gribniff EVER sends it to me!!), what about Flash1.6
>or Uniterm?? Will my Showdvi previewer use a larger screen?
>Will this guy ever quit asking question? Are you still reading this??

Overscan works for both color and monochrome. On an Atari SM124 monochrome
monitor you will get 688x480 pixels, without any adjustments to the monitor.
(The author has since announced that he has tweaked it to display 720. Dunno
how.)So yes, the black wasted areas get utilized.

Neodesk 2.05 works fine with Overscan. Uniterm does not. I have a patched
version of Uniterm 2.0d that does. (It was too much effort for me to consider
doing it again for 2.0e...) I don't use Flash, so I don't know about that.
I haven't installed the font files on my system, so have never tried any of
the DVI previews. Dunno.

MGR works...

The standard version of overscan puts the video system into 50 hz (PAL) mode.
If you're particularly sensitive to video flicker, you'll notice the change.
I think it's the only way to make it worthwhile though - you have 340 (?)
scan lines at 50 hz, and you can tweak the video display to 280 scan lines.
At 60hz, there are only 262 scan lines, and you can only get 224 video lines
total. (This is for color, btw. Monochrome is as I described above.)

I noticed that the hardware limit for monochrome seems to be around 500 lines,
so getting 480 is probably about the most you'll see. I haven't seen anyone
get near 800 horizontal though.
>
>Sorry, got carried away for a moment... But seriously, if anyone could give
>us a brief, "real-world" view of what overscan (and overscan_60) will do
>and post to the net (I think this is of interest net wide) I would really
>appreciate it!!
>
>
>--
>---
>| Capt Jeff Long longj@lonex.radc.af.mil |
>| Rome Air Development Center (315) 330-7751 |
>| Communications Networking Branch (DSN) 587-7751 |

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2713. Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 21:56:47 UTC
From: jahromib@gpu.utcs.utoronto.ca
Message-ID: <1990Oct19.215647.5331@gpu.utcs.utoronto.ca>
Source record: 237833

I would like to thank the many people that replied on this topic (and also sent me email). I would like to reiterate a few points though:

1) Some of my fellow st'ers did not take well to my lack of appreciation for gem. My response is that gem is SLOW. text scrolling is laborious (and please don't tell me to run quick st or turbo st. Also, I mentioned _wordprocessing_ *not* DTP. When I wish to do simple dtp, I haul out my calamus and do a quick page. For real, complicated dtp (trust me, I have worked at a professional typesetting company) I rent time and use quark express on a mac ci, lino it and have the printers print 1000 or so newsletters. BUT, this is *not* wordprocessing. For wordPROCESSING, you do NOT want to be bothered by column placement, pixel shifts, microspacing, kerning, leading, etc. You wish to type, ie PROCESS words QUICKLY, and a window interface is a nuisance. Believe me, hitting some fkey to insert a code is far easier than fiddling with the ruler (and faster). And for those who may think that wind/icon/mou/pointer interfaces (the brave new world and rebirth of man/comp relationships) has made text and cli's (the diehard ignoramuses who refuse to catch up to the times) extinct, may I remind you that any operating system worth its salt has a shell.

2) many have kindly suggested a variety of ST progams (st writer elite, wordup, wordflair, etc.) Unfortunately, NONE come even close to the formatting dictionary, thesaurus, sort, merge, record, page layout (all in text!) footnote/endnote/bibiography, macro programmability, most important of all printer support (customizable!) of wordperfect (4.2 on). I am sorry to repeat the name "wordperfect", but I consider it a standard with its *combination* (note emphasis) of features that NO wordprocessor has approached.

3) other alternatives were suggested (Tex/Latex, nroff, etc.) I am honestly inclined to vi my stuff and then run it thru troff before I touch something windows based, and these suggestions are quite reasonable. The only excuse I have is that I prefer wordperfect's codes much better than typing in ".commands" and find its slight degree of onscreen formatting/character emphasis helpful.

4)WP 4.1 for the ST is buggy, clunky, and unreliable (this is the OFFICIAL release version by wp corp. fully updated). Using it is a misery, considering what it could have been. 4.2 does NOT exist (to my knowledge), neither is WP likely to release it (or higher versions, for that matter).

Finally, this is only my opinion. Obviously, many (quite rightly) will prefer the windowed interface and their favourite wordprocessor and I do not aim to batter down someone's opinion. Its just that the lack of choice and power on my st bugs me in this instance.
thanx for your time,
Babak

2714. Quattro Pro vs. Lotus

Newsgroup: comp.sys.atari.st
Date: 1990-10-19 22:07:20 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Oct19.220720.25578@rodan.acs.syr.edu>
Source record: 237834

I see that Lotus is kickin butt in the courts over its product. Or atlest my friend is always telling me so. I'm a fan of Quattro Pro. Does anyone know of a news group where I can keep up with the latest on this topic?

2715. Re: Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 01:56:33 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct20.015633.13937@ecst.csuchico.edu>
Source record: 237835

- 1) Some of my fellow st'ers did not take well to my lack of
- appreciation for gem.

Which is fine. I can respect other people's preferences (I think :^).

- My response is that gem is SLOW. text scrolling is laborious (and
- please don't tell me to run quick st or turbo st.

Why not? What's wrong with either of them? They offer a dramatic improvement even on an STe. I've said this before, and I'll say it again, that coming home to my STe is heaven after working on a Mac IIfx. The text drawing with TurboST or QuickST is great. Have you even seen them?

- You wish to type, ie PROCESS words QUICKLY, and a window interface
- is a nuisance.

Geez, you can't please everybody, can you? Most people (I know this is an irrational generalization) would think that they are a luxury. I think of a couple of text editors, like Emacs, ProText, and others, which I'm sure you've heard of, that offer text edited features, but no word processing functions. Guess you're stuck.

- Believe me, hitting some fkey to insert a code is far easier than
- fiddling with the ruler (and faster). And for those who may think
- that wind/icon/mou/pointer interfaces (the brave new world and
- rebirth of man/comp relationships) has made text and cli's (the
- diehard ignoramuses who refuse to catch up to the times) extinct,
- may I remind you that any operating system worth its salt has a
- shell.

I'm a wind/icon/mou/pointer, specifically GEM, kind of person. This is why I didn't buy an IBM in 1988. But each to his own.

- 4)WP 4.1 for the ST is buggy, clunky, and unreliable (this is the
- OFFICIAL release version by wp corp. fully updated). Using it is a
- misery, considering what it could have been. 4.2 does NOT exist (to
- my knowledge), neither is WP likely to release it (or higher
- versions, for that matter).

I'm sorry you can't find what you're looking for. I was almost sure that WP for the ST would have fit your bill, but alas, I was wrong. Moreover, you seem to be the programming type. Why not write one and sell it? :^) I'm sure there are few other ST users like you.

- Its just that the lack of choice and power on my st bugs me in this
- instance.

Unfortunately. On a machine who's default mode is a GUI, it would be pretty hard to imagine anything but a GUI for a word processor. I think that one reason most people (another irrational generalization, I know) bought the ST was for its easy-of-use. Luckily, for those power users who like a shell, those are available for the ST.

--

==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2716. Wuztek info

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 02:08:04 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct20.020804.14066@ecst.csuchico.edu>
Source record: 237836

I called Wuztek Wednesday (say that 10 times fast :^) to ask about their monitors which show both resolutions. The Rainbow monitor which shows color and mono screens sells for $599 and the Greyscales monitor which displays all three resolutions, but in greyscales, sells for $349. Wuztek also makes other products, including an adapter to connect a PC-compatible keyboard to your ST, a monitor switcher like Monitor Master, and a product to connect your ST to a composite monitor like VideoKey. Here's their address if you want more information:

Wuztek
One Technology Drive
Building 1E, Suite 301
Irvine, CA 92718
TEL: 714-753-9253
FAX: 714-753-9255

--
==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2717. Other FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 02:14:00 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90292.221400CXS128@psuvm.psu.edu>
Source record: 237837

Here are some ftp sites I havn't seen mentioned here.
These are all pretty old sites but I have logged onto all and they are still
there. Maby there is some old program on one of these sites which hasn't shown
up on atari.archive, but, maby not.
cseg.uark.edu
ix1.cc.utexas.edu
ummts.cc.umich.edu cd PC7
plains.nodak.edu
John T.

2718. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 02:26:16 UTC
From: Xorg@cup.portal.com
Message-ID: <35050@cup.portal.com>
Source record: 237838

I have long suggested that Atari change its motto to

"Yesterday's Technology Tomorrow!"

:-]

Peter Szymonik

2719. Re: Other FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 08:07:01 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct20.080701.27924@math.lsa.umich.edu>
Source record: 237839

In article <90292.221400CXS128@psuvm.psu.edu> <CXS128@psuvm.psu.edu> writes:
>Here are some ftp sites I havn't seen mentioned here.
>These are all pretty old sites but I have logged onto all and they are still
>there. Maby there is some old program on one of these sites which hasn't shown
> up on atari.archive, but, maby not.
>cseg.uark.edu
>ix1.cc.utexas.edu
>ummts.cc.umich.edu cd PC7
>plains.nodak.edu

The archive on ummts.cc.umich.edu is pretty out of date. We (folks at atari.archive) started there originally, but the base system is sort of a pain to use. We just haven't cleaned off of there completely, and there is still a local user base that likes that system (MTS) more than Unix. (Or something like that...) Anyway..... Just about everything that's ever been on the MTS archives is also at atari.archive.umich.edu.

At some point it would be nice to go thru and cull out all the old stuff, but who ever has spare time these days, eh?

[And I haven't even gone thru all the circa-1986 stuff I grabbed when I was starting in this area. Yeehah. Funny how most people complain that there's not enough software, but every time I look there's too much to manage. Twisted world, eh?]
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

2720. Re: Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 15:01:15 UTC
From: dwy47@unix.cis.pitt.edu
Message-ID: <51155@unix.cis.pitt.edu>
Source record: 237840

> on [WP] [...hitting an fkey is much faster and nicer than playing with the
> rulers...]

I think it's just a matter of preference. I never really like the WordPerfect (IBM or even mac version). I do most of my wp work at school or at work and I always use MSWord. I am a mouse/pointer/icon/menu kind of person. It's just bothering to use WordPerfect when I have to format the text here and there (usually out of order) and I have to juggle with fkeys (ctrl, shift, alt) and space bars, tabs, arrow keys....I would do much faster and better with a mouse, then the sequence ^f7,1,2,4,6 (as an example only, not a real sequence) (and I have to remember or use a template or cheat sheet).

But of course there are a lot of diehard IBM (even IBM is going windows and menu systems and all sorts...you give me a reason) users who still prefer fkeys applications. To them it's easy to use and powerful. To them, a mouse is like a mouse, real hard to catch.

2721. QUICK_DB problems

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 16:52:26 UTC
From: archbold@bluemoon.uucp
Message-ID: <4DNcR1w163w@bluemoon.UUCP>
Source record: 237841

Hi! I just ftp'd QUICK_DB from atari.archive, extracted it on my beloved 1040ST running TOS 1.0 and attempted to run the program. As it turns out the program displays title screen and says that there was error opening MAGAZINE.KEY (which didn't come in the *.ARC file) and aborts.

What is that file? Is it some sort of keyword (or number) that the program compares to it's own and decides whether it's valid? If the program is PD (as it should be since I got it off of atari.archive) why is there sucha thing installed?

Does anybody know what the problem might be? How about the author?

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2722. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 17:24:23 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3650@syma.sussex.ac.uk>
Source record: 237842

NO CA
CONNECT 2400

References: <1990Oct18.013304.8034@gpu.utcs.utoronto.ca>

From article <1990Oct18.013304.8034@gpu.utcs.utoronto.ca>, by
jahromib@gpu.utcs.utoronto.ca (Babak Jahromi):
>
> Why on earth isn't there a wordprocessing package for the ST with at least the
> sophistication of wp 4.2 for the ibm?? Doesn't ANY company feel there's money
> to be made writing a decent word processor instead of the crap out there
> already (1st word, wordwriter, and others that don't even know what the concept
> of a tab is and have the worst printer support possible, even 1st word..)
> What wouldn't I do for a st version of wp (please, with NO windows, NO gem,
> just nice, fast text mode)! But I guess this is a pipe dream...

I'm not sure which ST Word Processors the writer knows about. OK, 1st
Word Plus still expands tabs to spaces (although you can use indents in
some cases to get the same effect as a 'normal' tab), but its printer
support isn't that bad.

I'm not sure if the writer thinks the ST version of WordPerfect is lousy
or whether he doesn't know it exists. I don't like it much, but I'll
admit it's improved over the years. (Now if only the UK would get the
US updates faster..)

There are others with a reasonable spread of features (though I've not
tried all of these): Wordup, Script, Protext all come to mind. I
discount Microsoft Write, which is an unfinished, unloved and
unsupported botch. It would be nice if someone would translate Le
Redacteur into English: version 3 looks to have all the sophistication
demanded by the writer, and friends who've used it say they won't go
back to anything else.

The trouble is, of course, that these products are not well distributed
in some (most) countries. The software is out there, but getting it to
the users is difficult.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

2723. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 18:08:45 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <3412.272092ad@cc.helsinki.fi>
Source record: 237843

In article <65661@iuvax.cs.indiana.edu>, kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
> In article <3375.271cee3c@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>>When the Atari ST came in the mid 80's it was the best price/performance
>>machine, I think. But now I have begun to think that it isn't it
>>anymore. I just hope they could have kept it that way... Well, now it
(some of my own text deleted)
>>I think something has to be done. (And I wish something will be done,
>>since there is lots of nice software for the ST, too.)
>>
>> Jouni
>
>
> Oh come off it! I have a catalog from J&R Music World in front of me.
> Here are two prices it shows:
> Atari 520ST-FM
> 68000 processor
> 512KB RAM
> Built-in 3.5 inch disk drive
> $329.95
>
> Atari 1040STE
> 68000 processor
> 1MB RAM
> Built-in 3.5 inch disk drive
> Blitter
> Digital stereo
> $599.95
>
> When you can buy a mac for $600, you let me know. Take a look at the
> 520ST-FM price. A 68000 based computer, with a 720KB disk drive for
> $330??!!? Jesus, what do you guys want, a miracle?
> ---
> kclenden@silver.bacs.indiana.edu Kevin Clendenien
> BLAST BBS - (812) 332-0573 BLAST, President
> "I want someone like you, only nicer."

Well, as Mauritz said, even the low-end Ataris aren't incredibly cheap anymore. But what I was talking about, were mainly NEW computers with at least a 68030. The comparable models are A3000, Mac IIsi and Atari TT. I suppose that these all will be priced about the same in the US.
I am not interested in
the low-end Atari's since they are quite old technology and I already have a MEGA4. I can't make up a good reason to choose an A3000, TT (or

even an IIsi) over the NeXT because for the same price I can get a n-times more effective and valuable machine. IF Atari TT's would-be price was about $3000 AND you could get a reasonable EDUCATIONAL DISCOUNT, then I could consider buying it.

But I can't continue supporting Atari only because they did some very good things half a decade ago...

(If I had enough money I would keep the MEGA4 as a MIDI-platform on the side of the NeXT. The best thing would be to get an Atari comparable to the NeXT for the same price...)

Jouni

2724. Re: Atari word processors

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 18:40:58 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.656448058@peun33>
Source record: 237844

In <1990Oct18.144010.6612@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:

>What is Minix? Where is a .doc that will explain this to me?

MINIX is a UNIX(TM)-like operating system replacement for the IBM PC/XT/AT, the Atari ST/Mega_ST and meanwhile for the Amiga (A2000 only) the MAC (MacMINIX) and lots of other systems. The ones listed here explicitly are those you can get a commercial version for from Prentice Hall.

MINIX is a lot like System 7 but after being patched to MINIX 1.5 it has more and more enhancements to it. There are efforts going on to make it as posix-like as possible. However, it was basically written for OS courses. Currently there's a discussion in comp.os.minix on where MINIX should be heading and how to keep the readability important for OS courses while adding features which would be USEFUL.

There's no doc file. There is, however, a so-called MINIX Information Sheet which is posted regularly in comp.os.minix (you should be reading that group as you may notice). The latest version I have is dated Oct. 3 (mtime on my machine!). I can mail that to you if you're interested. I'm not going to post it since I'm not the one who maintains it and it is as I mentioned, posted at regular intervals in comp.os.minix.

I hope this helps all of you who've been asking the above question.
Have fun
Martin
--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

2725. PD distributors

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 18:45:21 UTC
From: a1318@mindlink.UUCP
Message-ID: <3605@mindlink.UUCP>
Source record: 237845

This is primarily aimed at the software(especially the shareware)
authors we have reading the net.

I have noticed that many of the programs coming across the net
will not allow their distribution by way of PD software
distributors.As well,some do not will their software to be distributed
on commercial systems such as Genie and Compu-serve.

I wish to know why such a prejudice?(No flame,I am just curious)

What is it about PD distributors that authors don't like?While I
am not connected with any such distributors,I will admit I have
thought along such lines and as such would like the authors point of
view.

Is it that most distributors after purchasing disks,checking out
the programs,cataloging them,creating some sort of sales catalog,etc.,
try to make a profit on the disks to cover their time and effort?

The reason I ask,is for several years I was without a modem as
well as being a long distance toll charge from any user group or
BBS.My only option was such distributors and with one exception I
found their prices for their time and effort to be reasonable.I wonder
wether some authors understand that the reason distributors exist is
to provide a service that people want(or in my case,needed).I would
think that for a shareware author,the widest distribution would bring
the best results.

Since my interest is strictly for the ST,I thought I would ask
here,but since this post is not of general interest(I don't think
:}),I would ask that all replies be by E-Mail to save bandwith.

My thanks for your time and considerations,

Kent Cavaghan

P.S. Please,no flames;at this point I am just curious about some
seemly contradictions.I will sumarize to the net if there is enough
interest.
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /

//

2726. Wanted: Mean 18 for ST (boo hoo)

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 19:55:52 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <26247.27206579@kuhub.cc.ukans.edu>
Source record: 237846

My copy of Mean 18 was destroyed. Thanks to copy protection, and the fact that it doesn't seem to be still manufactured, I must ask if any of you folks have grown tired of your copy (or know some other way to obtain said ST game). Reply via email or bitnet (beeman@ukanvm), unless there is something other Mean 18 fans might need to know.
Thanks, Doug Yanega

2727. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 20:51:04 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <40442@shemp.CS.UCLA.EDU>
Source record: 237847

In article <1990Oct19.141027.28420@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>My my, aren't we testy? You neglect to mention that these prices do not
>include a monitor. Besides, Jouni was speaking about POWER without the
>prices. Five year old technology in a repackaged box is NOT power.

[Ranting about lack of power in STs deleted]
[He continues to say taht you can't do anything with a 512k St w/o hard disk.]

>Ahem, you CAN buy a Mac Classic with a 1.2 meg disk drive, 1 meg RAM
>with its own little monitor for $749 (Computer Era in NYC). You get
>a ready to use system (keyboard included too) for this with a friendlier
>OS and more software support.
>

So, Chris, you complain about repackaged the STE as 5 year old technology and then suggest a Mac Classic?!? You also said that an ST system w/o hard disk was useless. At least an ST won't make you swap disks every two minutes to load in another hunk of the operating system. True, with the exception of the stereo sound, the STE is basically a slightly faster (Blitter, TOS 1.6) ST, but the Mac Classic is a slightly faster original (128k) Mac with more memory.

Also, please note that you can bump an STE up form 1 Meg to 4 Meg for about $200. I did so with mine.

I'm not going to get into the OS debate here, but a floppy based ST system is definitely useful. Unless you need to do a lot of compiled programming or a lot of heavy stuff, STs are perfectly useful with only a floppy.

Your comments about the STs needing a monitor and the Mac CLassic coming with one are valid.

>
>Cheers,
>
>Chris
>
>------------------------------+--------------------------
>Chris Mauritz |D{r det finns en |l, finns
>cmm1@cunixa.cc.columbia.edu |det en plan!
>(c)All rights reserved. |
>Send flames to /dev/null |
>------------------------------+--------------------------

```
--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { \_@_/ }
GEnie: S.WHITNEY `-----'
```

2728. Re: DungeonMaster on Atari??

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 21:05:17 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Oct20.210517.4952@ux1.cso.uiuc.edu>
Source record: 237848

Well, DM is rather old, and i think most of the posts for it have
been posted already.

2729. Atari.archive.umich.edu Monthly Posting

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 21:09:02 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Oct20.210902.4633@terminator.cc.umich.edu>
Source record: 237849

[This is the first time we've posted this, so let me know what you think....
weiner]

Welcome to atari.archive.umich.edu

This is the first monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Bart (Brode's Archive Retrival Thang) is our mail server. You can get
his help file simply by asking for it. Mail atari@atari.archive.umich.edu,
and type the word help in the body of the message. Further questions about
BART can be mailed to jon@atari.archive.umich.edu, NOT me.

2: How can I connect via FTP?
Well, we have an FTP help file too....Again, mail BART and he will send it
to you. Try atari@atari.archive.umich.edu and enclose 'send ftphelp'
in the body of the message. Further questions about FTP go to me,
weiner@atari.archive.umich.edu.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

There are a few files that you will find necessary to continued archive
usage, namely:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.zoo : Unpacks .lzh files

Some of the latest uploads:

Oct 6 14:20 24bit.arc -> ../utilities/24bit.arc
Oct 18 20:18 arcgsh32.zoo -> ../archivers/arcgsh32.zoo
Oct 1 19:22 atarimgr.zoo -> ../utilities/atarimgr.zoo
Oct 18 20:18 djstuff.arc -> ../printing/djstuff.arc
Oct 7 16:00 dvidrvx.zoo -> ../tex/dvidrvx.zoo

```
Oct 18 20:17 firstbas.lzh -> ../applications/firstbas.lzh
Oct 3 21:16 gimmicks.lzh -> ../misc/gimmicks.lzh
Oct 7 16:01 gnupltx.zoo -> ../graphics/gnupltx.zoo
Oct 3 21:13 graphiti.lzh -> ../graphics/graphiti.lzh
Oct 15 19:32 life.zoo -> ../games/life.zoo
Oct 15 19:32 lifeuniv.arc -> ../games/lifeuniv.arc
Oct 1 19:23 mgrdemos.zoo -> ../utilities/mgrdemos.zoo
Sep 20 12:53 mint06b.zoo -> ../utilities/mint06b.zoo
Sep 20 12:53 mint06s.zoo -> ../utilities/mint06s.zoo
Oct 4 23:43 mntlib03.zoo -> ../gnustuff/tos/mntlib03.zoo
Oct 7 16:22 pbmchess.arc -> ../games/pbmchess.arc
Oct 15 15:34 pfx.zoo -> ../archivers/pfx.zoo

Thanks to everyone who has uploaded anything lately.....

PLEASE NOTE: FTP and BART service are a privelege, not a right! Please make
a supreme effort to keep heavy FTP and BART use in off-time hours (i.e. after
5 pm EST but before 8 am EST).

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"
```

2730. BART Help file

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 21:10:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Oct20.211031.4729@terminator.cc.umich.edu>
Source record: 237850

```
The Umich Atari Archive Help File

Welcome to BART, Brode's Archive Retrieval Thang, Terminator's Atari mail
server. To use the server, send a message to atari@atari.archive.umich.edu.
The subject line is ignored. The body of the message should contain, one per
line, any of the following commands. Each of the commands sends its output
back to you via mail.

"help"
This command tells BART to send you this file.

"index"
This command tells BART to send you the Index.
Currently, the index is a listing of all the files
int the Atari area. Descriptions of various files
can sometimes be found in the Index file of each
directory. These must be requested individually
with the send command. They are currently incomplete,
but it's all we have for now.

"path mail-address"
This command tells BART where to send the requested
files. This is useful for specifying a mail path.

"send directory/filename"
This is the command that sends out files from the
archive. The server only lets you get files from
the ~atari hierarchy so you only have to specify the
subdirectories in the atari tree. You can determine
the path and filename from the Index file. For example,
if you wanted to get arc, you'd send a message with
a line in the body that looked like
send archivers/arc.ttp
to get the index file, use
send Index
Binary programs are uuencoded before they are sent
out. If you miss parts of a file, rather than re-request
the whole thing, you can give BART a comma separated
list of the parts you are missing and it will send you
those parts. For example...
send languages/gcc.arc aa,ac,af
This is the only way to get files larger than 400K.
You must request the file by parts until you have the
whole thing.
Note: BART does not accept wildcards such as ? or *.
```

"sendb directory/filename"
This is similar to the send command except that it
always uuencodes the files that it sends out. Send
tries to determine whether it is sending a binary
or ascii file and only sends uuencoded messages when
necessary.

While the commands are not case sensitive, the filenames are, so be
careful you are using the correct case before complaining that the server
is broken.

You are limited to 400k and/or 5 files per day. It takes 24 hours from
the time that bart received your last message to clear your quota
records. BART does not queue requests that went over quota and send them
out later. You have to re-request them 24 hours later.

BART tends to ignore your mistakes. You will not receive a message back
if you gave an illegimate command or specified a bad file name. This was
a deliberate design decision. It may not be user friendly, but it keeps
the mail queues short and prevents a couple other nasty things.

Submissions are always welcome. Please mail them to
weiner@atari.archive.umich.edu

Jon Brode -- jon@atari.archive.umich.edu dyer@math.lsa.umich.edu
Terminator Atari Archive Moderator
--
weiner@atari.archive.umich.edu "Ted, I fear that strange
Bet your ass I'm a wolverine... things are afoot at the CircleK"

2731. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 21:20:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <15556@hydra.gatech.EDU>
Source record: 237751

In article <58392@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:

> ... Considering how many
>people responded to my posting, and how many of them used words like "ok,
>I'll bite" it proves my original statement that most people on the net are
>to cheap to consider buying commercial software, and it is only by offering
>it to them on a silver plate that they respond.

NO! The only thing this proves is that many people tried your earlier
shareware versions of QuickST and couldn't stand all the extra bugs it
added to an already buggy TOS! No one wants to PAY for software that
that is incompatable with any of the other software they commonly use,
even if its only ONE program.

> ... Quick ST II is one of
>the best selling pieces of software for the Atari ST, ever. That is why I
>can afford to sell it for $20 and still make a healty profit.

So despite your obvious hatred of us CHEAP SH*TS who read and post to the
net, you are still willing to boast about how Atari ST users are lining
your wallet (in addition to what ever Microsoft pays you).

> If you have anything
>further to say, please do so in private email and stop wasting bandwidth.

Yeah, it's OK for you to post large flames towards others, but not for
others to post flames towards you.

>
>- Darek
>
>--
> Darek Mihocka All views expressed are my own. If you don't like them, die.
> Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
>--

I think I'll have to look into Turbo ST!

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2732. Re: TEX3.0 for ST??

Newsgroup: comp.sys.atari.st
Date: 1990-10-20 22:47:38 UTC
From: nspit@ruunsa.fys.ruu.nl
Message-ID: <1654@ruunsa.fys.ruu.nl>
Source record: 237752

In <jlong.656338209@cassiopeia> jlong@radc.af.mil (Jeff Long) writes:

>I remember reading a post about a month ago describing a new port of
>TeX 3.0 to the ST that was done with Turbo C or with Lattice C (I don't
>remember which) and was supposed to be the best thing since sliced bread
>for those of us who use LaTeX!!

>Is someone in a position to make this available to the U.S. FTP users?
>I REALLY would like to get my hands on this!! As I remember the original
>post/announcement mentioned several disks worth of stuff. I know there are
>quite a few ST users of LaTeX here in the States (and Canada) that are probably
>watering at the mouth to get this new, faster (Oh please, let it be faster!!)
>version.

Not only in the States, also in Europe

Werenfried Spit
R.J. v.d. Graafflaboratorium +31-(0)30-53-2330
Postbus 80.000
3508 TA Utrecht nspit@fys.ruu.nl
The Netherlands spit@hutruu51.bitnet

2733. Terminator mail archiver address

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 02:56:50 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Oct21.025650.22108@nmt.edu>
Source record: 237753

Hello,

The average Joe at my school no longer has access to FTP. Since that gets rid of my access to the Terminator archive, I was wondering if Terminator still has a mail archive. If they do, could someone please post its address or email it to me.

Thanks.
eahsnsr@JUPITER.nmt.edu

"It's not very impressive, is it?"
--Old Bag commenting on the Trinity Site

2734. Mercury-Toys

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 07:49:12 UTC
From: root@clubber.stgt.sub.org
Message-ID: <5380507@clubber.stgt.sub.org>
Source record: 237754
Cross-posted to: mercury.allgemein,comp.sys.atari.st

Hi,

auf meiner Pladde sinn zwei neue Spielsachen fuer Mercury-Anwender.

KILLJUNK (Fetzt die ng junk von der Pladde und raeumt auf.)
WHOAMI (Gibt die Antwort auf die uralte Frage; Wer bin ich?)

Beide Teile sind "hard 'n' dirty" programmiert. Environmentvaraiblen
werden nicht verdaut. der etc-folder wird auf dem root des Default-
laufwerks unterstellt. Ohne config.sys loeppts nich.

Wer 's trotzdem hamm will, bitte msg an server@clubber.stgt.sub.org
(Habe reply to so gesetzt...)
Im Message-Body (Also nich im hedder, gell Gert?!) sollte
send mercury.tls
stehen.

Das File is ca. 25 Kilo lang und wiegt etwa ein Meter. Kommt
uuencoded und gearct. Laeuft mit Mercury 1.16
Tschubb
--ROLAND--
--
Roland Hoffmann UUCP: ...!doitcr!nadia!clubber!root
root@clubber.stgt.sub.org
7300 Esslingen a.N. STILL THE AGE OF AQUARIUS! (ALF)

2735. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 15:10:12 UTC
From: techno@lime.in-berlin.de
Message-ID: <BALKLCI@lime.in-berlin.de>
Source record: 237755

[C. Mauritz's flames deleted]

Mauritz, *PLEASE* tell us why you still own an ATARI ???

Techno

--
|techno@zelator.in-berlin.de| |Please do not e-mail from outside Germany !|

| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

2736. Re: .SND and .SPL file formats

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 15:34:07 UTC
From: ALBERT_DAYES@bdt.UUCP
Message-ID: <5892@bdt.UUCP>
Source record: 237756

The problem with precise format of the .SND file is that there are many programs that use this in file extentions ... Hybrid Arts ADAP uses that for and extension (which is basically a sound designer format) and several others.

2737. TT Sales in Britain

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 15:45:58 UTC
From: kdr@doc.ic.ac.uk
Message-ID: <KDR.90Oct21164558@tcsun5.doc.ic.ac.uk>
Source record: 237757

1. Is the TT available in Britain?
2. If so from whom and why don't they advertise anywhere!
3. How much does it cost?

Replies by email, please, I doubt the entire world wants to know. I'll post a summary with uk distribution [assuming I get any replies :-)]

Kevin

"Information makes the world go around, money just pays for the network"

2738. Jove for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 21:16:43 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <5353@quiche.cs.mcgill.ca>
Source record: 237758

I've been using JOVE for my SUN, for MS-Dos and also for the ST, but the ST version is not as reliable as most of the other versions I've seen. It bombs periodically, especially when I try to access the describe-command type commands, and sometimes it can't figure out what its own directory is, etc etc...

I set environmnet variables from BOTH Neodesk and Pcommand, because I don't think JOVE knows how to access the ones from Neodesk when I am in pcommand (?)...

Anyway, is anyone else having similar problems? I am using tos 1.4, btw...

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
All typos (C) 1990 by SAE - All rights reserved

2739. eps files

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 21:46:11 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3466@vela.acs.oakland.edu>
Source record: 237759

Does anyone know of any programs that convert either GIFS, TIFFS, PICTS or ps files to eps files?

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2740. zip

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 21:46:57 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3467@vela.acs.oakland.edu>
Source record: 237760

Are there any versions of zip file archivers that can be used on the ST?
swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2741. Re: Terminator mail archiver address

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 21:51:51 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <1990Oct21.215151.25247@math.lsa.umich.edu>
Source record: 237761

In article <1990Oct21.025650.22108@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
>Since that gets
>rid of my access to the Terminator archive, I was wondering if Terminator
>still has a mail archive. If they do, could someone please post its address
>or email it to me.

First thing, we are no longer the terminator archive. Our machine is
properly called atari.archive.umich.edu. (the fact that it happens to
be on terminator is irrelevant)

Second, send a message whose body contains only the word "help" to
atari@atari.archive.umich.edu. You will receive instructions.

Jon Brode -- dyer@math.lsa.umich.edu Jesse '92!
Supreme Allied Umich Atari Commander

2742. GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 22:02:19 UTC
From: schultzd@frith.uucp
Message-ID: <1990Oct21.220219.5543@msuinfo.cl.msu.edu>
Source record: 237762

I just picked up Microsoft Write at an Atari swap meet. It comes with GDOS. However, there is only support for the Atari SMM804 printer. I have an EPSON FX-85. Is there any way I can get support for my printer? I would really like to get at some of these cool fonts.

Please e-mail responses as I haven't been able to read news very often lately.

Thanks
--
----- Michigan State University - Dept. of Computer Science -----
----- David W. Schultz -----
----- "There are no problems, only solutions." -----
----- schultzd@frith.egr.msu.edu || schultzd@cpsin.cps.msu.edu -----

2743. Trash Messages

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 22:18:42 UTC
From: slyster@questor.wimsey.bc.ca
Message-ID: <V6weR1w163w@questor.wimsey.bc.ca>
Source record: 237763

> Maybe we need a comp.sys.atari.st.corporation... That way, people

> could post worthless crap about Macs, Amigas, IBMs, stocks, etc.,

> and the remaining 99% of us can have comp.sys.atari.st for

> discussions of ATARI COMPUTERS (what a concept, eh?) Nahhh,

> wouldn't work. Those people (we know who they are...) would

> cross-post to other Atari groups, since their discussions apply to

> EVERYTHING, and also since they would soon get bored knowing that

> nobody reads their trash anymore. Oh well, I can dream, can't I?

I dunno, I read the "trash" messages and find them very interesting. I'm just that way, I guess.

2744. Quick ST II and John Bruno

Newsgroup: comp.sys.atari.st
Date: 1990-10-21 23:12:32 UTC
From: archbold@bluemoon.uucp
Message-ID: <LNZeR3w163w@bluemoon.UUCP>
Source record: 237764

Ok, John and others who agree with him on bashing Darek Michocka:
For one thing, there are lotsa people who'd like to have his Quick ST II and I don't appreciate such strong developer bashing as you try to pass onto us. I think that Darek Michocka has done alot for this ST world and he deserves a little respect in that light.

So, please, if you don't like Quick ST II or Darek, speak for yourself and let a good developer do his work. I think you're turning developers away by such posts, and we do need them you know...

UseNet was the place where I found out about Quick ST II and thanx to that I'm gonna be able to get it. I usually get most of my info off of this medium of communication, so I think that Darek's choice of posting here was pretty good.

On the other hand: Darek, I didn't like the way you got on someone's case when s/he tried to get some info about pd programms which would put a picture on desktop...

Anyhow, send flames to:

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

2745. Re: C Compilers-->K&R or ANSI Draft??

Newsgroup: comp.sys.atari.st
Date: 1990-10-22 00:30:40 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Oct22.003040.14045@hub.cs.jmu.edu>
Source record: 237765

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>What about Sozobon C? Are there any chances that it will become
>ANSI draft at some poitn.

>Christian Lynbech
>DAIMI, University of Aarhus
>Denmark

Better yet (for me anyway) Mark Williams C?

JT
internet: bayers@hub.cs.jmu.edu or
help_jt@vax1.acs.jmu.edu

2746. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-22 02:21:41 UTC
From: Xorg@cup.portal.com
Message-ID: <35128@cup.portal.com>
Source record: 237766

But read the fine print. The $750 Mac Classic does NOT include a hard drive and that price is often available if you purchase the "Mac Classic Package" with the hard drive and a printer - bumping the price to a lofty $1,499, otherwise you'll pay $850-900 for the Classic. (and every try and use a Mac off floppies? we're talking 43 disk swaps to copy a disk...)

Peter Szymonik

2747. Re: You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-22 07:36:04 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Oct22083604@punisher.hut.fi>
Source record: 237767

> Gee, Bob, (or should I say NECROSIS), you're my hero. Your intelligent
>and witty posting brightened an otherwise dull and ordinary day.

Please, do not waste bandwidth by replying to these kind of messages.
If you want to do something, send a copy of Necrosis' message to the
system administrator of his account along with a letter explaining the
meaning and purpose of Usenet and this newsgroup. This worked with
Petra and it might work with Necrosis. I personally would immediately
cut off such a person from Usenet, even if that meant closing his account.
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

2748. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-22 13:31:57 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Oct22.133157.24249@warwick.ac.uk>
Source record: 237768

Don't you think this is getting just a bit out of hand? I for one use Usenet as a major source of information on new products and what is going on in the ST world, and if people want to let me know about their new product it's fine by me. And if they want to let me try it out before spending $20 and finding it's not what I want, that's even better.

Jas.

2749. AtariFest Boston Oct 27

Newsgroup: comp.sys.atari.st
Date: 1990-10-23 04:52:13 UTC
From: jpexg@ai.mit.edu
Message-ID: <11515@life.ai.mit.edu>
Source record: 237769

New England Atari Fest will be held at the UMass boston Harbor Campus, 10-27-90, 9:00 to 4:00. Admission $5.00. Mostly sponsored by Boston Computer Society Atari Users' Group.

Various seminars, dealers, user groups. Bob Brodie from Atari will address the multitudes at 3:00pm.

Info-line (617) 527-4952 or BCS Atari bbs (617) 396-4607.

2750. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-23 21:57:32 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct23.215732.8645@ecst.csuchico.edu>
Source record: 237770

```
- A few blocks of Atari stock traded yesterday at **1 3/4**. This is
- beginning to look more serious than I thought, as the tech stocks
- have been rallying in the last few sessions. Commodore, Apple, IBM,
- Compaq, Sun, etc. have all increased in value since their
- post-Kuwait lows. Draw your own conclusions.
^^^^^^^^^^^^^^^^^^^^^^^^^
You're annoying. How's that for a conclusion??

--
================================================================================
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [ THIS SPACE AVAILABLE ]
California State University, Chico / | \ [ LEAVE E-MAIL ]
```

2751. Re: Using MGR and Gulam under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-23 22:04:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct23.220415.8744@ecst.csuchico.edu>
Source record: 237771

```
- Also, I tried using BGACC with MiNT and it gives me two bombs when I
- get the item selector to run a prg in the backround. I only had
- Folder300.prg in the auto folder with MiNT following, and no other
- prgrams or accs. The only other thing that was installed was my
- hard disk autobooting driver, the Atari one that came with my
- Megafile 44. I am using TOS 1.4. Does anyone have any suggestions?
- Thanks very much!

I had this occur also, but when I didn't have UIS III installed.
When it wasn't installed I got the two bombs. When I installed it
from the AUTO folder, I didn't get the two bombs, but I still got the
regular file selector, no UIS. Weird. BTW, BGACC and Mint is nice!
I don't use Mint at all, but I wanted to try out BGACC. I was
running Forem through BGACC. Text display was kinda strange, but
everything worked okay. I need more memory though. It was REAL
tight on a meg. FYI, I have an STe with ICDBOOT 4.8.4.

--
==============================================================================
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [ THIS SPACE AVAILABLE ]
California State University, Chico / | \ [ LEAVE E-MAIL ]
```

2752. Re: You guys are lame...

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 03:24:02 UTC
From: towns@atari.UUCP
Message-ID: <2715@atari.UUCP>
Source record: 237772

in article <65530@iuvax.cs.indiana.edu>, NECR0SIS@silver.ucs.indiana.edu (faheyr@silver.ucs.indiana.edu) says:

>
>
> When are you guys going to realize that the ST is a piece of crap?!? Get a
> real computer
>
> Bob (the real NECR0SIS)

Geesh. Get a life. Obviously, the write of this message has nothing better to do with his time. Go out, see a movie, go shopping, do anything.. but stop annoying us with your stupid dribble.

-- John Townsend ..ames!atari!towns
Atari Corporation

NOTE: The opinions expressed are not those of my employers... They are my opinions and mine alone.

2753. Re: Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 12:54:36 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Oct24.125436.13810@cs.dal.ca>
Source record: 237773

In article <9803@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>
>Oh, do get serious. Alt-= to bring up the menu? What mental giant came
>up with the idea of having a keyboard command to bring up drop-down
>menus?

It's totally optional. Normally the menu is present. The ALT key is
used only if for some reason you don't want the menu most of the time
but want to invoke it occasionally.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2754. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 13:46:51 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750090@hpsad.HP.COM>
Source record: 237774

If the stock drops below $1 a share will my ST stop working?

Draw your own conclusions.

Randy

2755. Re: Looking for Micromix I

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 16:48:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct24.164829.14018@ecst.csuchico.edu>
Source record: 237775

dit@frenzy.sybase.com (Stone Cold Mackin') writes:

- I am looking for a program called Micromix one, that takes samples
- from the M/A/R/R/S song "pump up the volume", and lets you mix them
- yourself.. a couple of years ago, Micromix II was posted to the
- net, so it follows that someone should have it (??).. anyway.. Oh
- yeah, if there are any other demo programs comparable to the
- Micromixes, or Lost Boys of London Demo, I would be interested in
- those too.

MicroMix I doesn't allow you to mix the sample like II does. I don't see why you couldn't swap samples though -- put the sample from I into II. I can upload it to atari.archive. Also, I think the Lost Boys of London demo is already there (as well as many others). If not, I can send it too.

--
==========
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2756. gcc and MT C-Shell (repost)

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 16:48:34 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct24.164834.21929@doe.utoronto.ca>
Source record: 237776

I have noticed a query about using gcc under RTX (MT C-Shell).
I posted this message a couple of weeks ago, but here it is
again (slightly modified at the end):

(cut here)
==========

A few days ago, I posted my suspicion that it was the freopen()
function which keeps gcc-cpp.ttp from running with MT C-Shell
(under Micro RTX). I still have not seen the gcc-cpp.ttp source,
but I did try out this test program:

```
#include <stdio.h>

main()
{
FILE * fp;

fp = freopen("hack.txt","w",stdout);
if( fp )
fclose(fp);
else
fprintf(stderr,"Cannot open hack.txt\n");
}
```

The program runs under TOS and MiNT, but not under RTX (which prints the
error message). The reason is that the Gnu freopen() function in this case
attempts to close the standard handle associated with stdout, which
(correctly) causes an error under RTX, while TOS and MiNT are a little
more lenient.

NOTE: compress.ttp also suffers from this problem (the one from
atari.archive in atari/gnustuff/tos).

PATCH:

Here is a little patch for the close() function in a compiled GCC 1.37
program. Note that this may not work for you, and may even cause the
program to malfunction! Use with care, and back up your originals. What
the patch does is simply have close() return no error even when there is
one.

Search for the following bytes with your binary editor:

```
3f 3c 00 3e 4e 41 58 4f 34 00 48 c2 6c 0a
|
74
```

Change the byte indicated from 34 to 74 (make sure that the _entire_ string
is correct first). Instead of copying the return value from Fclose() from
a0 to a2, this patch has the function set a2 to 0 (success) in all
circumstances.

SUCCESS:

compress.ttp does not complain about errors opening files when this patch
is applied, but I have not tested it past there.

gcc works, but it needs a little more help. You will have to set the
tpa to a higher value before you run it (see the shareware RTX
release for details on how to do this). I set it to 512K and gcc
seems to run fine, at least with smaller programs. With larger
programs or hyper-optimised ones, you may need to set the tpa
to 1024K or greater (the default in MT C-Shell is 64K). Remember,
gcc needs A LOT OF MEMORY. Give up on running it under MT C-Shell
(or, probably, MiNT) on a 1 meg machine. The Sozobon package is
rather simplistic, but it will run nicely in a smaller memory space
(it does not work as-is under RTX, though, because of a nasty
DLibs bug!!!).

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2757. Re: HELP!! PRINTER PROBLEMS!

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 17:32:43 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1741@uvm-gen.UUCP>
Source record: 237777

From article <1990Oct23.150838.2061@ncsuvx.ncsu.edu>, by smisra@eos.ncsu.edu (SAURABH MISRA):
>
> I am using a Panasonic 1091 printer with a 520ST and I am
> having problems printing with it, especially in graphics print
>
> first, it is leaving random characters when you print normally
> (like from a word processor)

Hope this gets out... I can't help you on that one, check if straight ascii files print ok. If so, you probably need to make or modify your programs' printer drivers to use the correct ESC codes, but read below.

Secondly, and more obvious, when
> I do a screen dump (Pressing Alt and Help) I get a line of
> the screen followed by a line feed, so on paper you get the
> picture of the screen, except it is striped because you are
> getting a linefeed at the end of each line (so it is twice as long in
> length on paper) Does anyone know what to do? Like DIP switches or
> the like?

> Thanks
> Saurabh

This is an old problem, back from the begining of STdom. The screen dump really only works for printers that emulate the IBM (originally rebadged Epsom MX with graftrax) 9 pin printer series. You can have a substitute driver for the screen dump in your autofolder - for better resolution or a different default size or a really oddball printer - but if you use it rarely, just put your printer into IBM emulation (with an Esc command or by means of a dip switch - read by the printer when it powers up). I used to do this routinely for my Star SG 10 and screen dumps *still* work on my new Citizen GSX140 (24pin) when I put it into IBM Proprinter emulation. The problem is that the (emulated - usually 8-) Epsom does not get its linefeeds reset to just 8 pins down (only 8 are used in the graphics modes) by the ST's dump code. The same commands on the IBM side *do* shrink the size of the linefeeds.
In your case, you have a 9 pin printer, so you could just leave it in IBM mode, which is what I did with my SG10. Be warned however, most software that needs a printer driver, GDOS programs especially, was written by people who believed Atari when it said that the ST was compatible with Epsons. They only give you a driver for the Epson mode of your printer. You could end up writing or scrounging a lot of printer drivers.

Good Luck, (posted for the benefit of those who didn't know about the 24pin screen dump trick 8-)

Bob Pegram

Internet Domain: pegram@griffin.uvm.edu

NEW UUCP: uvm-gen!pegram

(uunet not needed in path anymore - though it still might be a good way to come if uvm-gen is no on your site's maps yet...)RBPIII

2758. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 18:00:04 UTC
From: mrose@eeserv1.ic.sunysb.edu
Message-ID: <1990Oct24.180004.7759@sbcs.sunysb.edu>
Source record: 237778

In article <1990Oct23.215732.8645@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

[Same old crap from our bearer of doom and gloom for Atari, Chris Mauritz!]

>You're annoying. How's that for a conclusion??
>

Could someone please help us all out and explain how to put
Christopher M Mauritz in our kill files? ;)

>--
>==
>Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
>Video Production Major ||| [THIS SPACE AVAILABLE]
>California State University, Chico / | \ [LEAVE E-MAIL]

Take care!

Michael Rose
--
==

2759. Re: Using MGR and Gulam under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 18:07:58 UTC
From: mrose@eeserv1.ic.sunysb.edu
Message-ID: <1990Oct24.180758.8088@sbcs.sunysb.edu>
Source record: 237779

In article <1990Oct23.214236.13561@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1990Oct23.181421.23453@sbcs.sunysb.edu> mrose@eeserv1.ic.sunysb.edu (Michael Rose) writes:
>>Hello everyone!
>
>> I sent a post about this a couple of days ago, but it seems
>>to have vanished... oh, well... I was hoping that someone could
>>please explain how to set up MGR to run under MiNT. I have gotten it
>>to run, but I still can't seem to get the icons and different fonts to
>>work at all. Could someone post an example MGR.RC file which shows
>>the proper way of setting up the default paths? How do you use the
>>font program? Also, I can't seem to get Gulam to work with MGR. How
>>do I get MGR to run the VT52.PRG before it executes Gulam?
>> Also, I tried using BGACC with MiNT and it gives me two bombs
>>when I get the item selector to run a prg in the backround. I only had
>>Folder300.prg in the auto folder with MiNT following, and no other prgrams or
>>accs. The only other thing that was installed was my hard disk autobooting
>>driver, the Atari one that came with my Megafile 44. I am using TOS 1.4.
>>Does anyone have any suggestions? Thanks very much!
>
>How much memory do you have?

I have two megs.

>For your mgr startup, try something like
> setenv MGRFONT c:/mgr/icon

I tried it, it still doesn't work. You are talking about the
MGR.RC file right? Where should it be located? What shoudl I call the
file? And what about the MGR.RC file in the font directory, what do I
do with that one?

>For Gulam, you can start up VT52.PRG yourself. I use "half" to create a
>new window running the vt52 program, e.g.
> half vt52

What is half? And what does it do?

>I don't use Gulam in mgr. I suppose it would be good to recompile Gulam to
>use termcap and the MiNT calls, but I thought Jwahar Bammi was doing that.
>I recompiled the microemacs that comes with Mark Williams C, using termcap,
>and I just use that now.
>--
> -- Howard Chu @ University of Michigan
> one million data bits stored on a chip, one million bits per chip

> if one of those data bits happens to flip,
> one million data bits stored on the chip...

Thanks!

Michael Rose
--
==========

2760. DVI sought...

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 20:35:09 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <884@accucx.cc.ruu.nl>
Source record: 237780

Since I'm graduating and have to typeset LOTS of formulas I thought I might as well install a TeX system on my ST. So I looked in my disk collection and on the net, and found about 6 more or less complete TeX systems. Trouble is: I found one DVI program I *REALLY* liked, but ... It is a universal DVI driver that user a custom format for font libraries, and I only have the screen fonts.

The "About myDVI" dialog box says:

myDvi
a universal DVI driver
Atari/Pixel implementation
Version 1.1w
(c) 1986, 1987 Edgar Fuss

If anyone can tell me where to get the rest of the font libs that go with this DVI, I'd be very pleased!

Please answer to jeroen@phil.ruu.nl, thanx, J.

2761. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 21:08:22 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340015@hpfcso.HP.COM>
Source record: 237781

> Can anyone tell me where I can ftp a faster copy utility from? I have a
> regular ST1040, and the one-file-at-a-time swap-diskettes-til-you-bleed
> method is doing me harm. Thanks in advance.

I always use a huge RAMdisk when I'm doing floppy copies. That way I only
have to swap once.

I heard that TOS 1.4 does it right, using all available RAM as a buffer to
minimize disk swaps, but I havent' gotten up the nerve to try it yet.

Ray Depew
rrd@hpfitst1.hp.com
"Well okay, maybe it doesn't, but doggone it, it SHOULD!"

2762. Re: Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-24 21:17:16 UTC
From: iho@cac.washington.edu
Message-ID: <9860@milton.u.washington.edu>
Source record: 237782

In article <1990Oct24.125436.13810@cs.dal.ca> bill%biomel@cs.dal.ca writes:
>In article <9803@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>>
>>Oh, do get serious. Alt-= to bring up the menu? What mental giant came
>>up with the idea of having a keyboard command to bring up drop-down
>>menus?
>
>It's totally optional. Normally the menu is present. The ALT key is
>used only if for some reason you don't want the menu most of the time
>but want to invoke it occasionally.

If what you say is true, it's a feature in the newer releases of WP 5.1.
The versions I used (about 6 months ago) did not start up with the mouse
menus. In light of this new information, I stand corrected. It _does_
look really ugly, though, unless they've changed that, too.

--
"Gosh! You've really got | Il Hwan Oh
some nice toys in here." | University of Washington, Tacoma
-- Roy Batty, Bladerunner | iho@cac.washington.edu
|

2763. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 01:04:06 UTC
From: david@bdt.UUCP
Message-ID: <5948@bdt.UUCP>
Source record: 237783

[I'm not including text from any of the articles on this thread to keep this message short. Refer to the referenced articles if you haven't followed this discussion.]

I just want to say that flaming on both sides of this "Advertising on the net", "Atari users are cheap", and "wasting bandwidth" debate is getting out of hand.

Often it seems that the people that complain the most about incorrect use of the net are the very people that are getting the net for free, and have nothing to do with paying the usenet bills.

I am the site admin for our site on the net. The net isn't "free" to me by a long shot; I write the checks each month. Yet I still appreciate how much is done free-of-charge by all the upstream sites that forward mail and news for me. I know how much the total cost of each message must be by the time it's sent everywhere. But I still feel that small "commercial announcements" are no big deal. Anything done in a reasonable way (short and sweet), seems perfectly OK to me. Of course, this attitude will offend many net "purists", but I still argue that these aren't the people paying the bills. I certainly should have more say about what constitutes abuse of the net than an average reader, becasue I at least have to pay to run my site and I pay for all its network connections.

Also, don't forget that the ST market is small. There's only so many developers and only so many products. I know that if somebody comes out with a new product, I like to see an announcement on the net. I am more likely to see it and read it, than if it appears in an ST magazine. Many small companies can't afford to advertise large enough and often enough for me to catch their ad, so a small net posting might be the only place I see mention of the product, especially since the ST magazines are so awful about getting press releases out.

On the other hand, I think Darek needs to mellow out a bit. Those of you that saw my postings from a few years back, may have noticed quite a change in tone and content (I hope for better). I know at one time I was in a lot of KILL files :-)

Anyway, in summary, I think a few of you are jumping on Darek a little hard, and I also think that Darek has been a little hot-headed too. Both sides may have valid arguments, but they're getting lost in the shouting.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have

Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2764. Lotsa stuff sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 01:12:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct25.011227.16452@ecst.csuchico.edu>
Source record: 237784

The following files have just been sent to atari.archive.

18304 Oct 24 15:55 ck_demo2.lzh - Demo of Codehead's Codekey macro tool
58624 Oct 24 16:00 dcudemo.arc - Demo of DC Utilities 2.0.
(Mike V., I thought YOU were going
to post it. :^)
156032 Oct 24 16:13 dlxpaint.lzh - Demo of Deluxe Paint for the ST.
Supports STe's 4096 colors.
5632 Oct 24 16:00 steplay.lzh - STe Noisetracker module player.
This was posted to comp.binaries
by Lars-Erik Osterud, but I thought
I'd send it to atari.archive. The
sound is incredible! (Lars-Erik, any
chance of getting one that runs in
the background? :^)
51840 Oct 24 16:17 tcbsound.lzh - The Carebear's Soundtracker demo.
34048 Oct 24 16:21 cheetah3.lzh - Version 3.0 of the SUPER FAST file
copier. Great with hard drives.
Supports BGM partitions.
96128 Oct 24 16:34 pl_demo.lzh - Demo of Codehead's PopIt! and
LookIt! PopIt! "hotwires" your
desk accessories so you can call
them with a keypress. LookIt! is
an extensive and fast (and HUGE)
file viewer/editor.
41096 Oct 18 15:22 ballzone.lzh - Pretty good Arkanoid (Breakout) clone
Don't know if it works in
monochrome. (BTW, anyone know of
a mono emulator for the STe?!?)
48773 Oct 18 15:59 conquer.lzh - Playable demo of Conqueror, a
strategic tank simulation.
198110 Sep 30 18:55 daythund.lzh - Playable demo of Days of Thunder,
race car simulator.
130457 Oct 6 14:47 flyshark.lzh - Playable demo of Flying Sharks.
111167 Sep 30 18:55 manix.lzh - Playable demo of Manix, a game
like Crystal Castles (I think that's
the name of the game) but better
105991 Oct 13 17:32 monarch.lzh - Good looking demo from Portland, OR.
213760 Oct 14 05:30 neworder.prg - New Order demo from Europe.
Scrolline and good music.

Yeah, I had some free-time this afternoon. :^) Enjoy!

--
==========

Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [THIS SPACE AVAILABLE]
California State University, Chico / | \ [LEAVE E-MAIL]

2765. LaTeX on ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 01:33:37 UTC
From: <>
Message-ID: <1990Oct25.013337.2389@cs.utk.edu>
Source record: 237785

I would like to install LaTeX on my ST. I was hoping it would be an easy
task, so I tried uploading TeX arcs from terminator.cc.umich.edu.
I made sure I had all the files required, and ran INITEX.
And that's where I would always get stuck: INITEX munches along trying
to build LPLAIN, processes all the input files (such as lplain.tex,
lfonts.tex, hyphen.tex, etc.) and at the end gives me the '*' prompt, asking
for a command or \end. I don't know what to do at that point! I tried
everything, but I never succeeded in creating LPLAIN.

The documentation provided with those arcs is very brief, at best, and
I am (obviously) not familiar with the installation procedure for LaTeX.

Can somebody please enlighten me as to what I am doing wrong ?
Are there some well-documented LaTeX arcs available via ftp somewhere ?
I could probably deal with C source files, instead of binaries, since
I have the LaserC compiler. More detailed instructions would help
greatly, too.

I would really appreciate any help with this. Thanks in advance --

Andrew Krzywdzinski (andrew@cs.utk.edu)
1732 Laurel Ave.
Knoxville, TN 37916

2766. Re: PD distributors (ripped me off!)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 01:57:29 UTC
From: darekm@microsoft.UUCP
Message-ID: <58500@microsoft.UUCP>
Source record: 237786

In article <3605@mindlink.UUCP> a1318@mindlink.UUCP (Kent Cavaghan) writes:
>
> I have noticed that many of the programs coming across the net
>will not allow their distribution by way of PD software
>distributors.As well,some do not will their software to be distributed
>on commercial systems such as Genie and Compu-serve.
>
> I wish to know why such a prejudice?(No flame,I am just curious)
>
> What is it about PD distributors that authors don't like?While I
>am not connected with any such distributors,I will admit I have
>thought along such lines and as such would like the authors point of
>view.
>
> Is it that most distributors after purchasing disks,checking out
>the programs,cataloging them,creating some sort of sales catalog,etc.,
>try to make a profit on the disks to cover their time and effort?
>
>--
>//
>/ Kent Cavaghan | "Machines are only Human" /
>/ Vancouver, B.C. Canada | /
>/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
>/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
>//
>/ Any and All Disclaimers are Welcome Here!! /
>//
>

This is not a flame, so if I go off the deep end, just realize who is posting the message. <grin>. I too would consider myself to be one of these pd/shareware authors who included notices in his software that it may not be distributed by PD software distributors. That was one (of MANY) reasons why I abandoned shareware and went commercial.

I have had bad experiences with a number of such PDSDs. I will not name any names since some of them might read this, but they include some well known ones that advertize in Atari magazines, some Atari magazines themselves, and user groups.

The idea itself seems quite simple. Collect PD software, catalog it, put it on disks, and then sell it for a profit. However, most people who try it turn out to be complete morons who don't know what they're doing. A few of my programs that hace suffered through this process are ST Xformer and Quick ST (the original, not Quick ST II).

For example, with ST Xformer, there were 4 really major releases (1.2, 2.1, 2.3, and 2.5). Back then (1987 through 1989) I had this silly notion that most Atari ST users had modems and would be able to download this software from their local BBS or from Compuserve/GEnie/BIX etc. This of course, was a bad assumption. What started to happen is that most people got it from user group libraries or from these mail order PDSDs. I would start getting phone calls from peole telling me the software wouldn't boot up, and when I asked them about it, it turned out that files were missing, documentation was missing, etc. The problem with Xformer is that there were several megabytes of files associated with it (executables, data files, doc files, etc). What most PDSDs did was try to pick out the most important files and cram them on to a 360K or 400K disk. WROOOOOONG!!!

What really pissed me off was when I released an update, they would either ignored the update and keep selling the old files (why the hell did I bother to make an update then!!!) or they would mix old files with new files, or worse, they would continue to sell both versions. WHY!!!?!?!?!?!?? Can they not simply remove the old disk and replace it with the new?

And then of course, I got steamed because people who purchased ST Xformer from a PDSD would call me up at 3am and bitch about the problems, and when I explained to them that if they sent me the $15 shareware fee that they would receive complete docs and complete software, they would tell me to f*** off because they've already PAID FOR THE PROGRAM AND WHY SHOULD THEY PAY AGAIN?

I had a guy come up to my both at the recent San Jose World Of Atari demanding that I give him a free copy of the ST Xformer user's manual. First of all, I didn't have any on me, and secondly, just because he got the software for free doesn't mean that he's entitled to free manuals.

Even though ST Xformer 2.5 has been out as PD for over a year, a lot of the PDSD and boards don't have it. They have an old version of Xformer. What really gets me is that Atari had threatened to sue me over ST Xformer, saying that it was illegal, and that I couldn't sell it commercially. Yet many of these PDSDs get away with charging $5 or $10 for a copy of the software. I was at one Atari ST dealer in Michigan who had a copy of ST Xformer and the manual on his shelf for $49.95. And now with these ST Xformer Cables, there's guys out there making thousands of dollars selling them and the software, and I don't make one single penny from any of this. Am I pissed or what??

There is one mail order Atari dealer currently running an ad for the ST Xformer Cable and in the ad it states that even though the software and cable are PD, they will give me a share of the profits. Right in the ad! Well, considering that I have never been contacted by these people or received any money, and that they have been running this ad for months, I find it EXTREMELY hard to believe that they have not sold one single cable. They are, just like the rest of the PDSDs, ripping me off.

And of course, with Quick ST it was a similar situation. Most PDSDs simply couldn't handle updating their disks eveyr month with newer versions. Most of them also labeled the software as PUBLIC DOMAIN, which it was not. German PDSDs especially have done a lot of damage to me. Some of the German ST magazines I've seen carry ads from PDSDs who claim to have "exclusive

distribution rights" of Quick ST in Germany. That's complete BS!! They sell the shareware versions for $20 or so, or spread them around as PD, and of course when I went commercial with Quick ST II, it took almost a year to convince someone to distribute Quick ST II commercially. Only now is Quick ST getting the serious attention from German magazines.

In the US and Canada, I had a bit more control over Quick ST and managed to get the word out a lot faster about its conversion from shareware to a commercial product. However, there are still ads in magazine that I see from people selling Quick ST 0.8 (a beta version!!) or Quick ST 1.2 etc. These are 18 month old versions that have been superceded by at least half a dozen newer shareware or free demo releases.

And that is why I am pushing the Quick ST 2.2 DEMO so heavily. Otherwise these idiot PDSDs will still be selling old versions.

So, if I seem negative about PDSDs, I AM! And every other public domain, freeware, or shareware author out there SHOULD BE CAREFUL!!!

And I didn't even get into what I think of these self-proclaimed "sysops" that run your local ST boards. Geez, I had one guy call me up a few days ago asking which versions of Quick ST he can put up on his BBS. He just could not get it through his head that when I said "none" that I meant NONE!! He didn't want to post the Quick ST 2.2 Demo, since it was a demo, and instead wanted to post Quick ST 1.4. (1.4 is MUCH MUCH slower than the 2.2 DEMO, so where this bozo's logic was, I don't know).

The only PDSDs that I recommend are the online services like GEnie, Compuserve, Delphi, and BIX. The reason being that I, as an author and user of the service, have complete control over what files are posted and which are not.

I will NEVER again get into writing shareware. I don't fell like putting money into other people's pockets. Since its conversion to commercial status, Quick ST has outsold its shareware counterpart by a factor of 20 to 1. Too bad I can't do anything about Xformer, because I'd love to keep hacking on that, but bills have to be paid.

- Darek

Darek Mihocka (206)-885-5893 All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

Repeat after me:

Quick ST is not PD. Quick ST is not PD. Quick ST is not PD.
Quick View is not PD. Quick View is not PD. Quick View is not PD.
Quick Index is not PD. Quick Index is not PD. Quick Index is not PD.
Quick Find is not PD. Quick Find is not PD. Quick Find is not PD.
Quick CLI is not PD. Quick CLI is not PD. Quick CLI is not PD.
Quick Label is not PD. Quick Label is not PD. Quick Label is not PD.
Quick Manager is not PD. Quick Manager is not PD. Quick Manager is not PD.
Quick Inf is not PD. Quick Inf is not PD. Quick Inf is not PD.

2767. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 02:20:42 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Oct24222042@mole.ai.mit.edu>
Source record: 237787

>Can anyone tell me where I can ftp a faster copy utility from? I have a
>regular ST1040, and the one-file-at-a-time swap-diskettes-til-you-bleed
>method is doing me harm. Thanks in advance.

Try DCOPY, which should be available from any archive site.

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

2768. Re: Unix like login for the Atari ????

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 02:27:14 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Oct24222714@mole.ai.mit.edu>
Source record: 237788

>In article <15516@mentor.cc.purdue.edu> burnett@mentor.cc.purdue.edu (Andy Burnett)
writes:
>>
>> I am looking for a Unix-like login utility. What I want is something
>>to allow me to logon and have access to everything, and say have my roomate
>>logon and have restricted access to files contained on the HD (not logging on
>>simultaneously, of course). Is this possible on the Atari?
>
>I believe mx2 in binaries/volume3 may help you. It is a multi-tasking OS
>(I think) but it does contain a login function. I have not tried it yet
>so I cannot help you on how well it works.
>

The login in mx2 does not allow you to protect directories, just to
have various logins vor various people--mostly useless, in other words.

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

2769. Re: Non-Atari monitors on ST.

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 02:54:55 UTC
From: a1076@mindlink.UUCP
Message-ID: <3640@mindlink.UUCP>
Source record: 237789

hi david,
i've been using a commodore 1084s with my st for over a year 9
now and think its great.Most rgb analog monitors will work with the st ,its
just a matter of making the right cable(getting the pin configuration is the
hardest part).As to the tandy monitors i'm not sure if they'd work,arn't they
digital?
--

Robert Bell uunet!van_bc!rsoft!mindlink!a1076
Benndorf-Verster a1076@mindlink.uucp
Vancouver Canada voice 604-853-5870

2770. Re: Using MGR and Gulam under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 04:08:19 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <11553@life.ai.mit.edu>
Source record: 237790

In article <1990Oct23.181421.23453@sbcs.sunysb.edu> you write:
>
> Also, I tried using BGACC with MiNT and it gives me two bombs
>when I get the item selector to run a prg in the backround. I only had
>Folder300.prg in the auto folder with MiNT following, and no other prgrams or
>accs. The only other thing that was installed was my hard disk autobooting
>driver, the Atari one that came with my Megafile 44. I am using TOS 1.4.
>Does anyone have any suggestions? Thanks very much!
>
> Michael Rose

Whoops! I hit R instead of F and mailed this when I wanted to post it.
Soooory.

Currently, BGACC will only run .TOS programs. The source code was
posted to comp.source.atari.st, and I picked it up yesterday, hoping
to make it work with .TTP programs. I may actually get around to
this sometime soon, but don't hold your breath.

Now for my question. I want to be able to run a terminal program under
MiNT and (hopefully) MGR. My fully functional copy of C-Kermit runs
under both, and accepts input from the remote machine. However,
nothing I type is echoed or noticed on the other end. Are there any
special settings I need to make, or is there another terminal
program that works?

--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.
--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

2771. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 04:58:21 UTC
From: pdel@ADS.COM
Message-ID: <}B5%{X@ads.com>
Source record: 237791

>Personally I think its all a matter of form and frequency.
>
>No one seems to jump on first person testimonials

>But you are all yelling because he posted it, not a user.
>
>I for one like to see new products mentioned here, whether by the author or
>a happy user.
>
>Howard Johnson

Yeah, what he said.

Peter D

2772. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 05:02:13 UTC
From: pdel@ADS.COM
Message-ID: <BB5%?Z@ads.com>
Source record: 237792

```
>- A few blocks of Atari stock traded yesterday at **1 3/4**.
>- Draw your own conclusions.
> ^^^^^^^^^^^^^^^^^^^^^^^^^
>You're annoying. How's that for a conclusion??
>
```

Yeah. What he said.

2773. Quicklock (was Re: Unix like login for the Atari ????)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 06:42:47 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Oct25024247@mole.ai.mit.edu>
Source record: 237793

In article <ROEDER.90Oct23153846@robin.cs.uni-sb.de> roeder@robin.cs.uni-sb.de (Edgar &) writes:
The quicklock program and accessory allows you to write- and/or
read-protect some partitions of your harddisk. With a single password,
you can reenable the read/write-access to the partitions. This gives
you two levels of permissions. People knowing the right password can
access everything, others have only restricted access to some
partitions.
We use this system at the university to prevent (accidental) damage of
our program and system partitions.

Hope this helps!

- Edgar

This utility sounds very interesting. What is its distribution
status, and where is it available or how much does it cost?
nick

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

2774. pd midi sequencer

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 07:50:21 UTC
From: owhite@nmsu.edu
Message-ID: <OWHITE.90Oct25015021@dante.nmsu.edu>
Source record: 237794

please help me

i am looking for a good public domain sequencer for an atari ST

can anyone recommend one, also the ftp location that i might
pick it up at. thanks

please reply to owhite@dante.nmsu.edu

o-.
.

2775. Re: megafile 44 for backups

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 08:32:21 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2747@laura.UUCP>
Source record: 237795

In article <107565@convex.convex.com>, rosenkra@convex.com (William Rosencranz) writes:
|> 1) is there any problem with setting LUN on the megafile 44 (the 60 has
|> |> a nice little cover on top to get at the DIP switches) to daisychain
|> these
|> two together?

I don't know what "LUN" stands for, but...
The Megafile44's DIP switches are accessible without opening the cover and violating any warranty. Personally I have driven a Megafile44 both as drive 0 and drive 1 without any problem.

|> 2) is there a significant speed difference in disk access, either relative
|> to each other, or due to adding another LUN (i.e. will the 44 perform
|> comparably to the 60 and will adding the 44 to the system slow down the 60
|> for any reason)? what is the access speed on the 44? i believe the 60 is
|> probably 65 ms or so.

28 ms. However, if you are concerned in speed get TOS 1.4! With older TOS versions you will hardly notice any speed difference between 65 and 28 ms.

|> 4) will i need to change drivers (ahdx 3.01) to accomplish this? if so,
|> what will i need?

No, Ahdi 3.01 is fine.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2776. Re: atarimgr.zoo

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 09:26:01 UTC
From: laurent@hpgnd.HP.COM
Message-ID: <4280017@hpgnd.HP.COM>
Source record: 237796

Hello !

It is very kind of you to make atarimgr available to ATARI users. I
haven't sorted out the problem of getting this stuff from archive...

Could you send me atarimgr ? Many thanks.

Laurent JULLIARD
(laurent@hpgnzeus.grenoble.hp.com)

2777. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 09:31:41 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct25103141@zappa.FtCollins.NCR.com>
Source record: 237797

There's also a real nice shareware copy utility called cheetah. I'm not sure what ftp sites have it... I got mine from CI$. I could possibly post to the binaries news group if there's sufficient interest.

```
--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

2778. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 10:41:53 UTC
From: dac@ukc.ac.uk
Message-ID: <5904@harrier.ukc.ac.uk>
Source record: 237798

>Can anyone tell me where I can ftp a faster copy utility from? I have a
>regular ST1040, and the one-file-at-a-time swap-diskettes-til-you-bleed
>method is doing me harm. Thanks in advance.

On the subject of disk file manipulation, I would like to implement a move
command which, if the target is on the same floppy as the source, re-links
the directory entries rather than doing a copy/delete. Is it possible to
do this or will GEMDOS buffering confuse things? If buffering is a problem,
is there a way to tell GEMDOS its buffers are no longer valid?

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

2779. Re: What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 13:31:01 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2123@bahia.opal.cs.tu-berlin.de>
Source record: 237799

In article <1990Oct24.043053.10864@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Do you know yet how much it will cost?

We don't know the price for air-mail etc. It will cost something between $85 and $100. We are trying to have a dial with visa, so that you can pay with a card. If you pay direct, this will cost about $17 just for the bank :(If you send a german cheque it costs 140,- DM. (Incl. air-mail)

Karsten

2780. Re: Unix like login for the Atari ????

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 13:53:19 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct25.135319.29354@cunixf.cc.columbia.edu>
Source record: 237800

In article <ENTROPY.90Oct24222714@mole.ai.mit.edu> entropy@mole.ai.mit.edu (Nick Castellano) writes:
>>In article <15516@mentor.cc.purdue.edu> burnett@mentor.cc.purdue.edu (Andy Burnett) writes:
>>>
>>> I am looking for a Unix-like login utility. What I want is something
>>>to allow me to logon and have access to everything, and say have my roomate
>>>logon and have restricted access to files contained on the HD (not logging on
>>>simultaneously, of course). Is this possible on the Atari?
>>
>>I believe mx2 in binaries/volume3 may help you. It is a multi-tasking OS
>>(I think) but it does contain a login function. I have not tried it yet
>>so I cannot help you on how well it works.
>>
>
>The login in mx2 does not allow you to protect directories, just to
>have various logins vor various people--mostly useless, in other words.

I would think that Gulam would provide some sort of protection like this?
If not, maybe you could try Minix for the ST. I found MX2 to be a little
on the unstable side.

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

2781. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 14:11:06 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2751@laura.UUCP>
Source record: 237701

In article <5904@harrier.ukc.ac.uk>, dac@ukc.ac.uk (David Clear) writes:
|> On the subject of disk file manipulation, I would like to implement a move
|> command which, if the target is on the same floppy as the source, re-links
|> the directory entries rather than doing a copy/delete. Is it possible to
|> do this or will GEMDOS buffering confuse things? If buffering is a problem,
|> is there a way to tell GEMDOS its buffers are no longer valid?

This is no problem. Simply use the Frename() system call.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2782. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 14:11:28 UTC
From: shipley@tron.UUCP
Message-ID: <658@tron.UUCP>
Source record: 237702

According to a recent news article, NeXT sold about 7,000 machines in their first year. This does not appear to be enough to support large scale application development. I agree that the NeXT looks like a very nice machine and the price is becoming very attractive, but at the rate they are selling I would expect new software to appear much more slowly than it did for the ST. I realize that several very nice software packages are now available or will be RSN. If these are sufficient, or you spend most of your time programming for yourself, the NeXT could be a good choice.

Bill Shipley

2783. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 14:15:32 UTC
From: bainbrdk@sage.cc.purdue.edu
Message-ID: <4734@sage.cc.purdue.edu>
Source record: 237703

In article <BB5%?Z@ads.com> pdel@ADS.COM (Peter Delevoryas) writes:
>
>>- A few blocks of Atari stock traded yesterday at **1 3/4**.
>>- Draw your own conclusions.
>> ^^^^^^^^^^^^^^^^^^^^^^^^^
>>You're annoying. How's that for a conclusion??
>>
>
>Yeah. What he said.

Talk about taking it personally.... You only get responses like these if
you were worried about the future of Atari...

2784. Re: Atari Wordprocessors Continued

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 14:21:00 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Oct25.142100.1046@cs.dal.ca>
Source record: 237704

In article <9860@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>>
>>It's totally optional. Normally the menu is present. The ALT key is
>>used only if for some reason you don't want the menu most of the time
>>but want to invoke it occasionally.
>
>If what you say is true, it's a feature in the newer releases of WP 5.1.
>The versions I used (about 6 months ago) did not start up with the mouse
>menus. In light of this new information, I stand corrected. It _does_
>look really ugly, though, unless they've changed that, too.

You have to select the menus in setup. Shift-F1,2,4,8 is the sequence
to leave the menu bar visible. You can also change the appearance of
the menu.

I suggest that further queries about WP 5.1 go to a PC group.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2785. Re: Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 14:48:18 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <2865@van-bc.wimsey.bc.ca>
Source record: 237705

Re: Quick St Challenge.
Over the last year we have seen the Dc Desktop Demo posted to the net, and plugged by it's author, also we've seen David Beckermeyer recommending his own packages to users. And we've seen no complaints about bandwidth wasting or the death of the net as we know it. I rather suspect that if Darek hadn't got his foot firmly lodged in his mouth recently concerning a reqi`uest for a program which happened to do one of the things Quick ST does, we wouldn't be seeing any complaints now either.
I for one like to see developers discussing their products on the net, as it is a welcome releif from B.S. stock analysis's and inaccurate reveiws of Mac Classic pricing. The same goes for Darek's recommendation of Excel. If anyone else had recommended it, we wouldn't have heard a peep out of anyone. Maybe Darek could draw a lesson from this on posting style, as as his main antagonist obviously can't learn anything from anybody.

John Henders

2786. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 15:05:42 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <2866@van-bc.wimsey.bc.ca>
Source record: 237706

Re: Putting someone in your kill file.

Step 1: First you need a kill file. Hit shift k to kill any article and
save the results to a kill file.
Step 2: Hit control K to edit your kill file.
Step 3: Change the kill file to have this line in it.

/cmm1@cunixa.cc.columbia.edu/h:j

Resave the kill file and you're done. This will work for any messages
posted from that account. The h means that the header is searched for the
string in the slashes. As long as Chris posts from that account,everything
works fine. Note this only works for rn and it's relatives.

If you realy don't want to read anything to do with Chris, try
/Mauritz/a:j
This will kill any article with the string Mauritz anywhere in the
article.

enjoy
John Henders

2787. Re: Pagestream for sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 15:18:40 UTC
From: dgb@unislc.uucp
Message-ID: <1990Oct25.151840.26876@unislc.uucp>
Source record: 237707

From article <13352@sdcc6.ucsd.edu>, by atai@sdcc13.ucsd.edu:
>
>
> PageStream V 1.8 for sale. The best DTP program for ST.

I am a PageStream owner.

I got the stuff home and unwrapped it. The documentation is
useless. Not only can you not find what your looking for in
many cases it is just wrong.

But, hey no one *really* reads documentation do they? After
playing with it for a couple of weeks, I think I got a handle
on the thing; and some questions - and comments.

So I call Soft.logik (the name should have been enough to
warn me). I finally got through to support. This took 2
days. I said hey did you know you spell check doesn't work?
They said gee it works just fine here. I said gee that is
interesting but it defentely panics my machine. You get
address errors. They said oh no not us. I said did you know
that you dialog boxes are all wrong? They said hug? I said
yea - really.
Are you at a machine now? Well export some
text. Now what does that box say. hugh? THE
******* BIG BOX IN THE MIDDLE OF THE SCREAN THAT
SAYS MODIFY ALL TEXT ? That is a dialog box, and
it is wrong.

Well may be, but there is nothing I can do about it.

So, hey I can't use the spell checker *at all*, the documentation
should have gone in the trash along with the registration for all
the good they did me. Sooo, I export my document in ascii and run
a MW C speller. I hobble a long.

Now I am trying to prepare notes for a UNIX internals class. Now
I need multiple files open and these files get to 30+ pages each.
Now *everything* panics. You got it. Your working along cutting
and pasting - and the next thing you know three bombs.

Soooo. Finally I figure that maybe just maybe the GEEKS have wised
up. I give them a call. This time I get straight through to support.

Hey I have your stuff and it doesn't work. Do you
have any fixes?

Yea, we got a *brand new* version! Why haven't you
upgraded.

I don't particularly want to through good money after
bad. Look I gave you guys a fist full of money already -
for shit that don't work. What bugs did you fix between
releases. I would consider upgrading if it fixes my
problems.

The bugs are too numerous to mention.

Thats odd when I called you a few month ago you told me
you had no problems. That I must be doing something
wrong.

Well I can't do anything about that.

Well, look have you fixed you panics and the spell checker?

We did a lot of work on the spell checker. What is a panic.

You know bombs - BOOM, ALL WORK LOST.

Well, our code doesn't do that. That would make it useless.
I have written literaly hundreds of memos with this and never
had a problem.

Gosh, a *whole* memo hugh? I am having the strangest feeling
that I have been here before. I called you a few months ago
and you told me you had no problems. Now you tell me that well
your problems are too numberous to mention, refuse to give me
a bug list - so I at least have a clue what you think you fixed
and tell me that any problems I am seeing are an illusion. So
the bottom line is this. I got no problems - and even if I did
you are not going to do anything about them. I can buy your
new stuff if I want it. But even then if I still have problems
you aren't going to do anything. That a fair summary?

Well I would not have said it like that.

So hey good luck with Soft.Logik. If you got a lot of money for upgrades -
a lot of patients - and want a DTP system to write *MEMOS* this is just
the package for you.

Douglas Barrett I speak for myself
UNIX Systems Programmer
Unisys SLC Utah

2788. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 15:56:20 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2106@engage.enet.dec.com>
Source record: 237708

In article <5904@harrier.ukc.ac.uk>, dac@ukc.ac.uk (David Clear) writes...
>On the subject of disk file manipulation, I would like to implement a move
>command which, if the target is on the same floppy as the source, re-links
>the directory entries rather than doing a copy/delete. Is it possible to
Unless I miss understood your intent, just use Frename() it does all the work
for you. Just pass it the old and new file names and your done.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2789. Re: HELP!! PRINTER PROBLEMS!

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 15:59:57 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2107@engage.enet.dec.com>
Source record: 237709

In article <1990Oct23.150838.2061@ncsuvx.ncsu.edu>, smisra@eos.ncsu.edu (SAURABH MISRA) writes...
>I am using a Panasonic 1091 printer with a 520ST and I am
>having problems printing with it, especially in graphics print
I use the same printer and it works just fine, contrary to a previous followup, I've never had to put it in IBM ProPrinter mode.

>I do a screen dump (Pressing Alt and Help) I get a line of
>the screen followed by a line feed, so on paper you get the
The only thing I can think of that would do this is having the pixels per line set wrong in the ST. To fix it (and/or check it) go to the controll panel desk accessory and click on "Install Printer", in the printer menu select 960 pixels/line. Now save the desktop (so you will always have the 960 setting) and then try a screen dump.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2790. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 16:02:28 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct25.160228.8279@cunixf.cc.columbia.edu>
Source record: 237710

In article <4734@sage.cc.purdue.edu> bainbrdk@sage.cc.purdue.edu (David Bainbridge) writes:
>In article <BB5%?Z@ads.com> pdel@ADS.COM (Peter Delevoryas) writes:
>>
>>>- A few blocks of Atari stock traded yesterday at **1 3/4**.
>>>- Draw your own conclusions.
>>> ^^^^^^^^^^^^^^^^^^^^^^^^^
>>>You're annoying. How's that for a conclusion??
>>>
>>
>>Yeah. What he said.
>
>Talk about taking it personally.... You only get responses like these if
>you were worried about the future of Atari...

My sentiments exactly. Geez....

Chris

```
------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

2791. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 16:08:26 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct25.160826.3477@cunixf.cc.columbia.edu>
Source record: 237711

In article <2866@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>
> Re: Putting someone in your kill file.

Useful post.

>
> Step 1: First you need a kill file. Hit shift k to kill any article and
> save the results to a kill file.
> Step 2: Hit control K to edit your kill file.
> Step 3: Change the kill file to have this line in it.
>
> /cmm1@cunixa.cc.columbia.edu/h:j
>
> Resave the kill file and you're done. This will work for any messages
>posted from that account. The h means that the header is searched for the
>string in the slashes. As long as Chris posts from that account,everything
>works fine. Note this only works for rn and it's relatives.
>
> If you realy don't want to read anything to do with Chris, try
> /Mauritz/a:j

or try /stock/a:j

> This will kill any article with the string Mauritz anywhere in the
>article.
>
> enjoy

I'm sure they will. I feel so warm and fuzzy inside now. :-)

> John Henders

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

2792. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 16:15:15 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2108@engage.enet.dec.com>
Source record: 237712

In article <2722F8F7.24945@maccs.dcss.mcmaster.ca>, walkerd@maccs.dcss.mcmaster.ca (David Walker) writes...
>Can anyone tell me where I can ftp a faster copy utility from? I have a
DCFORMAT copies disks. It is available from PANARTHEA as volume3/dcfrmt30 and
from TERMINATOR as dcfmt30.arc

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2793. Re: New Games (Was Re: M1 Tank Platoon for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 16:21:54 UTC
From: a23@mindlink.UUCP
Message-ID: <3643@mindlink.UUCP>
Source record: 237713

> mg20+@andrew.cmu.edu writes:
>
> Msg-ID: <Yb9p67W00WAuQHymMx@andrew.cmu.edu>
> Posted: 25 Oct 90 20:56:39 GMT
>
> Org. : Class of '92, Carnegie Mellon, Pittsburgh, PA
> Person: Michael Paul Greelish
>
> Falcon Mission Disk II is called Operation: Firefight. I don't know if
> dealers have it yet, but MicroProse sent me an ad for it since I am a
> registered owner of Falcon. It costs $19.95 direct from them and sounds
> pretty cool... HARM missles, AMRAAM Air-to-Air Missles, Hind-D gunships
> and MiG-27 fighter/bombers to tangle with...
>
> BTW, their promotional ad was really tacky... it had "Mobilization
> Orders" printed on it, and this pompous pseudo-official look... seemed
> like they were trying to capitalize on the Iraq thing. I wrote them a
> critical letter, even though I am interested in the product ;-) .
> Haven't heard back from them yet.

No wonder you haven't heard back from them yet; Falcon is made by Spectrum Holobyte!

--

==
= Joel Murray / Vancouver, British Columbia / Canada, Eh? =
= a23@mindlink.uucp [or] uunet!van-bc!rsoft!mindlink!a23 =
==

2794. Software Swap

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 16:28:14 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <1885@shodha.enet.dec.com>
Source record: 237714

I'm situated in Reading, England and own a 520 STFM. I've got a lot of games software, much of which I'm becoming tired with. I reckon there must be zillions of other UK based ST users in the same boat, so if anyone's interested in swapping software with me, drop me a line!

Cheers,

Jamie.

2795. Re: DungeonMaster on Atari??

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 17:07:09 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340016@hpfcso.HP.COM>
Source record: 237715

> ago. But remember, the ST is not a games machine.

He's right, you know. And Flight Simulator is not a game. And Social Security deductions are not taxes. And Operation Desert Shield is not a war.

Personally, I think DM is one of the best games ever written for any machine. The only thing that could have been done to improve it (and other games of the genre) would have been to put it on a LD and include more (EX-cel-lent!) animation.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

2796. Re: What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 17:08:56 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1753@uvm-gen.UUCP>
Source record: 237716

ekrimen@ecst.csuchico.edu (Ed Krimen) quotes:
> ki@opal.cs.tu-berlin.de (Karsten Isakovic) writes:
>
> - AutoSwitch-OverScan is no longer ShareWare, you have to buy it. We
> - are working on the english version of the 50 paged manual. It will
> - be ready in the next month.

then Ed asks:
> Do you know yet how much it will cost?

I add:

Will you be doing the same for STEs, if so, when?
Any idea if the current version will make it across the big water?
I'm interested, but haven't done the old shareware hack, that's partly
why Karsen got no $$ from me 8-). What little info I do have, didn't make
it clear that this was a shareware, HW/SW hack 8-(.

Thanks,

Bob Pegram

Internet Domain: pegram@griffin.uvm.edu
UUCP: uvm-gen!pegram

2797. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 17:54:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0av35qw@jonh.wimsey.bc.ca>
Source record: 237717

Re: Relinking files.
This is yet another reason to get Tos 1.4. It does this on moves on the same disk. Appearantly UIS3 does the same thing under TOS 1.4. Can someone tell me if there is a new TOS call, or a new parameter on an old TOS call which does this?
John Henders

2798. TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 18:28:09 UTC
From: drp9500@isc.rit.edu
Message-ID: <1990Oct25.182809.8256@isc.rit.edu>
Source record: 237718

I just got a file copy of TOS 2.0, has anyone done anything with or
can someone tell me some of the major changes they made?

In the dinky text file that accompanied it:

Icons can be dragged outside the windows
7 windows open at once
function keys and keyboard commands
variable icons
supports all 6 resolutions for the TT

anomg others....

Now these all sound neat but I don't know if it is worth a whole
point jump....

I heard that this TOS is supposed to ship in Dec with the TTs

Also it's just under 100,000 bytes, sounds small.

~r .signature

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

2799. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 18:35:23 UTC
From: darekm@microsoft.UUCP
Message-ID: <58521@microsoft.UUCP>
Source record: 237719

In article <1990Oct22.190053.21874@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>The real issue (as far as I can tell) is not with Darek's posting style
>but rather with his supposed use of Usenet as an advertising vehicle.
>The fact is that Usenet has always (in spirit, at least) been intended
>for NON-PROFIT purposes, to the extent that commercial advertising is
>severely FROWNED UPON.
>
>In fact, I believe most Usenet veterans would say agree that
>_commercial_ sale notices are absolutely PROHIBITED. (Commercial, that
>is, versus personal for-sale notices, like cars for sale, etc. Darek
>is "allowed" to post a message telling everyone his car is for sale,
>but he is not "allowed" to post a message telling everyone his new
>product QuickProgramProver is available for sale.)

I have to disagree with that. If we were to follow that rule to the letter, then any discussion of ANY commercial product, whether software, or hardware could constitute being called advertizing. For example, when someone posts complete specs and prices for the TT or the new Macs, is that not really advertizing? Any time someone posts the name of a product and a price and an address, is that not adveritzing? What difference is there if I post my address and prices, or if someone else does it. If someone wants to know, I'll post it.

And the "product" I was "advertizing" was a free demo. I didn't waste a lot of bandwidth by posting a 150K uuencoded file to the net. Instead, I posted a short message saying that if anyone is interested, they can email me privately, and then later posted a 9K message because a lot of people requested it. more bandwidth has been wasted arguing about this than my original 2 postings! The whole point of the demo is to give people a free taste of what I sell without forcing them to spend a penny. I am even mailing the demo disks out at MY OWN EXPENSE, and an not using the net's bandwidth to email dozens of 150K uuencoded messages.

What can be discussed if we can't talk about commercial products? Remember that message I posted about two weeks ago where I bitched about how commercial products don't get discussed on Usenet. Well I see why. And it ridiculous. We have here a network for the free exchange of information all around the world, and you're telling me I can't post a message telling people about my product. I'm not posting daily or weekly "ads", just one announcement. If you're telling me I can't do that, then Jesus, what's Usenet for? There is just so much PD software we can talk about and distribute.

- Darek

```
------------------------------------------------------------------------------
Darek Mihocka All views expressed are my own.
Branch Always Software XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
(address crossed out so that I can't be accused of advertizing)
------------------------------------------------------------------------------
```

2800. Re: New Games (Was Re: M1 Tank Platoon for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 19:38:04 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Oct25.193804.9271@arc.ab.ca>
Source record: 237720

In article <27255205.7519@petunia.CalPoly.EDU> spejic@polyslo.CalPoly.EDU (Stjepan Zoran Pejic) writes:
>
> Speaking about new games, has anyone seen the new Falcon Mission Disk or Flight of the Intruder? Opinions?
I saw the disk but it was going for $40 cdn. and I wasn't inclined to part
with that kind of beans without more info. I decided it was time to send
in my registration card and maybe I could get cheaper directly.

Bob

2801. Re: New Games (Was Re: M1 Tank Platoon for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 20:56:39 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <Yb9p67W00WAuQHymMx@andrew.cmu.edu>
Source record: 237721

Falcon Mission Disk II is called Operation: Firefight. I don't know if dealers have it yet, but MicroProse sent me an ad for it since I am a registered owner of Falcon. It costs $19.95 direct from them and sounds pretty cool... HARM missles, AMRAAM Air-to-Air Missles, Hind-D gunships and MiG-27 fighter/bombers to tangle with...

BTW, their promotional ad was really tacky... it had "Mobilization Orders" printed on it, and this pompous pseudo-official look... seemed like they were trying to capitalize on the Iraq thing. I wrote them a critical letter, even though I am interested in the product ;-) .
Haven't heard back from them yet.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are MINE MINE MINE all MINE!!!

2802. Re: Lotsa stuff sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 21:49:05 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct25.214905.4441@math.lsa.umich.edu>
Source record: 237722

First of all, thank you very much, Ed, for these and your other numerous uploads to the atari.archive.

But just as a reminder - we also archive all comp.sources.atari and comp.binaries.atari postings, so if it's already appeared there, you don't need to send it to us again.

In article <1990Oct25.011227.16452@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>The following files have just been sent to atari.archive.

> 5632 Oct 24 16:00 steplay.lzh - STe Noisetracker module player.
> This was posted to comp.binaries
> by Lars-Erik Osterud, but I thought
> I'd send it to atari.archive. The
> sound is incredible!
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2803. Re: Using MGR and Gulam under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-25 21:55:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct25.215517.4666@math.lsa.umich.edu>
Source record: 237723

In article <11553@life.ai.mit.edu> dstailey@gnu.ai.mit.edu (Doug Stailey) writes:
>Now for my question. I want to be able to run a terminal program under
>MiNT and (hopefully) MGR. My fully functional copy of C-Kermit runs
>under both, and accepts input from the remote machine. However,
>nothing I type is echoed or noticed on the other end. Are there any
>special settings I need to make, or is there another terminal
>program that works?

It's probably trying to read from the same device MGR reads from, or
something along those lines. (And failing.) I wrote a small dumb terminal
program that I use with MiNT/MGR, available on atari.archive in the
telecomm directory - tip.arc. (Modeled after Unix tip, but quite a bit
less of a program... }-)

The standalone zmodem programs seem to work OK, except the code to determine
the baud rate doesn't yield correct results when MiNT is running. This
usually results in the rz/sz program resetting the line to 19200 instead
of accepting the current speed. I recompiled the stuff with that speed
determination code #ifdef'd out to get it working...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2804. Spectre and joysticks

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 00:11:27 UTC
From: carlitz@unix.cis.pitt.edu
Message-ID: <53288@unix.cis.pitt.edu>
Source record: 237724

Recent discussions have touched on the Spectre GCR. I have a Spectre 128 and regard it as an excellent accessory for the Atari. Recently I have encountered one odd little bug. I have K1 Ed-Lib from Drumware, which uses a little gadget plugged into the joystick port for copy protection. This gadget seems to drive the Spectre wild, making the mouse unusable. I'm using version 1.9 of the Spectre software while waiting for the new version 3.0. I have TOS 1.4 - if that matters for anything. Has anyone seen this problem before, and is there any solution short of unplugging the joystick gadget or putting it on a switch?

Bob Carlitz

2805. Re: Using MGR and Gulam under MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 01:54:22 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7523.27275f0e@uwovax.uwo.ca>
Source record: 237725

>In article <1990Oct23.181421.23453@sbcs.sunysb.edu> mrose@eeserv1.ic.sunysb.edu (Michael Rose) writes:
> I sent a post about this a couple of days ago, but it seems
>to have vanished... oh, well... I was hoping that someone could
>please explain how to set up MGR to run under MiNT. I have gotten it
>to run, but I still can't seem to get the icons and different fonts to
>work at all. Could someone post an example MGR.RC file which shows
>the proper way of setting up the default paths? How do you use the
>font program? Also, I can't seem to get Gulam to work with MGR. How
>do I get MGR to run the VT52.PRG before it executes Gulam?

The environment variables must be set *before* MGR is run. For example, if you're using the default init.prg that comes with MiNT, put commands like
setenv MGRFONT c:/mgr/font
setenv MGRICON c:/mgr/icon
in it. The MGR.RC has nothing to do with setting up these paths; rather, it allows you to customize the MGR environment. See the mgr.1 file in the docs/ directory.

As for Gulam -- try "vt52 gulam" while in the same directory as gulam. WARNING: make sure your gulam.g file turns off mouse handling; otherwise, gulam will steal the mouse vector from MGR and mess things up. Also, gulam isn't very nicely behaved in a multitasking environment, because it redefines the keyboard; if it's killed accidentally, the keyboard stays redefined, which makes for big problems when another program gets loaded into the memory gulam used to occupy (the keyboard map gets filled with random garbage).

> Also, I tried using BGACC with MiNT and it gives me two bombs
>when I get the item selector to run a prg in the backround. I only had
>Folder300.prg in the auto folder with MiNT following, and no other prgrams or
>accs. The only other thing that was installed was my hard disk autobooting
>driver, the Atari one that came with my Megafile 44. I am using TOS 1.4.
>Does anyone have any suggestions? Thanks very much!

Strange. Does the bomb happen after you select the program to run? If so, it's probably the program you picked. If not, try hitting CTRL-ALT-F1 twice after you've picked the program but before you click on "OK". You'll get a detailed report of what's going on inside of MiNT, which may help you to isolate the problem.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2806. Re: .MSA Extender

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 02:55:08 UTC
From: boyd@fsucs.UUCP
Message-ID: <583@fsucs.UUCP>
Source record: 237726

In article <91104@ccicpg.UUCP>, paulm@ccicpg.UUCP (Paul Moreau) writes:
> OK. Recently I logged into a local BBS and downloaded a file, extracted
> the file only to find a .REB extension. What in the h_ll is this ?
>
> Thanx in Advance, Paul Moreau.

This is a file for the pirate program PRO-REBEL. It uses hacked copies of
PROCOPY running under a front end that enables one to save a disk to a file
with copy protection info (to allow modeming protected disks). I doubt very
seriously that the PROCOPY folks condon this program.

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2807. Re: What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 03:03:01 UTC
From: boyd@fsucs.UUCP
Message-ID: <584@fsucs.UUCP>
Source record: 237727

In article <2114@bahia.opal.cs.tu-berlin.de>, ki@tubopal.UUCP (Karsten Isakovic) writes:
>AutoSwitch-OverScan is no longer ShareWare, you have to buy it. We are
>working on the english version of the 50 paged manual. It will be ready
>in the next month.
>
>Karsten Isakovic, ki@bahia.tu-berlin.de

Great! Please post something on the net when you get the english version
ready. It is my understanding that most programs sense and use the extra
space automagically, and perhaps if the product gets popular (in the US),
folks with fix/patch the programs that don't. Thanks in advance.

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2808. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 08:26:05 UTC
From: dac@ukc.ac.uk
Message-ID: <5917@harrier.ukc.ac.uk>
Source record: 237728

In article <2751@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>In article <5904@harrier.ukc.ac.uk>, dac@ukc.ac.uk (David Clear) writes:
>|> On the subject of disk file manipulation, I would like to implement a move
>|> command which, if the target is on the same floppy as the source...

>This is no problem. Simply use the Frename() system call.

Thanks. I wasn't aware that Frename() handled renames across subdirectories.

Dave. A little older, and a little wiser.

2809. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 10:48:30 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2753@laura.UUCP>
Source record: 237729

In article <A0av35qw@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|> Re: Relinking files.
|> This is yet another reason to get Tos 1.4. It does this on moves on
|> the
|> same disk. Appearantly UIS3 does the same thing under TOS 1.4. Can
|> someone
|> tell me if there is a new TOS call, or a new parameter on an old TOS
|> call
|> which does this?

The move function is new to the TOS 1.4 desktop only. Under an older TOS a program could do this with the Frename() system call.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2810. Re: What will "overscan" give me?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 12:55:01 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2132@bahia.opal.cs.tu-berlin.de>
Source record: 237730

In article <1753@uvm-gen.UUCP> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>Will you be doing the same for STEs, if so, when?
>Any idea if the current version will make it across the big water?

The STE has another chip-set; the DE-signal (which is modified by overscan) is only inside the shifter :-(.

We are planning to sell the hardware in USA, we already sold it in australia. (With german manuals, since the english version is not ready yet).

Karsten

2811. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 13:44:33 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct26.134433.28366@cunixf.cc.columbia.edu>
Source record: 237731

In article <58521@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>I have to disagree with that. If we were to follow that rule to the letter,
>then any discussion of ANY commercial product, whether software, or
>hardware could constitute being called advertizing. For example, when
>someone posts complete specs and prices for the TT or the new Macs, is that
>not really advertizing? Any time someone posts the name of a product and
>a price and an address, is that not adveritzing? What difference is there
>if I post my address and prices, or if someone else does it. If someone
>wants to know, I'll post it.

The difference? It's a question of ethics. I don't see any problem if
a person buys your program, becomes very happy with it, and then raves
about it on the net. That is what Usenet is for, the exchange of ideas.
It is completely different for you, the author, to blow your own horn,
tell us how overpriced other products are that compete with your product,
and then offer a promotion of your product (the free disk offer).

>And the "product" I was "advertizing" was a free demo. I didn't waste a lot
>of bandwidth by posting a 150K uuencoded file to the net. Instead, I posted
>a short message saying that if anyone is interested, they can email me
>privately, and then later posted a 9K message because a lot of people
>requested it.

Well, that was very GENEROUS of you to only make all the sites on Usenet
propogate thousands of 9K files instead of 150K. It isn't the length that
is wrong, it is the concept of what you're doing that is wrong.

>more bandwidth has been wasted arguing about this than my
>original 2 postings!

This is true. However, that doesn't absolve you of what you did. What you
did was still wrong.

>What can be discussed if we can't talk about commercial products? Remember
>that message I posted about two weeks ago where I bitched about how commercial
>products don't get discussed on Usenet. Well I see why. And it ridiculous.
>We have here a network for the free exchange of information all around the
>world, and you're telling me I can't post a message telling people about my
>product. I'm not posting daily or weekly "ads", just one announcement. If
>you're telling me I can't do that, then Jesus, what's Usenet for? There is
>just so much PD software we can talk about and distribute.

Who said we cannot discuss commercial products? I see them discussed all
the time? There is a difference between discussion commercial products and
a software author plugging his wares on the net.

```
>- Darek
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

2812. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 14:13:50 UTC
From: mtvfb@rivm.uucp
Message-ID: <1990Oct26.141350.5528@rivm.nl>
Source record: 237732

In article <7340015@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>> regular ST1040, and the one-file-at-a-time swap-diskettes-til-you-bleed
>> method is doing me harm. Thanks in advance.
>I heard that TOS 1.4 does it right, using all available RAM as a buffer to
>minimize disk swaps, but I havent' gotten up the nerve to try it yet.

Well, just try it: it works almost as fast as FCopy 2.0, which I used before
I had TOS 1.4. It is really nice!!

Fokke de Boer (mtvfb@rivm.nl)

2813. Re: DungeonMaster on Atari??

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 15:32:20 UTC
From: dhawk@well.sf.ca.us
Message-ID: <21375@well.sf.ca.us>
Source record: 237733

Speaking of DungeonMaster .... I hadn't played it in a while so restarted it last night. I was using just one character, Stamm, since he has no mana which makes it more interesting.

Got past the Riddle room and there are three rooms where there are iron keys in each one. The one to the right has a pit and a transporter screen that you turn on/off. I must have solved this room 30 times in the past and this time hit a wall. How do you get to the key?

Feel free to email me on this one. dhawk@well.sf.ca.us

later, david
--
David Hawkins {apple,pacbell,hplabs,ucbvax}!well!dhawk
"There is nothing stronger in this world than gentleness."
-- Han Suyin

2814. GCR & overscan

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 15:59:56 UTC
From: billm@CSUFresno.EDU
Message-ID: <1990Oct26.155956.3064@CSUFresno.EDU>
Source record: 237734

I have a few questions about Spectre GCR and Overscan that I hope
someone can answer for me.
First, where can I get info about overscan. I have gotten the software,
but not the article describing the hardware mods. Does the mod need to
be on a Mega, or any ST (I have a 1 meg 520 ST)? As I also understand
it is only available for the monochrome monitor, is this true?

About Spectre GCR. Will Spectre GCR work with the overscan on a mono
monitor? I have heard that some early Mac 128K ROMS were eproms, and
that the GCR doesn't allow eproms to prevent piracy is any of this true
(ie. will I need to be careful if purchasing used roms mail order)? And
finally, where can I get bot the Spectre GCR and Mac roms, and what
prices should I expect?

Thank you for your help, please respond vie email.
Bill Mills
billm@zimmer.csufresno.edu

--
=-
Disclaimer: These comments are my own, and I doubt that anyone else
would want to claim them anyhow. Bill Mills

2815. Re: How can I find current DTA address w/o using TRAP #1?

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 16:57:27 UTC
From: mwnewman@watmsg.uwaterloo.ca
Message-ID: <1990Oct26.165727.20511@watmath.waterloo.edu>
Source record: 237735

In article <5429@bdt.UUCP> you write:
>
>I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own
>filenames), as well as FOPEN() calls ...
>... So far I have this working perfectly EXCEPT for the fact that
>I can't find the current DTA address; is there any way that I can
>do this while processing a TRAP #1?

You don't have to do it while processing trap #1. Just find out where
it starts, and when it changes. ie: during the initialization of YOUR
code (which shouldn't be in a trap #1), do a (normal) Fgetdta() call.
This gives you the DTA address at the beginning. Now just trap Fsetdta()
(along with Fopen etc. that you're already doing) in case this PD
program changes the DTA.

It seems to me this should be sufficient, but my ST is not at hand, so
I can't check.

mike newman
mwnewman@msg.waterloo.edu

2816. Re: megafile 44 for backups

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 17:48:48 UTC
From: erlingh@idt.unit.no
Message-ID: <1990Oct26.174848.9737@idt.unit.no>
Source record: 237736

I'm also interested in this info.

I'm wondering wether I could just buy the Syquest mechanism and
plug it into the Adaptec controller in my megafile.

If you want to add a second drive, were do you connect it ?
1) to the port j1 (besides j0 where the original drive is connected) ?
2) And the datalines, can they just be extended via a cross-cable ?

The adaptec is an RLL controller, is the syquest RLL or SCSI ?

Pugh,, lotsa questions, but I would really like to hear from anyone that
has done this to his(/her ?) megafile.

Erling Henanger
erlingh@idt.unit.no /* That's in Norway */

2817. MetaFont

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 19:18:03 UTC
From: eao@shape.mps.ohio-state.edu
Message-ID: <1990Oct26.191803.4597@zaphod.mps.ohio-state.edu>
Source record: 237737

I am trying to use MetaFont to generate some "fun" fonts. (MetaFont is the program which generates the fonts that TeX uses.) However I must not be understanding something correctly. I can generate some gf fonts but can find no way of converting them to pk fonts which are needed by dvi and laser printers. Did I just overlook the program gftopk somewhere? I pulled over from terminator (oops - atari.archive.umich.edu): metafont, mf_files, mf_two, mf_three, and cm_mf . Is there another file I should also have? I am using the previewer showdvi. It too requires pk fonts but does not contain gftopk. Any help will be appreciated. Thanks, Ed Overman

2818. Re: DungeonMaster on Atari??

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 20:31:37 UTC
From: iho@cac.washington.edu
Message-ID: <10020@milton.u.washington.edu>
Source record: 237738

In article <7340016@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>Personally, I think DM is one of the best games ever written for any

Not only DM _the_ best game written for any machine (I hate this wishy-
washy one of... stuff), it's the reason for which digital computers were
invented.
--
"Gosh! You've really got | Il Hwan Oh
some nice toys in here." | University of Washington, Tacoma
-- Roy Batty, Bladerunner | iho@cac.washington.edu
|

2819. Re: Atari, TOS, and better yet

Newsgroup: comp.sys.atari.st
Date: 1990-10-26 22:23:58 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9573@helios.TAMU.EDU>
Source record: 237739

I seemed to have missed out on the whole Mint topic. Could
some kind soul please send me a short message about Mint. I thought
it was just an MT-C shell tool, but I think I was mistaken.

Please send me mail, don't clutter up the net for my embarassing
ignorance of this software.

Thank you.
Mark Lehmann
tamuts.tamu.edu

2820. Re: gcc and MT C-Shell (repost)

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 01:14:48 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7531.2728a749@uwovax.uwo.ca>
Source record: 237740

In article <1990Oct24.164834.21929@doe.utoronto.ca>, david@doe.utoronto.ca (David Megginson) writes:
>
> The program runs under TOS and MiNT, but not under RTX (which prints the
> error message). The reason is that the Gnu freopen() function in this case
> attempts to close the standard handle associated with stdout, which
> (correctly) causes an error under RTX, while TOS and MiNT are a little
> more lenient.
>
"Correctly?" I can recall no TOS documents that forbid closing handle 0.
Since TOS does permit it, I would conclude that closing stdout should
cause no error. Note that Unix works the same way.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2821. Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 04:45:10 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1990Oct27.044510.16394@ecn.purdue.edu>
Source record: 237741

Summary:
Expires:
Sender: whitehe.cn.ecn.purdue.edu

I am sellng new and used Atari ST software with all origional disks, boxes, and documentation. I have over 140 titles. If you have any you are looking for, let me know. I am selling this software cheap. I have Magic Sac + for $50 and Spectre 128 for $100 or best offer. Please call me at (317)-743-5122 or leave me e-mail if interested. I may have what you want.

Thanks
Drew Whitehead
:wq

:WWWQ
::
:Q
:q
:
Followup-To:
Distribution: All
Organization: Purdue University Engineering Computer Network
Keywords:

2822. Inputing sound on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 13:21:16 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Oct27.132116.21356@rodan.acs.syr.edu>
Source record: 237742

I was wondering if someone could let me know about the means
available for inputing sounds into my ST...either via a tape
recorder or directly through some sort of microphone. You
see, I'm interested in speech or other non-music sounds.

Post to the net or email me directly. Thanks very much.
--Gerry
PS. Marshall...any ideas?

2823. Re: Inputing sound on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 13:24:37 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Oct27.132437.21628@rodan.acs.syr.edu>
Source record: 237743

Our newsreader is doing strange things to my messages...so I
wanted to include my addresses for those who are willing to
respond to my message about inputing sound on the ST.
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)
Thanks again.
--Gerry

2824. gcc ?????

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 16:39:22 UTC
From: eao@point.mps.ohio-state.edu
Message-ID: <1990Oct27.163922.3208@zaphod.mps.ohio-state.edu>
Source record: 237744

I just pulled gcc over from atari.archive (in particular gccbin and
g++-gnulib) and got it up and running on my Mega-2 running gulam. However
I must be doing something wrong. The trivial K&R program hello.c
(i.e., printf("hello, world\n")) works fine but if I add the line
fprintf(stdout, "hello, world\n") it aborts when loading with:
hello.o: Undefined symbol _stdout referenced from text
Something very funny is going on because printf calls
_printf_guts with fputc(c,stdout) being one of its arguments - and this
works fine. I tried recompiling fprintf and replacing it in gnu.olb .
This leads to another problem because if I do ar rv gnu.olb fprintf.o
then it creates the new library gnu.ol$ (presumably to mv to gnu.olb
when it is done) and aborts when it closes this file. I then added
a printf statement in the file fprintf.c, recompiled it, and added it
to gnu.olb using ar rv (so I had to exit gulam to rename gnu.ol$ to gnu.olb).
Then when I tried compiling hello.c I had lots of error messages since
ld didn't know what to do with _printf . Somehow when I am compiling the
include files are not being handled correctly. However the #include command
is working because when I comment it out I get a compilation error that
stdout is undefined (so I think my GNULIB and GNUINC are correct).
Please - what am I doing wrong? Thanks, Ed Overman

2825. Re: Inputing sound on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-27 19:04:53 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Oct27.190453.20137@rodan.acs.syr.edu>
Source record: 237745

In article <1990Oct27.132116.21356@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> I was wondering if someone could let me know about the means
> available for inputing sounds into my ST...either via a tape
> recorder or directly through some sort of microphone. You
> see, I'm interested in speech or other non-music sounds.
>
> Post to the net or email me directly. Thanks very much.
> --Gerry
> PS. Marshall...any ideas?
>

I know of at least one company that will be making a sound digitizer for older Macs that will plug into the serial port to get the digitizing capabilities of the newer Mac models. Should work, since the ST's serial port is compatible with the Macs (all you need to do is make/buy an adapter cable for the Mac's stupid proprietary serial port connector.) The company is "Articulate Systems, Inc." and the product name is _DesktopMikeVL_. I got this from MacWeek of 10.16.90.

---jb

2826. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 00:11:16 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Oct28.001116.7544@murdoch.acc.Virginia.EDU>
Source record: 237748

In article <58521@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>I have to disagree with that. If we were to follow that rule to the letter,
>then any discussion of ANY commercial product, whether software, or
>hardware could constitute being called advertizing.

Usenet is a diverse place. Here's what news.announce.newusers has to
say about commercial postings:

| Announcement of professional products or services on Usenet is allowed;
| however, since someone else is paying the phone bills for this, it is
| important that it be of overall benefit to Usenet. Post to the
| appropriate newsgroup -- comp.newprod -- never to a general purpose
| newsgroup such as "misc.misc". Clearly mark your article as a product
| announcement in the subject. Never repeat these -- one article per
| product at the most; preferably group everything into one article.
| Advertising hype is especially frowned upon -- stick to technical
| facts. Obnoxious or inappropriate announcements or articles violating
| this policy will generally be rejected. This policy is, of course,
| subject to change if it becomes a problem.

This "rule" is really just custom; each network within the Internet
has its own formal rules. Occasionally I find myself agonizing about
press releases that I find within Z*Net, because they go over the
customary line.

|And the "product" I was "advertizing" was a free demo.

One short message seems appropriate to me. But I'm not an authority on
anything.

2827. DVI previewer for color monitor sought

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 02:05:32 UTC
From: <>
Message-ID: <1990Oct28.020532.22888@cs.utk.edu>
Source record: 237749

Could anybody suggest a solid previewer for the DVI files ?
I looked at dvist, dviatari, showdvi, and probably couple more I forgot
about. But they were all made for monochrome monitors, and alas, I
have a color monitor. None of them seem to be able to cope reasonably
with color monitors.
If anybody knows about a previewer that does work well, please let me know.
If there is no such thing, I am willing to work on some existing program
and incorporate the color monitor support. Therefore, pointing me to source
code would be appreciated, too.
Many thanks,

Andrew Krzywdzinski
1732 Laurel Ave.
Knoxville, TN 37916
USA

2828. Uniterm for Overscan

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 02:34:35 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct28.023435.5299@math.lsa.umich.edu>
Source record: 237750

After a long delay, I have placed a copy of Uniterm on atari.archive that
works with overscan. Get it from ~ftp/atari/telecomm/over_uni.arc.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2829. Re: Inputing sound on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 02:45:11 UTC
From: mrose@csws9.ic.sunysb.edu
Message-ID: <1990Oct28.024511.5748@sbcs.sunysb.edu>
Source record: 237601

In article <1990Oct27.190453.20137@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>In article <1990Oct27.132116.21356@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>> I was wondering if someone could let me know about the means
>> available for inputing sounds into my ST...either via a tape
>> recorder or directly through some sort of microphone. You
>> see, I'm interested in speech or other non-music sounds.
>>
>> Post to the net or email me directly. Thanks very much.
>> --Gerry
>> PS. Marshall...any ideas?
>>
>
>I know of at least one company that will be making a sound digitizer for older
>Macs that will plug into the serial port to get the digitizing capabilities of
>the newer Mac models. Should work, since the ST's serial port is compatible
>with the Macs (all you need to do is make/buy an adapter cable for the Mac's
>stupid proprietary serial port connector.) The company is "Articulate Systems,
>Inc." and the product name is _DesktopMikeVL_. I got this from MacWeek of
>10.16.90.
>
>---jb

This seems rather crazy to me. He would have to right his
own software to make use of the sampler. There are several ST specific
Audio digitizers available and even a few kits, such has the one that
was published in STart magazine a month or two ago. Why bother with
a Mac digitizer when there are so many ST versions available? Unless
you want to use it under Spectre..? (Can you?)
I own the ST Replay system by Microdeal. It samples up to 50khz
and the software included allows simple sound editing capabilities, such
as cut and past. There is a new version called Replay Professional
which includes an updated editor and is a higher quality sampler then the
orignal replay cartidge. There is also a music program called Quartet
that will play back four samples at once and pitch shift the samples
to different frequencies to play music. You can down load a song
demo of Quartet from the atari.archive. There are also many sample
files there and a few sample play back programs, some of which will
replace the bell sound of the computer, key click of different keys,
and errors beeps with different sound samples. If you have replay, you
could record your voice and use it as an error beep, for example, when
the alert box appears and tells you that it can't read Drive A because
there is no disk there, you could have the computer say in your own voice

"Put a disk into drive A" or whatever you want. It is also fairly simple
to playback the samples in your own programs.
I hope this helps. Take care!

Sincerely,

Michael Rose
--
==========

2830. Re: DVI previewer for color monitor sought

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 10:37:50 UTC
From: stabl@unipas.fmi.uni-passau.de
Message-ID: <STABL.90Oct28113750@eldron.fmi.uni-passau.de>
Source record: 237602

>>>>> In article <1990Oct28.020532.22888@cs.utk.edu>, andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:

Andrew> Could anybody suggest a solid previewer for the DVI files ?
Andrew> I looked at dvist, dviatari, showdvi, and probably couple more I forgot
Andrew> about. But they were all made for monochrome monitors, and alas, I
Andrew> have a color monitor. None of them seem to be able to cope reasonably
Andrew> with color monitors.
Try version 1.0 of showdvi. It should run on color screens, too.
This previewer is available via anonymous ftp from
atari.archive.umich.edu (/atari/tex: showdvi-1.0.zoo),
unido.informatik.uni-dortmund.de (/pub/comp/atari-st/StTeX: showdvi-1.0b.zoo),
forwiss.uni-passau.de (/archive/atari/tex: showdvi-1.0b.zoo).

--
>>>>>>>>>> Robert Stabl <<<>>> stabl@forwiss.uni-passau.de <<<<<<<<<<

2831. Re: DVI previewer for color monitor sought

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 18:18:24 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7537.272ae8b0@uwovax.uwo.ca>
Source record: 237746

In article <1990Oct28.020532.22888@cs.utk.edu>, andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:
> Could anybody suggest a solid previewer for the DVI files ?
> I looked at dvist, dviatari, showdvi, and probably couple more I forgot
> about. But they were all made for monochrome monitors, and alas, I
> have a color monitor. None of them seem to be able to cope reasonably
> with color monitors.

dviatari certainly does work on color monitors; I wrote it because I was having the same problem as you (I only have a color monitor). Try it again, and make sure the environment variables are set up correctly.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2832. Re: gcc ?????

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 18:24:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7538.272aea2f@uwovax.uwo.ca>
Source record: 237747

In article <1990Oct27.163922.3208@zaphod.mps.ohio-state.edu>, eao@point.mps.ohio-state.edu (Ed Overman) writes:
> I just pulled gcc over from atari.archive (in particular gccbin and
> g++-gnulib) and got it up and running on my Mega-2 running gulam. However
> I must be doing something wrong. The trivial K&R program hello.c
> (i.e., printf("hello, world\n")) works fine but if I add the line
> fprintf(stdout, "hello, world\n") it aborts when loading with:
> hello.o: Undefined symbol _stdout referenced from text
> Something very funny is going on because printf calls
> _printf_guts with fputc(c,stdout) being one of its arguments - and this
> works fine.

Sounds like you've got a library/include file mismatch. There are two
"families" of libraries for the gcc: the original library by John Dunning,
that came with gcc 1.23, and derivatives (including, I think, the one that
comes with g++); and the gcc 1.37 library that Jwahar Bammi and I put together,
and derivatives (including one by Edgar Roeder, and the MiNT library). The
former has _printf_guts and stdout; the latter has _doprnt and _iob[].
My suspicion is that you're using header files for the first library with
a gnu.olb that's set up for the second library.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2833. Re: DungeonMaster (CSB)

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 20:13:33 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <26358.272af59d@kuhub.cc.ukans.edu>
Source record: 237604

Since most Atari people have reportedly finished DM and CSB, perhaps someone can tell me about the "Untranslatable Scroll" in CSB - it looks like gibberish, but it must have some purpose. Did anyone ever figure out either how to translate this scroll, or what it was used for? (I'm not talking about the scroll that showed the location of secret buttons in the Dain area). Also, the blue field in the Demon Director area that says something about trading items, but it simply takes whatever you place there and gives nothing back?

Doug Yanega (Snow Museum, Univ. of KS, Lawrence, KS 66045)
My card: 0 The Fool Bitnet: Beeman@ukanvm
"This is my theory, such as it is....which is mine. AAH-HEM!"

2834. Darek M - a warning (PLEASE READ)

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 22:15:20 UTC
From: techno@lime.in-berlin.de
Message-ID: <5DTKPCO@lime.in-berlin.de>
Source record: 237608

Today I received an email of 50K despite the plea in my .sig that no mail be sent to me from outside Germany. The contents ? A short notice by Darek Mihoka (sp ?) saying that I probably haden't even tried his software, so to help me along, he included the first part of his piece of coding in the message. Now, this in itself is an insult (I know Quick ST and I know why I use Turbo ST), but what makes me really *ANGRY* is this: I HAVE TO PAY FOR EVERY KB OF EMAIL I RECEIVE !!! That is the reason for the relevant line in my .sig (emails inside Germany is free) and thus Dareks misbehavior COST ME $12 !!!

Miserable salesmanship and a dirty way of dealing with potential customers, if you ask me.

Infuriated,

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

2835. PAPERLESS ACCOUNTANT?

Newsgroup: comp.sys.atari.st
Date: 1990-10-28 22:47:16 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Oct28.224716.20004@ncsuvx.ncsu.edu>
Source record: 237606

Does anyone know where a file called PAPACN.ARC
can be found except on CompuServe where it is called
the Paperless Accountant? I would appreciate your
response

Thanks
Saurabh

2836. Re: Inputing sound on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 01:26:05 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1990Oct29.012605.18267@agate.berkeley.edu>
Source record: 237609

In article <1990Oct28.024511.5748@sbcs.sunysb.edu> mrose@csws9.ic.sunysb.edu (Michael Rose) writes:
>In article <1990Oct27.190453.20137@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>>In article <1990Oct27.132116.21356@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>I know of at least one company that will be making a sound digitizer for older
>>Macs that will plug into the serial port to get the digitizing capabilities of
>>the newer Mac models. Should work, since the ST's serial port is compatible
>>with the Macs (all you need to do is make/buy an adapter cable for the Mac's
>>stupid proprietary serial port connector.) The company is "Articulate Systems,
>>Inc." and the product name is _DesktopMikeVL_. I got this from MacWeek of
>>10.16.90.
>>
>>---jb
>
> This seems rather crazy to me. He would have to right his
>own software to make use of the sampler. [Why bother with a Mac
>thing when there are so many ST ones available?]

That is true unless he is going to use the SpectreGCR. In that case, if it works, then it's definitely a better product than the very cool-groovy Replay 4. Why? Well, Mac software will soon support sound embedded into data: data bases, word processors, hypercard/hypertext, mail, and so forth. In addition, as you say, if he can write his own program (and get info on the hardware) then he might be able to use it in ST mode.

But what about quality? Well, you can have the best fishing pole on earth but if you can fish only at the local pond, what's the point. I'll bet that the Mac device will not be that great performance wise, but so what. The ability to use your data in many ways is worth a lot.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

2837. GEMINI et al

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 02:09:24 UTC
From: clive@aldetec.oz.au
Message-ID: <283@aldetec.oz.au>
Source record: 237610

I got a copy of GEMINI 1.1 from atari.archive and was most impressed with it.
It is quite like NEODESK but has a good shell...

Sadly, all the DOC's and info are in GERMAN!, my German is limited to about
100 words.. So, is there any information out there in net land in ENGLISH
for this handsome looking suite -- Where is it, lemeatit!

Also, if any kind soul has fought their way in..

What is the difference between GEMINI and VENUS as they look the sameish to me.
The Make supplied with SOZOBON bombs when run from it - any idea's.

Thanks!
..Clive

--

____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____________< Got to think of something to put in here! >_____________

2838. Re: GEMINI et al

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 03:02:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct29.030236.19470@ecst.csuchico.edu>
Source record: 237613

```
- I got a copy of GEMINI 1.1 from atari.archive and was most
- impressed with it. It is quite like NEODESK but has a good shell...
-
- Sadly, all the DOC's and info are in GERMAN!, my German is limited
- to about 100 words.. So, is there any information out there in net
- land in ENGLISH for this handsome looking suite -- Where is it,
- lemeatit!

GEMINIUK is the English version. It's around here somewhere. I'm
surprised it's not at atari.archive. Look in the binaries section.
I don't know where I got my copy, but I have it. I can post it if
you want, but I'd be surprised if it wasn't there already.

- Also, if any kind soul has fought their way in..
-
- What is the difference between GEMINI and VENUS as they look the
- sameish to me. The Make supplied with SOZOBON bombs when run from
- it - any idea's.

I'd like to know this as well. Is Venus and Mupfel just the GUI and
CLI of Gemini in separate forms?

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

2839. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 03:57:33 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480011@hpdmd48.boi.hp.com>
Source record: 237632

```
>Someone on CompuServe made the observation that several large blocks of
>Atari stock had been sold by insiders recently... someone else connected
>the date of those sales to the date Elie Kenan announced he was not going
>to take the job as head of Atari North America and went back to France...
>
>I'm wondering at what point does a stock become a "penny stock"...?
>
>BobR

I think that the technical term for this is 'insider trading'. The SEC
frowns on this sort of thing.....

-- Dave Ritchie
```

2840. Teac DS/DD in my 520STfm??

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 04:14:59 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Oct29.041459.11480@nmt.edu>
Source record: 237627

Is it possible (and easy) to just install a Teac DS drive in my 520STfm? I realize that I'll have to do some work on the case to get it to fit, but since the drives are fairly cheap, I thought it might be a cheap upgrade so I can get rid of my SS drive. If it'll work with little modification, could anyone give me specific model numbers to try. If a Teac won't work, then could someone tell me what would work...cheaply. (I've got poor college student syndrome -- std. 520stfm w/mono monitor!)

Also, I saw in a UK mag that there is an easy SIMM memory upgrade for ST's. It's made Evesham Micros. Does anyone know if there is a US distributor for it? Prices? Reviews? Comments?

Thanks.

Email your responses to:
eahsnsr@JUPITER.nmt.edu

Eric HOBBS!

2841. Re: GEMINI et al

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 04:21:35 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Oct29.042135.11571@nmt.edu>
Source record: 237603

In article <283@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>I got a copy of GEMINI 1.1 from atari.archive and was most impressed with it.
>It is quite like NEODESK but has a good shell...
>
>Sadly, all the DOC's and info are in GERMAN!, my German is limited to about
>100 words.. So, is there any information out there in net land in ENGLISH
>for this handsome looking suite -- Where is it, lemeatit!
>
>Also, if any kind soul has fought their way in..
>
>What is the difference between GEMINI and VENUS as they look the sameish to me.
>The Make supplied with SOZOBON bombs when run from it - any idea's.
>
>Thanks!
>..Clive
>
>--
>____
>Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
>Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
>_____________< Got to think of something to put in here! >_____________

There is an English version in volume11 of the panarthea archive.
It's called geminiuk

Hope this helps.

Eric HOBBS!!
eahsnsr@JUPITER.nmt.edu

2842. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 05:24:16 UTC
From: pv@polari.UUCP
Message-ID: <2622@polari.UUCP>
Source record: 237620

In article <7340015@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>> Can anyone tell me where I can ftp a faster copy utility from? I have a
>> regular ST1040, and the one-file-at-a-time swap-diskettes-til-you-bleed
>> method is doing me harm. Thanks in advance.
>
>I always use a huge RAMdisk when I'm doing floppy copies. That way I only
>have to swap once.
>
>I heard that TOS 1.4 does it right, using all available RAM as a buffer to
>minimize disk swaps, but I havent' gotten up the nerve to try it yet.
>
In addition to TOS 1.4, and DCOPY, Hypercopy from Germany is very impressive.
On 1 meg memory or better, there's no disk swap. 800K without format is about
30 seconds or less, with format, always less than a minute, still often less
than 45 seconds.
-PV-
/+=+=+=

2843. Re: New Games (Was Re: M1 Tank Platoon for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 05:32:29 UTC
From: pv@polari.UUCP
Message-ID: <2623@polari.UUCP>
Source record: 237621

In article <1990Oct25.193804.9271@arc.ab.ca> erkamp@arcsun.UUCP (Bob Erkamp) writes:
>In article <27255205.7519@petunia.CalPoly.EDU> spejic@polyslo.CalPoly.EDU (Stjepan Zoran Pejic) writes:
>>
>> Speaking about new games, has anyone seen the new Falcon Mission Disk or Flight of the Intruder? Opinions?
>I saw the disk but it was going for $40 cdn. and I wasn't inclined to part
>with that kind of beans without more info. I decided it was time to send
>in my registration card and maybe I could get cheaper directly.
>
>Bob
New Falcon mission disks are offered at a discount to Falcon owners.
-PV-
/+=+=+=

2844. New stuff on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 06:09:39 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct29.060939.5082@math.lsa.umich.edu>
Source record: 237605

Excerpt from a message from Michael Ritzert...

%From: Ritzert%DMZRZU71.BITNET@CUNYVM.CUNY.EDU
%Subject: Re^2: blitter problems

%>> P.S.: Some weeks ago, i tried to email You some software i have ported
%>> to the st (sc61, tr2tex, gnuplot2.0, beebe based tex drivers for
%>> overscan and desk jet). Did anything arrive at Your site?

I have just received these files and put them into the new directory on
atari.archive.umich.edu. I'll be moving them to more appropriate locations
after posting this message... Michael sent the following files:

gnu881.zoo pml-compatible 68881 library for gcc
dvidrv-s.zoo source code for DVI drivers mentioned above
dvidrv-x.zoo DVI driver executables
gnuplt_s.zoo source for GNU Plot 2.0
gnuplt_x.zoo executables
sc61_s.zoo source for the PD spreadsheet, v6.1
sc61_x.zoo executables for SC
t2t_s.zoo source for troff-2-tex converter
t2t_x.zoo executables for troff-2-tex

%Tomorrow I'll start working on sc6.8. Lotus compatible.

Looking forward to seeing this...

%There's also a unix version of the DeskJet driver. It has been
%implemented on an 88/open system (Tek xd88/10). It does only support the
%compression mode 2 output routines and still uses the original font
%searching and replacing algorithm (the tos version has one which is
%better but still has to be improved). I simply don't know how to read a
%directory in a manner portable between bsd, sys V.3, and minix and
%Eric's tos lib (that's where i have to develop the code) exept
%using something like system("ls > tempfile") (wouldn't work with gulam
%due to its sorting) and analysing this.

I haven't examined the contents of the archives, other than to verify that
they arrived intact. I imagine you can get more info about these from
Michael. Also, he apparently doesn't have Usenet access, but reads the
Info-Atari16 mailing list. Does anyone know the current distribution point
for this list? He mentioned that he has been unable to post to that list.

% M. Ritzert
% mjr@dmzrzu71.bitnet
% ritzert@dmzrzu71.bitnet
% ritzert@dfg.dbp.de

--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2845. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 06:44:35 UTC
From: ez000942@deneb
Message-ID: <9116@aggie.ucdavis.edu>
Source record: 237619

Has anyone had any compatibility problems with the Atari STe?

Also, for sale:

Atari 1040ST (computer itself) - $350

Call (916)757-7428 or email me.

| ez000942@deneb.ucdavis.edu (Andy Hsiung) |

| "Don't let your life be the butt of a joke |
| Get your lips round a cool black Pepsi Coke" -Jesus & Mary Chain |

["Form follows function" "Less is more" -Bauhaus modernism]

2846. Mint, gem.prg & tos1.4

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 07:55:19 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2540@maestro.htsa.aha.nl>
Source record: 237607

Hello world, I wanted to try out bgacc.. (I already had Mint in my auto folder) I did replace the init.prg with yhe gem.prg (that is I renamed it) and rebooted. It seems that gem.prg doesn't like my TOS, my computer starts up alright, but I never see any files. I mean, I got a desktop, disk icons, windows but no contents in those windows, I only got empty ones. Any hints, anybody ????

PS. Please respond by e-mail, we don't receive any news anymore until our hardware is repaired.....

--

Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

2847. Re: GEMINI et al

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 08:50:37 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90302.105037GERLOFF@DB0TUI11.BITNET>
Source record: 237631

In article <1990Oct29.030236.19470@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu
>
>I'd like to know this as well. Is Venus and Mupfel just the GUI and
>CLI of Gemini in separate forms?
>
You are right!

Greetings, Olaf

2848. Re: Pagestream for sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 09:19:42 UTC
From: steve@thelake.mn.org
Message-ID: <A443880797@thelake.mn.org>
Source record: 237612

[In article <1990Oct25.151840.26876@unislc.uucp>,
dgb@unislc.uucp (Douglas Barrett) writes ...]

> Now I am trying to prepare notes for a UNIX internals class. Now
> I need multiple files open and these files get to 30+ pages each.
> Now *everything* panics. You got it. Your working along cutting
> and pasting - and the next thing you know three bombs.

(1) Do you have enough memory to keep multiple 30-page documents open, plus the spelling checker, fonts, etc.?

(2) Are you using the right tool? PageStream is not a text editor. Don't use a chisel to drive screws.

I've been using PageStream to lay out newsletters for a couple of months. I've crashed it. But then, I've also crashed Aldus Pagemaker and locked up Microsoft Windows. Come to think of it, I've blown up something on every computer system I've used, so I'm not in a hurry to condemn Soft Logik as a bunch of incompetent geeks.

Bugs are a fact of life. The question is whether the bugs are sufficiently serious and widespread as to render the product useless. That has not been true in my experience.

I write and edit with a text editor (MicroEMACS). (If I used a spelling checker, I'd run it while editing, not while formatting.)

I filter the MicroEMACS text into a format compatible with PageStream, plan the document layout, and then begin importing and placing the page elements. When I'm done, I write out PostScript files. That much of the program appears to work reliably.

I have some disagreements with Soft Logik's user interface and the inability of PageStream to accept embedded markup commands, but those are design questions and not bugs.

Since I don't use the spelling checker or color separation facilities, I don't encounter any bugs that may be lurking there. Keep in mind that those are fairly recent additions to the program. If there are bugs, that's where they're likely to be.

--
Steve Yelvington
Internet/domain mail: steve@thelake.mn.org
UUCP path: plains!umn-cs!thelake!steve
Snail: Box 38, Marine on St. Croix, MN 55047 USA

2849. PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 11:18:54 UTC
From: isodonovan@npe.isnet.inmos.co.uk
Message-ID: <118.272c101f@npe.isnet.inmos.co.uk>
Source record: 237611

This may well be a silly question based on false assumptions, but here goes...

A friend of mine has recently bought the PC-Ditto software. He had some trouble obtaining it and has since been led to believe that the producers have gone bust.

My questions are:

(1) Is it true?

(2) If so, what does this mean for anyone else wanting to buy PC-Ditto - if there is no one to buy it from does the software slide into the Public Domain? - or does it simply cease to be available? - or ??

And sort-of related:

(3) Is there a PD PC emulator? (PD-Ditto???)

If it makes any difference, we're in the UK.

Thanks to anyone who can shed any light.

-- Brian
--
o---------------o---o
: # # # # : Brian O'Donovan - I.T., Inmos, Newport, Wales, UK, NP9 1YJ. :
: # # # # # # # : Tel : (+44 or 0)-633-810121-X383 o----------------------:
:# # # # # # # # #: Fax : (+44 or 0)-633-810820 :(o)-(o) NISC: The NO :
:# # # # # # # # #: Telex: 497053 : | Instruction-Set:
:# # # # # # # # #: eMail: Isodonovan@Isnet.Inmos.Co.Uk : v Computer. :
:# # # # # # # # #:-------------------------------------o----------------------:
: # # # # # # # : "When the chips are down we play our aces, :
: # # # # : hiding them in our broken places." -- The Roches. :
o---------------o---o

2850. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 13:17:40 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Oct29.131740.1@simvax.labmed.umn.edu>
Source record: 237638

Gee. I noticed that after Chris's profound comment on Atari stock ("Draw your own conclusions") Atari stock must have gone up by a point! It closed down at well over 2 - if memory serves it was 2 3/8 (Chris mentioned, I believe 1 3/4?)

That means an increase of nearly 40% in one week! Draw your own conclusions.

Proper conclusions should be that the stock market is fairly volatile at the moment, that we are in a 'recession', that computer stocks aren't anywhere near as interesting as oil futures, and that, since noone here is a bonded stock market analyst/broker, we really haven't the faintest idea what is REALLY happening. I -could- be wrong about this last point -- Chris, if you're a stock market analyst/broker let us know...

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

2851. Re: pd midi sequencer

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 14:07:31 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3081@jaytee.East.Sun.COM>
Source record: 237639

In article <OWHITE.90Oct25015021@dante.nmsu.edu> owhite@nmsu.edu
(SpamG*D lord of potted meat products) writes:edu
>i am looking for a good public domain sequencer for an atari ST
>can anyone recommend one, also the ftp location that i might
>pick it up at. thanks

While someone's at it, is there an FTP site that "houses" the "COSH"
sequencer? (The 16 track one from England) I saw a review on it
and it's supposed to be pretty good. I don't remember if it's
freeware or shareware... Anyone?

Joe
-=-

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"
The opinions I juggle may not be mine, but they aren't my employer's either.

2852. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 14:12:57 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <894@accucx.cc.ruu.nl>
Source record: 237628

Everyone should use FastCopy III. Ultrafast and versatile. Dunno where it can be ftp'd, but try the German ftp sites. Enjoy!

2853. MicroEmacs file, Atari Midi-tasking

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 14:18:05 UTC
From: jmw@tasis.eecs.utas.edu.au
Message-ID: <1816@diemen.utas.edu.au>
Source record: 237629

Does anyone have the file 'stmouse.s' mentioned in the MicroEmacs 3.10 file st520.c. It doesn't appear with the sources I have.

Also can anyone shed some light on the rumoured Midi-tasking whatever? What with MiNT and RTX etc it would be nice to know what Atari plan in this area. Will Midi-tasking will be any more general purpose than the name implies. What exactly will it be capable of? Will it require programs to be re-written to make use of it?

John M Williams jmw@tasis.eecs.utas.edu.au

2854. Re: Help with floppy drive

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 14:26:04 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Oct29.142604.14561@rodan.acs.syr.edu>
Source record: 237640

Well, I have some new info on my floppy drive problem, which
may pinpoint the problem (at least for people who know what is
going on)...First of all, I took apart my one of my drives to
watch if the head moved...it didn't seem to. When I click on
the drive icon, it looks like the head starts to move, but
then stops very quickly. I tried formatting a disk using
DCFormat...the head moves across the disk and seems to format
it. Later, when trying to access the drive, the same old thing
happens, i.e. it looks like the head is starting to move, but
then it stops and nothing happens. I tried to copy disks
using DCFormat...it gives an error message indicating it
cannot read the disk. I also tried using DiskToolBox to do
something to a disk in the drive, but once again, I get an
error message implying that it cannot read the disk.
Does all this seem to imply that the controller has gone bad?
IF so, how hard is it to replace one?
Once again, thanks for any input...I'd like to get this
straightened out asap.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

2855. Compatibility of DC software and the STE....

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 15:25:34 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1463@beguine.UUCP>
Source record: 237633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to know if anyone knows if DC Sea is not workable on the STE,
My father just got an ste because his 520 died. And he is not able to run
the self-extracting archive on his start disks on his ste. He brought them
to my house and I was able to run them? Is there a known problem with
DC Sea and the ste? Also, if there is a known problem, is there any way to
patch the arcs to be un-arcable on the ste, or is there a version of arc
that will unarc these files.....????

John Bunch

John.Bunch@samba.acs.unc.edu
--

2856. GEM from TOS

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 15:25:50 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Oct29.152550.20453@lsuc.on.ca>
Source record: 237614

I'm thinking about adding some graphics to a program that so
far has been fully text based and running as a TTP file. I know
that I can do this on the low level, but I was wondering if it
is possible to call GEM functions from a program that was already
launched as a TTP program? Sounds unlikely, but I haven't found
a specific discussion of the problem in my reference books.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2857. freopen (was Re: gcc and MT C-Shell (repost))

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 15:45:02 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Oct29164502@robin.cs.uni-sb.de>
Source record: 237636

In article <7531.2728a749@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> In article <1990Oct24.164834.21929@doe.utoronto.ca>, david@doe.utoronto.ca (David Megginson) writes:
> >
> > The program runs under TOS and MiNT, but not under RTX (which prints the
> > error message). The reason is that the Gnu freopen() function in this case
> > attempts to close the standard handle associated with stdout, which
> > (correctly) causes an error under RTX, while TOS and MiNT are a little
> > more lenient.
> >
> "Correctly?" I can recall no TOS documents that forbid closing handle 0.
> Since TOS does permit it, I would conclude that closing stdout should
> cause no error. Note that Unix works the same way.

Wether RTX correctly generates an error or not, the problem is still
in the freopen() function. The ANSI standard says that a failed close
on the old file should be "silently ignored". So if freopen would
conform to the ANSI standard, neither RTX nor TOS/MiNT should cause
any problems.

BTW: The gcc library and executables on cs.uni-sb.de should have no
problems with RTX (at least not this one caused by freopen), since the
used freopen implementation conforms to ANSI-C.

- Edgar

2858. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 15:56:20 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct29.155620.21659@cunixf.cc.columbia.edu>
Source record: 237630

In article <15480011@hpdmd48.boi.hp.com> ritchie@hpdmd48.boi.hp.com (David Ritchie) writes:
>>Someone on CompuServe made the observation that several large blocks of
>>Atari stock had been sold by insiders recently... someone else connected
>>the date of those sales to the date Elie Kenan announced he was not going
>>to take the job as head of Atari North America and went back to France...
>>
>>I'm wondering at what point does a stock become a "penny stock"...?
>>
>>BobR
>
> I think that the technical term for this is 'insider trading'. The SEC
>frowns on this sort of thing.....

No, it just means that someone who works for Atari bought or sold some of his/her shares. This is perfectly legal. What Bob is getting at is that if the insiders are selling, it indicates a lack of confidence in the company coming from people who WORK for the company. Many investor services follow insider transactions for companies to keep tabs on employees' expectations of future performance.

Regards,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2859. Enq/Ack Terminal WANTED

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 15:56:58 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340017@hpfcso.HP.COM>
Source record: 237615

Hello all,

I'm getting a remote access account at work. Unfortunately, the RA server requires Enq/Ack handshaking, and the emulator(s) I have available don't support Enq/Ack.

Enq/Ack handshaking is used mainly with HP3000 computers and associated terminals. I haven't seen it in the menu for either Atari's default RS232 setup, their VT52 emulator, or Simon Poole's Uniterm 1.8. I don't have Flash, so I don't know if it has Enq/Ack.

Does anyone know of a terminal emulator for the ST that includes Enq/Ack handshaking? Even a (shhh!) commercial one?

Any help you can give would be greatly appreciated. Respond here or via email.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

2860. Re: Atari Stock update (hit n now if you don't want to read this)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 16:10:30 UTC
From: whitehe@cb.ecn.purdue.edu
Message-ID: <1990Oct29.161030.28305@ecn.purdue.edu>
Source record: 237634

I am selling some ST software. This software comes with the origional box, disks, and books. If you are interested, please leave me e-mail or call me at (317)743-5122.

Thanks

Drew Whitehead

Here is a list of my software for sale.

New Games:

Annals of Rome $10
Murder on the Atlantic $10
A Mind Forever Voyaging(Infocom) $10
Double Dragon $10
Micro League Baseball $10
Gridiorn $10
Hardball $10
Into the Eagles Nest $10
Mean 18 Golf $10
Seconds Out $10
Mercenary Second City Disk $5

Used Games:

Timeblase $5
Stock Market Game $5
Orion's Run $5
Hex $5
Lords of Conquest $
Hacker $5
Hacker II $5
Skyfox $5
Into the Eagles Nest $5
Sundog $5
Championship Wrestling $5
Major Motion $5
Time Bandit $5
Formula One Grand Prix $5
Harrier Combat Simulator $5
Alien Fries $5
Twilights Randsom $5
The Sentry $5

Star Fleet I $10
Space Quest I $10

Space Quest II $10
Kings Quest II $10
Ultima II $10
Ultima III $10

Leaderboard Tournament Disk #1 $5
Rockford $5
LCS Wanderer $5
Shoot the Moon $5
Knight Orc $5
Santa Paravia and Fiumaccio $5
Fahrenheit 451 $5
Warship $10
Flight Simulator II $10
Starlight Games Creator $10
Spiderman $5
Human Torch and the Thing $5
Pirates of the Barbary Coast $5

Other Software

New:

Quantum Paint $15
Spectre 128(no roms) $100
Magic Sac + (no roms) $50
Holmes & Duckworth Base $15
Habawriter $10
Habadex Phone Book $10
Philon Fast Basic-M Compiler $15
Max Pack $10
Print Master Art Gallery $5
Partner ST $15

Used:

Chat $5
Zoomracks Dbase $15
Ageis Animator ST $15
Dollars and Sense $10
Thunder Writers Assistant $10
Habba Check Minder $10
ST Talk $5
Hippo Computer Almanac $5
Financial Cookbook $5
Paradox IBM Emulator $5
ST Key $10
Soundwave Midi Sequencer $15
M-Disk $5
Flip Side $5
M-Copy $5
Soft Spool $5

M-Dupe $5
My Letters Numbers and Words $10
Action Pack $10
Procopy $5
CompuServe Subscription $10

Drew Whitehead (317)-743-5122 whitehe@cn.ecn.purdue.edu

2861. Re: Re: Set your clock - NOW!

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 18:26:04 UTC
From: steve@thelake.mn.org
Message-ID: <A1665275229@thelake.mn.org>
Source record: 237637

```
[In article <893@accucx.cc.ruu.nl>,
jeroen@plato.phil.ruu.nl (Jeroen Scheerder) writes ... ]

> TIME: a small and convenient time- and datesetting program.

...

> Extras: - Selects nonblinking TOS-cursor;
> - Resets _shell_p (the command shell pointer);
^^^^^^^^^^^^^^^
|
To what value? And why?

(I don't have any desire to blow away my shell pointer.)

--
Steve Yelvington
Internet/domain mail: steve@thelake.mn.org
UUCP path: plains!umn-cs!thelake!steve
Snail: Box 38, Marine on St. Croix, MN 55047 USA
```

2862. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 19:20:52 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340018@hpfcso.HP.COM>
Source record: 237616

Chris,

> There is a difference between discussion [of] commercial products and
> a software author plugging his wares on the net.

Not much.

When you grow up and graduate and your employer sends you to Conferences, Symposia and Trade Shows, you will have to learn for yourself to tell the difference between a "technical presentation" and a "sales job". Right now, you can go down to the engineering library and check out a back issue of [insert journal name here] to get some practice. Half of the articles are "technical articles" and the other half are "sales jobs," and you can't tell the difference by the title or the color of the page.

We in the industry don't particularly mind listening to or reading a "sales job." There's some cool stuff out there, and how else are we going to find out about it? If you want to sell a product, you're going to need to advertise. "Technical presentations" and "technical papers" are a good way to do it. And you don't have to pay for the space! We just learn to recognize the sales job up front, and then wear our BS-blockers for the remainder of the article or presentation.

While you're in the trade journals, read the "Tech Notes" or "New Developments" section. There are some reviews of new products in there, that aren't really reviews. They are press releases, written by the manufacturer or a hired pen, artfully crafted to sound like a review. Some of them don't even mention the manufacturer's name, or they use the hired pen's name to make the review sound legitimate. The journals print them verbatim. They don't review the products to check the text's accuracy.

Whether Darek crows about his product or whether someone else does, it doesn't make any difference. For all you know, Darek gave what's-his-name a free copy of QSTII and asked him to comment on it on the net. (Not saying that he did, mind you...) That's not illegal or unethical. That's business. You may not like the way it looks, from your side of the fence, but I'd be willing to bet my ST that within 10 years you'll see it differently.

No flames intended in any of the above. Please don't go looking for any.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

2863. Re: Spectre and joysticks

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 19:30:49 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340019@hpfcso.HP.COM>
Source record: 237617

> . I'm using version 1.9 of the Spectre software while
> waiting for the new version 3.0. ...

> Bob Carlitz

Hi Bob,

All registered users should have received version 2.65. Did you send in your reg card? Does GBSmall know where to get hold of you? Have you told them about the problem? Dave & cohorts are still spending a lot of time patching up Mac programs so they work according to Hoyle.

Oh yeah, just for fun, write or call the company that makes [I forget what it's called; I deleted that part of your posting] and tell them it freaks out the mouse on your Mac. Don't let on that you're using a Spectre. They may have already gotten bug reports from other Mac users, and have a fix available.

Good luck.
Ray

2864. Re: New Games (Was Re: M1 Tank Platoon for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 20:43:59 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <cb=9GDy00WAw83ml5b@andrew.cmu.edu>
Source record: 237642

Ha ha ha. I *SENT* the letter to Spectrum Holobyte, I just *THOUGHT*
that Microprose was the company... I bboard on-campus, my ST (and the
letter Spectrum Holobyte sent me) are at home, 2 miles away.

BTW, everything else I said was accurate. Excuuuuuuse me!

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are MINE MINE MINE all MINE!!!

2865. Re: gcc ?????

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 21:38:46 UTC
From: apratt@atari.UUCP
Message-ID: <2723@atari.UUCP>
Source record: 237618

eao@point.mps.ohio-state.edu (Ed Overman) writes:
>fprintf(stdout, "hello, world\n") it aborts when loading with:
> hello.o: Undefined symbol _stdout referenced from text

You are missing the line #include <stdio.h> -- this header file is required when using the standard IO functions and it defines symbols like stdout. Technically, it's even required when you use printf, but your program happens to compile because GCC happens to do the right thing without the printf declaration.

This is not an accident: GCC was designed in part to be forgiving to C programmers who don't do things they technically should do. I have used an ANSI compiler which did NOT forgive using printf without including stdio.h!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2866. Re: Mint, gem.prg & tos1.4

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 22:48:17 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct29.224817.25428@ecst.csuchico.edu>
Source record: 237622

andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:

- It seems that gem.prg doesn't like my TOS, my computer starts up
- alright, but I never see any files. I mean, I got a desktop, disk
- icons, windows but no contents in those windows, I only got empty
- ones. Any hints, anybody ????

I played around with MGR and Mint this weekend. It's pretty cool! I
didn't have everything configured to my liking though since I didn't
have that much time (I was supposed to be studying for an audio
midterm). Anyway, I renamed GEM.PRG to INIT.PRG and got the same
problem. Then I disabled the cache on ICDBOOT and everything was
fine. I don't know why I thought this would work, but it did.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2867. Re: DungeonMaster (CSB)

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 22:48:37 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Oct29.224837.25980@ux1.cso.uiuc.edu>
Source record: 237623

FTL was originally going to have the scroll be translatable, but they dropped the project so it is not translatable.

2868. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 22:53:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct29.225326.25508@ecst.csuchico.edu>
Source record: 237624

jeroen@plato.phil.ruu.nl (Jeroen Scheerder) writes:

- Everyone should use FastCopy III. Ultrafast and versatile. Dunno
- where it can be ftp'd, but try the German ftp sites. Enjoy!

If anyone knows that it's not at atari.archive, let me know and I'll send it. I can also send MegaFormat. It's another copy program/formatter. I like the sounds it has when you click on a command.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2869. cross-compiling

Newsgroup: comp.sys.atari.st
Date: 1990-10-29 23:59:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct29.235921.23294@math.lsa.umich.edu>
Source record: 237625

Just a little FYI: I discovered today (sigh) that the C compiler on
Sun Sparcstations always tries to align structure elements on longword
boundaries. Thus my "unix-compatible" (hah) TOS disassembler fails to
work, because there are extra pad bytes inserted to my structure declarations.
(e.g.,
```
struct GEMHEADER {
short GEM_MAGIC;
long GEM_SEGS[GEM_NSEGS];
long reserved;
long unused;
short GEM_FLAG;
}
```
This defines the start of a TOS executable file. The structure, as defined,
is 28 bytes on an ST, and 32 bytes on a Sparc. Bleah.)

If you're trying to write portable code, don't assume you can read or write
structures in a single operation. If you're already using buffered I/O then
it's really not much more overhead to read X bytes at a time and fill structures
in explicitly, one element at a time...

Of course, if you're only writing for 680x0 architectures, this won't ever
be a problem (?) since data is aligned on word boundaries (2 bytes, 16 bits)
and not longword boundaries (4 bytes, 32 bits). [but watch out for those
single-byte declarations! }-)]
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2870. Re: DungeonMaster (CSB)

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 00:08:38 UTC
From: jack@leo.UUCP
Message-ID: <761@leo.UUCP>
Source record: 237626

In article <26358.272af59d@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
> someone can tell me about the "Untranslatable Scroll" in CSB - it
> ..
> secret buttons in the Dain area). Also, the blue field in the Demon
> Director area that says something about trading items, but it simply
> takes whatever you place there and gives nothing back?

I finished the game without translating the scroll.
I think you have to give at least three items that you recover soon after you
get the key.
Now to my questions:
Did anybody figured a way to get the speed boots? I have a full set of the
green armor but was unable to locate the leg and helmet of the yellow one.
Any help there?

2871. where's zoo.ttp?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 02:13:25 UTC
From: ak2w+@andrew.cmu.edu
Message-ID: <8b=C75a00WB7IYLlVa@andrew.cmu.edu>
Source record: 237648

I'm having trouble locating zoo.ttp and so can't unscramble a lot of stuff. Can anybody mail me one direct? or send me some foolproof addresses for a couple of servers where I can find one? Thanks.

2872. MiNT 0.7 -- what features would you like to see?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 03:24:24 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <7547.272cba29@uwovax.uwo.ca>
Source record: 237635

I'm in the process of fixing bugs in MiNT 0.6, and adding new features.
If you've got bug reports, or suggestions for new features, please send them
along to me. (This release is primarily intended to be a bug fix release, with
few major changes in functionality, so I don't expect major new features like
swapping to be implemented.) Things that are likely to be added are
changes to enhance the functionality of existing features, and new features
that are easy to implement and that will make future upgrades easier.
Note also that I'm mainly interested in kernel level changes here; the
user level programs (like init.prg) I'll mostly leave for others to improve.

Among the things already implemented for MiNT 0.7 are:

(1) TT support (courtesy of Allan Pratt)
(2) CTRL-ALT-Z, CTRL-ALT-C, and CTRL-ALT-\ force SIGTSTP, SIGINT, and SIGQUIT
even if the terminal is in raw mode
(3) the v:\mouse driver is now compatible with the ALT-cursor key combinations
(4) MiNT domain programs get file names in mixed upper/lower case from
fsfirst/fsnext calls (if the file system supports it, of course). Ordinary
TOS filenames are automatically converted to lower case; process and FIFO
names can now be mixed case.
(TOS domain programs (i.e. non-MiNT aware ones) still get names all in
upper case)
(5) new system calls: Sysconf (returns information about the current version
of MiNT), Dpathconf (returns information about file systems), and
Psigpending (returns the set of signals that have been sent but not
delivered).

Known bugs that are fixed:

(1) Malloc(-1L) was returning the wrong value (actually 2 different bugs)
(2) killpg() was not checking to see if the current process was being sent
a signal
(3) the cookie jar was set up incorrectly (not many programs broke, but I
might as well get it right this time :-).
(4) the already existing environment was not being passed by MiNT to
the first program it ran (init.prg)

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2873. SCSI Device ID#

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 05:45:49 UTC
From: paulm@ccicpg.UUCP
Message-ID: <786@ccicpg.UUCP>
Source record: 237641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently writing a driver for my scsi cartridge tape drive.
I have it working doing tar's and other stuff as Device ID# 0 but
I want it to work with my hard disk pluged in also. I have written
a lot of disk code in assembler based on some code from an Abacas
book but I can't get it to talk to anything but ID 0. Is the BMS100
capable of talking to other IDs (preferably #6) ?

If and when I get this working I'll release my code here as PD.
Any help would be apreciated.

Here is a little code segment:

```
scsi_read:
movea.l #$ffff8604,a0 ; WDC
st $043e ; flock
[....] ; move the buffer address in 3 DMA addrs
move.w #$88,2(a0) ;

lea CDB,a2 ; get CDB pointer
clr.l d0 ;
move.w #5,d1 ; CDB size

10$: move.b (a2)+,d0 ; get CDB byte
swap d0 ; put it in upper 16 bits
move.w #$8a,d0 ; get ?
move.l d0,(a0) ; write it to WDC
brs short_wait ; short wait for intr
dbf d1,10$ ; loop for 6 CDB bytes

......
```

The code was from memory so probably is not very correct but hopefully
it will give you some idea on where I need to work on this for the ID.

Well, Thanx in advance, Paul Moreau.

```
.=========================================================.
| ### ######## ### | N O R T H | /==============\ |
| ### #### ### | A M E R I C A |< An STC Company >|
| ### ######## ######## | (was CCI) | \==============/ |
|---------------------------------------------------------|
| UUCP: ..uunet!ccicpg!dl2!paulm | Paul L. Moreau |
| or ..uunet!ccicpg!dl1!paulm | Sr. Diag Software Eng. |
| or ..uunet!ccicpg!paulm | Irvine, California |
`=========================================================='
```

2874. Looking For DSDD Floppy

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 13:34:13 UTC
From: rost@aqua.enet.dec.com
Message-ID: <3344@ryn.esg.dec.com>
Source record: 237643

I'm looking for a DSDD floppy to add to my 520ST. Atari or third party OK.
I can get a new one for about $140, would prefer not to exceed $75-100. I'm
located in MA, willing to pay for shipping.

E-mail or 508-467-6289, 8-5 EST.
Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2875. DC Software (DCDesktop)

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 14:19:07 UTC
From: jgw88@ecs.soton.ac.uk
Message-ID: <789@ecs.soton.ac.uk>
Source record: 237644

Why doesn't DC Show work on my hard disk. (This includes DCShowpic, DCShowArc)
If called by pressing the function keys, they all work OK, but if I double click on for example, a text file, an arc file, or a picture file then it zooms the icon out then just sits there, no text display , and locks up the desktop.

I have installed them according to the manual, and use DCConfig etc. My set up is as follows: 1040 STF with 45MByte TCT hard disk drive. The harddisk drive uses the ICD drivers. I had no other TSR running at the time.

Please help me, as DCDesktop is a great product, and if I'm doing something stpuid I'd like to know.

Thanks in advance,
-- Jason

J.E. not J.F.

2876. Desktop Picture

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 14:33:17 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Oct30.143317.2463@warwick.ac.uk>
Source record: 237656

In the QSTII debate it was said that Darek slagged off some PD proggy which put up a picture on the desktop. What was it called, and where can I get it?

Answers on a postcard to:

csual@uk.ac.warwick.cu

Cheers,
Jas.

2877. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 14:51:54 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Oct30.145154.23445@cunixf.cc.columbia.edu>
Source record: 237655

In article <7340018@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>Chris,
>
[stuff deleted]

>Whether Darek crows about his product or whether someone else does, it doesn't
>make any difference. For all you know, Darek gave what's-his-name a free copy
>of QSTII and asked him to comment on it on the net. (Not saying that he did,
>mind you...) That's not illegal or unethical. That's business. You may not
>like the way it looks, from your side of the fence, but I'd be willing to bet
>my ST that within 10 years you'll see it differently.

I would agree with you if Darek was paying for this space. Unlike a trade
journal, where one pays to advertise, this medium is paid for by its
users. As such, I don't think it is ethical for a business to blow their
own horn and make promotional advertisements.

I don't think I'll see this differently in 10 years. It isn't WHAT he is
doing that is bothersome, it is the fact that others are footing the bill
to pay his advertising costs. If he is making money for this "product"
then he should have to pay his own advertising costs.

>
>No flames intended in any of the above. Please don't go looking for any.

None taken.

>Regards
>Ray Depew
>IC's by Bill and Dave
>rrd@hpfitst1.hp.com

A bientot,

Chris
```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

2878. To: G.M.Lempere-Kerr....

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 15:24:00 UTC
From: pm16579@uxa.cso.uiuc.edu
Message-ID: <46300104@uxa.cso.uiuc.edu>
Source record: 237645

I am posting this because I want to know if my old roommate, who now lives in Switzerland, still reads this board. Say hi, Greg!

2879. Re: Better Copy Utility?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 19:00:54 UTC
From: crc6@pyuxe.UUCP
Message-ID: <1086@pyuxe.UUCP>
Source record: 237646

I have one that runs under the Mark Williams MSH or as a .ttp file.
I wrote it when I lived with a single floppy. It reads all the files
into memory then asks you to change the disk. It's written in C. You
can have source and/or binary. Does anyone want it?

(It is possible to live on a single double sided drive with Mark Williams
C 1.0.)

C. Colbert

2880. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 19:57:21 UTC
From: apratt@atari.UUCP
Message-ID: <2725@atari.UUCP>
Source record: 237647

The file called TOS 2.0 is an illegal copy of an EARLY test version of the New Desktop. IT DOESN'T WORK! It is an old, buggy internal version that should never have gotten into the public. DON'T USE IT. In the first place, it's illegal, but in the second, it's got BUGS. You will LOSE FILES. Things will GO WRONG. Does this sound like something you want to be using?

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2881. Gnu C++ setup?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 22:30:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <46300105@uxa.cso.uiuc.edu>
Source record: 237649

Can somebody please explain how to get the Gnu C++ program working.
I have ftp'ed the execs (C++) and the three library files and unzoo'ed them.
I set the paths to fit my configuration. I downloaded Gnu CC and
set that up. I now have 2! gnu_cpp.ttp files- with different lengths.
I finally downloaded Gas and set that up. Now, when I try cc test.c
or cc test.cc, I think the cc program is running the corresponding
preprocessor and compiler, but I always get an exit code of -1 (in Gulam).
I have tried changing names, compiling by hand, etc. and have had no luck.
My test program just includes <stdio.h> and does a printf("Hello\n");
inside of main. I am really eager to get C++ running since I have a class
using the language (well, AT&T compiler..). Help!
Thanks in advance,
Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

2882. Re: Re: My ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 23:30:28 UTC
From: smithj@hpsad.HP.COM
Message-ID: <750092@hpsad.HP.COM>
Source record: 237650

Sorry about the post, folks, but I have been unable to reach Mike Grellisch
by email.

MIKE: If you haven't already sold the Mark Williams' C, I'll buy it!


```
------------------------------------------------------------------------------
| Jim Smith | e-mail: smithj@hpsad.HP.COM |
| R&D Firmware/Software QA | Telnet: 794-4632 |
| HP Signal Analysis Division | AT&T: (707) 794-4632 |
| 1212 Valley House Dr. | HPDesk: Jim M Smith/HP5300/I0 |
| Rohnert Park, CA 94928-4999 | HP Mailstop: 2LR-D |
| Everybody wants a rock to wind a piece of string around. - TMBG |
------------------------------------------------------------------------------
```

2883. Is there an inexpensive META.SYS?

Newsgroup: comp.sys.atari.st
Date: 1990-10-30 23:36:02 UTC
From: chu@acsu.buffalo.edu
Message-ID: <43447@eerie.acsu.Buffalo.EDU>
Source record: 237651

Is there a public domain, freeware or shareware META.SYS out there somewhere?

The last I checked, there is a program at comp.binaries that converts metafiles to postscript files. Anyway, if there is a legally available META.SYS out there, I was hoping to graph with Opus, convert the resulting metafile to a ps file, take that to the school laser printer and get my lab graphs done that way rather than by hand.

Buying a commerical package that includes GDOS (I already have G+plus anyway) and associated *.SYS files is more than my budget can bear. So if there is a free (in the legal sense, not necessarily monetary) META.SYS out there I'd appreciate it if someone told me its whereabouts.

Please respond via E-mail as this would seem to be of limited interest.

If you wish to flame me alleging that I am cheap or that I am expecting something for nothing, do that via E-mail also, please. :-)

john
chu@autarch.acsu.buffalo.edu

2884. Book on the Atari 1040 ?

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 00:10:52 UTC
From: hubey@pilot.njin.net
Message-ID: <Oct.30.19.10.51.1990.19392@pilot.njin.net>
Source record: 237652

HI

I have a request from an acquaintance in the Soviet Union. He has
an Atari 1040 ST and needs a book on Programming the Atari 1040ST.

I looked around the stores in Northern Jersey and have not
found a store that carries the Atari. I am sure that there must be
some. So, can anyone recommend a book for programming the
Atari and can anyone tell me of a chain store that carries
Atari Software and books. If there is one in NJ, it would be
even better.

Thanks to all and email will be appreciated since I don't
really read this newsgroup.

Regards
mark
--
---
hubey@pilot.njin.net | hubey@apollo.montclair.edu | ...!rutgers!njin!hubey
---

2885. Re: Re: My ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 01:24:16 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750093@hpsad.HP.COM>
Source record: 237653

In comp.sys.atari.st, winston@fjcnet.GOV (Winston M. Llamas) writes:

>Atari ST software for sale:
>Mark Williams C compiler version 3.0 $55
> w/ csd source level debugger

>Winston
>uunet!fjcp60!winston (email path that works)

I haven't gotten any mail back from this guy, but I want to by his compiler.

Call me about how we can make the trade.

-Bob

---------- ----------
Bob Waltenspiel	AT&T: (707) 794-3091 (Telnet: 794-3091)
ATE Software Team	e-mail: bobw@hpsad.HP.COM
HP Signal Analysis Division	HPDesk: Bob WALTENSPIEL/HP5300/A0
1212 Valley House Dr.	HP Mailstop: 1UR-M
Rohnert Park, CA 94928-4999	GEnie: B.WALTENSPIE
---------- ----------

"Maybe this is heaven." -Ray in the film _Field of Dreams_

2886. RE: meta.sys availability

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 01:30:14 UTC
From: simonian@x102c.ess.harris.com
Message-ID: <4690@trantor.harris-atd.com>
Source record: 237673

I am also interested in finding a source for the meta.sys metafile driver (also for use with Opus charts). I have G+Plus, which doesn't deliver it, and WordUp and Degas Elite; neither of these programs ship the driver. I have no other GDOS applications. Has anyone reverse engineered the driver?

Rick Simonian
Harris Space Systems Corp.
simonian@x102c.ess.harris.com or rsimonian@nasamail.nasa.gov

2887. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 01:54:57 UTC
From: ST00482@auvm.auvm.edu
Message-ID: <90303.205457ST00482@auvm.auvm.edu>
Source record: 237654

There are a couple reasons why I would not buy a NeXT. First is that
it really is not a computer that I would enjoy using at home. I work
with UNIX all day and the last thing I want to do when I get home is to
see the same thing. There are also serious games for the ST and the Amiga
that just will never happen on the next. I know that some people will scoff
at this, but blowing away 50 buzillion aliens is a good way to blow off steam.
I tend to see the NeXT as more of a work computer than a fun computer. If I
want to do some serious number crunching, I'll do it at work. If I want to
have some fun, I want that option. Plus, UNIX can be a real headache. Just
get a corrupted / partition and you know what I mean.

dan.

2888. Atari Mega ST2 For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 05:10:53 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2783@gmuvax2.gmu.edu>
Source record: 237672
Cross-posted to: comp.sys.atari.st,misc.forsale

FOR SALE:

Atari Mega ST2
Atari SC1224 Colour Monitor
Atari SM124 Monochrome Monitor
Monitor Master
Supra 30 Hard Disk <external, formats to 32m>
Avatex 2400bps External Modem
Golden Image 400dpi Mouse
Star NX10 9-Pin Printer w/stand
Books:
Atari Gem Programmers Reference <Abacus>
Atari ST Machine Language <Abacus>
Atari ST Tricks & Tips <Abacus>
Atari ST Internals <Abacus>
Programmers Guide to GEM <Sybex>
Software:
BBS Express ST
Flash
Michtron BBS
First Word Plus v2.02
VDOS Prodigy
Devpac ST
Barbarian
Captain Fizz
The Lurking Horror
Chrono Quest
The King of Chicago
Star Trek <The Rebel Universe>
TV Sports Football
Winter Games
Red Storm Rising
The Bards Tale

Will Consider Separation of Hardware/Software and
reasonable offers.

Total Price: $1600 <US>

Please Email responses to <me> crouland@gmuvax2.gmu.edu or
crouland@gmuvax <bitnet>

2889. Re: De-archiving

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 08:56:19 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct31085619@zappa.FtCollins.NCR.com>
Source record: 237657

> This program arrived by email, and the header informed me that it was
>uuencoded with the UNIX version of uuencode, so I UNIX uudecoded it. This gave
>me the file "dumasuux.arc" which I then transferred to a formatted floppy
>using MTOOLS. To be sure that I was not experiencing format-type problems, I
>transferred to both a dos(MTOOLS) disc and one formatted on my Atari. Then I
>took the discs home and added the de-archiving programme arcx.ttp which was on
>a STart magazine disc. I've used the program to de-arc other programs on the

This sounds like it should work. Did you ever think that MTOOLS might be
the problem? I can't get it to work on our machines here at work. To
test it out just download an ascii on to disk and look at it. (also,
note that ST uses cr/lf as end of line whereas the SPARC/UNIX system
will be using just plain lf)

On my machine, the SPARC-written floppy's directory looks fine but the
first few bytes are just repeated over & over and the drive makes a
terrifying "chewing" noise (anybody remember the old Atari 810? :^)
Maybe the mtools programs don't handle the FATs right or something.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

2890. ST emacs v3.{8,9,10} wanted

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 11:14:08 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <8b=f80f0Bwwu15A0pR@transarc.com>
Source record: 237676

Could someone send me a pointer to an archive site with microemacs for the St on it? I'm still using a hacked version 3.7, and I'd like to try newer versions. I got 3.10 from CI$$$$, but wasn't too excited - I've seen people talking about 3.9 being a good release, so I'd like to check that out. I'd especially like to get the docs - I'm tired of having to copy emacs.rc into current folders all the time, and I'm sure I'm just overlooking something obvious.

Thanks for your help!

Bill (wvh@transarc.com)

2891. Annoying Postings

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 11:53:24 UTC
From: rn@ap.co.umist.ac.uk
Message-ID: <1990Oct31.115324@ap.co.umist.ac.uk>
Source record: 237658

Well, the QSTII debate seems to be dying down with all the "he shouldn't do this, we have to pay for his advertising..." seeming to be the order of the day. I personally am not all that bothered, but what really bugs me are all the 'For Sale' `adverts' I have to read. All from the US. I shouldn't have to do this. Why not use the Distribution: line, folks????

If *I* had to pay for this, I'd be pretty pissed off, but I don't (except through taxes of course), so I'm not. I suppose what I'm trying to say is don't only slag off Darek for breaking the netiquette when so many others break it too...

bob

Send vast amounts of abusing/amusing flames to:
---
bob nutter, computer officer | "The Christian Resolution to find
UMIST dept of computation | the world ugly and bad has made the
po box 88 manchester m60 1qd uk | world ugly and bad."
tel:+44 61 200 3386 | -Nietzsche
email:b.nutter@umist.ac.uk |

2892. Looking For Some CZ Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 13:11:55 UTC
From: rost@aqua.enet.dec.com
Message-ID: <3356@ryn.esg.dec.com>
Source record: 237659
Cross-posted to: rec.music.synth,comp.sys.atari.st

Hi,

I've recently acquired a somewhat less-than-healthy CZ-101 and am looking for some things:

1. Schematics!!! Particularly of the power section.

2. PD/shareware patch editor/librarian for an Atari ST computer. I have a simple one called CZPATCH; it has a random patch generator and stores patches, but can only transfer patches one by one (i.e. no bank dumps) and has a poor user interface.

I also am still looking for a PD/shareware *editor* for the Ensoniq ESQ-1. Please E-mail directly if you can assist me. Thanks!!!

Brian Rost @aqua.dec.com

508-467-6289

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2893. Re: RE: meta.sys availability

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 14:29:55 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3721@syma.sussex.ac.uk>
Source record: 237660

From article <4690@trantor.harris-atd.com>, by simonian@x102c.ess.harris.com (simonian richard 66449):
>
> I am also interested in finding a source for the meta.sys metafile
> driver (also for use with Opus charts). I have G+Plus, which doesn't
> deliver it, and WordUp and Degas Elite; neither of these programs
> ship the driver. I have no other GDOS applications. Has anyone
> reverse engineered the driver?
>
> Rick Simonian

It's a real pain, isn't it, the way GDOS has, and has not, been released. I think there was a Meta.sys driver with Microsoft Write, which Atari UK bundled with various machines for a while, but just because they gave the package away free doesn't mean we can distribute parts of it for use elsewhere, does it?

I fail to see what interest Atari can have in stopping people from, say, saving an Opus chart as a .GEM file and importing it into a desktop publishing program. I suspect their answer will be that Doug Harrison should have paid them a big fee to distribute GDOS with the program. As it's a shareware program, and as he was only charging $15 for it, it clearly wasn't worth his while to do so. Maybe there's an opportunity for the CodeHeads to distribute a few fonts and a Meta.sys file with G+Plus? Simplest of all (well, maybe not, but then I'm no lawyer) would be if Atari just distributed GDOS with every machine - it is after all just another part of GEM.

For some reason this reminds me of Atari's policy on the distribution of the Epson emulator for the Atari laser printer. It was written by DMC (from Germany, the people who wrote Calamus, I think). In the USA, Atari has released version 1.31 as freeware. In the UK, Atari are selling v1.00 for 30 pounds (just under $60 at current rates). Now, I bought the UK version before the USA version was released. A friend has since sent me the USA version and, as it seems to have fewer bugs and a better set of fonts than the UK version, I use it. Am I legal or not? Would the situation be different if I hadn't bought the UK version?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

2894. Re: cross-compiling

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 15:34:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4dba8b38.20b6d@apollo.HP.COM>
Source record: 237661

In article <1990Oct29.235921.23294@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Just a little FYI: I discovered today (sigh) that the C compiler on
>Sun Sparcstations always tries to align structure elements on longword
>boundaries. Thus my "unix-compatible" (hah) TOS disassembler fails to
>work, because there are extra pad bytes inserted to my structure declarations.
>(e.g.,
> struct GEMHEADER {
> short GEM_MAGIC;
> long GEM_SEGS[GEM_NSEGS];
> long reserved;
> long unused;
> short GEM_FLAG;
> }
>This defines the start of a TOS executable file. The structure, as defined,
>is 28 bytes on an ST, and 32 bytes on a Sparc. Bleah.)
[...]
>Of course, if you're only writing for 680x0 architectures, this won't ever
>be a problem (?) since data is aligned on word boundaries (2 bytes, 16 bits)
>and not longword boundaries (4 bytes, 32 bits). [but watch out for those
>single-byte declarations! }-)]

Well, not quite. I can't speak for other vendors, but Apollo C on our 68k workstations can also insert padding between structure members to long-align them. (A 32-bit fetch of a long-aligned object will run slightly faster than a fetch of an odd-word-aligned object.) On a DN4500, for example, your example struct would also be 32 bytes big.

--

"I feel lightheaded, Sam. I think my | (Steve) rehrauer@apollo.hp.com
brain is out of air. But it's kind of | The Apollo Systems Division of
a neat feeling..." -- Freelance Police | Hewlett-Packard

2895. Re: cross-compiling

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 15:49:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4dba9918.20b6d@apollo.HP.COM>
Source record: 237662

In article <4dba8b38.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (I) wrote:
>In article <1990Oct29.235921.23294@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>Of course, if you're only writing for 680x0 architectures, this won't ever
>>be a problem (?) since data is aligned on word boundaries (2 bytes, 16 bits)
>>and not longword boundaries (4 bytes, 32 bits). [but watch out for those
>>single-byte declarations! }-)]
>
>Well, not quite. I can't speak for other vendors, but Apollo C on our 68k
>workstations can also insert padding between structure members to long-align
>them. (A 32-bit fetch of a long-aligned object will run slightly faster
>than a fetch of an odd-word-aligned object.) On a DN4500, for example, your
>example struct would also be 32 bytes big.

That'll teach me to post before the morning's caffeine takes effect. Forget what I said about Apollo C (it really will only word-align Howard's struct members). However, I don't see any reason why a compiler *mustn't* long-align struct members, can you? Aside from that it wastes space; I'm mean, in an idealogical sense. It sounds like something you shouldn't depend upon.
--
"I feel lightheaded, Sam. I think my | (Steve) rehrauer@apollo.hp.com
brain is out of air. But it's kind of | The Apollo Systems Division of
a neat feeling..." -- Freelance Police | Hewlett-Packard

2896. ARC Files

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 16:41:32 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Oct31.164132.12349@rodan.acs.syr.edu>
Source record: 237663

I got a file from some (I wish I saved your address) and I can't
unarc it. What program are we using here? I have been using DCOPY from
GEnie. Is there something newer, etc out there?
Thanks

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone ever been to the Chobe Game Park in Botswana?

2897. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 17:09:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <46300106@uxa.cso.uiuc.edu>
Source record: 237664

```
* /* Written 1:57 pm Oct 30, 1990 by apratt@atari.UUCP in
uxa.cso.uiuc.edu:comp.sys.atari.st */
* The file called TOS 2.0 is an illegal copy of an EARLY test version of
* the New Desktop. IT DOESN'T WORK! It is an old, buggy internal
* version that should never have gotten into the public. DON'T USE IT.
* In the first place, it's illegal, but in the second, it's got BUGS. You
* will LOSE FILES. Things will GO WRONG. Does this sound like something
* you want to be using? ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^

Nope. So how about TOS 3.0 in a hard drive bootable format. I have said
it before and other people have said it before- we don't NEED it to be in ROM!
It would certainly stop the use of TOS 2.0.

Just a thought. :-)

* ==========================================
* Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
* reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu
```

2898. new files at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 17:30:43 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <29000@boulder.Colorado.EDU>
Source record: 237665

```
The following files have been uploaded to atari.archive.umich.edu
They can be found in atari/newitems directory

fcpy_iii.lzh : fastcopy III latest version. Great copy/formatter
filestuf.lzh : lets you do batch-type commands during bootup goes in
AUTO folder.
fly_ex.lzh : wait about 5 minutes and get flies on the desktop (or from
within a program) and swap them. another gimmick.
qmenu2.lzh : fairly simple menu system.
tlc_play.lzh : lets you manipulate sound files in a few ways, like amplitude , reverse
sounds, and a few more.
unitmacs.lzh : some sample macros for Uniterm.

+-------------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+-------------------------------------------------------------------------------+
```

2899. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 17:43:56 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3203@medusa.informatik.uni-erlangen.de>
Source record: 237678

apratt@atari.UUCP (Allan Pratt) writes:
>In the first place, it's illegal, but in the second, it's got BUGS. You
>will LOSE FILES. Things will GO WRONG. Does this sound like something
>you want to be using?
Way back in 1987 (or was it 88?), people even used TURBODOS...8-)
and then blamed data losses on hypothetical viruses.

But why use an illegal and bug-ridden copy of the new DESKTOP when you
can have GEMINI 1.2?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

2900. Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 18:04:56 UTC
From: si0_tb90020@debet.nhh.no
Message-ID: <1990Oct31.190456.268@debet.nhh.no>
Source record: 237666

I would like to know if there exists a reasonale spreadsheet for the Atari ST. I am in the way of doing some serious work, apart from programming, and I would like a good spreadsheet.

I have looked at an older version of K-spread II, and it didn't suit my needs, to be frank, it was lousy. I need something in the class of Lotus 123, Microsoft Excel, or Wingz. If there are no such spreadsheets around, I'll install MINIX on my ST for good, and buy myselfe a Mac for serious work.

terjeb@eik.ii.uib.no - si0_tb90020@debet.nhh.no

2901. SM1224 colour monitor

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 18:33:15 UTC
From: geordi@acrux.la.locus.com
Message-ID: <18971@oolong.la.locus.com>
Source record: 237667

I am looking for a used SM1224 colour monitor or anything else for sale
that will allow me to see colour on my Atari 4 Meg st.
thanks
geordi

George T Sinclair III |
Locus Computer Corp | Internet: geordi@locus.com
9800 La Cienega Blvd | sindair@ucs.orst.edu
Inglewood, CA 90301-4440 |

George T Sinclair III |
Locus Computer Corp | Internet: geordi@locus.com
9800 La Cienega Blvd | sindair@ucs.orst.edu
Inglewood, CA 90301-4440 |

2902. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 18:35:35 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.657398135.larserio@kvart.ifi.uio.no>
Source record: 237668

If you ask people to stop using a version of TOS 2.0 you should offer
them a new bug-free version. Many people I know use 2.0 because they
like the extra funtions. They keep asking if anyone can get hold of
a ROM-version of this great improvement to TOS. Will such a ROM-version og
TOS 2.0 for ST, STE and MEGA ST be avaiable soon ????

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2903. Re: Announcing Pari-1.34

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 18:49:44 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Oct31194944@robin.cs.uni-sb.de>
Source record: 237686
Cross-posted to: sci.math,sci.math.symbolic,sci.math.num-analysis,comp.sys.atari.st

In article <302@geocub.greco-prog.fr> cohen@geocub.greco-prog.fr (Henri Cohen) writes:
> The public domain software package Pari-1.34 is now available for anonymous ftp
> from math.ucla.edu (128.97.12.3). This package is primarily intended for
> number-theoretic computations and some simple numerical analysis, and is fast.
> Versions exist for Sun 3, sun 4, and generic 32 bit Unix system. The Mac II
> version can also be loaded from ucla.

And the Atari ST version can be loaded from cs.uni-sb.de [134.96.7.254]. The
patches to Pari-1.34 are in /pub/atari/gcc/Libraries in the archive pari-st.zoo,
a binary for gp is in /pub/atari/bin/gp.prg. It runs on a machine with one
Megabyte. I have used the portable C version of the source as a basis and mainly
added the plot-functions for GEM-VDI graphics.

- Edgar

2904. Re: pd midi sequencer

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 19:06:27 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Oct31190627@ghiggins.hpl.hp.com>
Source record: 237669

```
++ While someone's at it, is there an FTP site that "houses" the "COSH"
++ sequencer? (The 16 track one from England) I saw a review on it
++ and it's supposed to be pretty good. I don't remember if it's
++ freeware or shareware... Anyone?

Ah, you're in luck. It recently appeared on an "issue disk" of either
STUser or STFormat. I don't know whether there are any copying restrictions
if not, I'll post it up on terminator-as-was, atari.atarchive-as-now-is.
```

2905. Sozobon C & Line-A

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 20:30:11 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Oct31.203011.2062@lsuc.on.ca>
Source record: 237670

I've just started some graphics work with Sozobon C version
1.2 and I've found that the authors haven't provided any Line-A
routine bindings. Has anybody got sources for a Line-A library?

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2906. Re: new files at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 23:12:11 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct31.231211.9523@ecst.csuchico.edu>
Source record: 237671

millert@tramp.Colorado.EDU (MILLER TODD C) writes:

- The following files have been uploaded to atari.archive.umich.edu
- They can be found in atari/newitems directory

Thanks for sending them.

- fly_ex.lzh : wait about 5 minutes and get flies on the
- desktop (or from within a program) and swap them.
- another gimmick.

Although you can see the flies on a color monitor, they are blurred.
Therefore, this program works best in monochrome.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2907. Re: ARC Files

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 23:15:41 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct31.231541.9614@ecst.csuchico.edu>
Source record: 237694

mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:

- What program are we using here? I have been using DCOPY from GEnie.
- Is there something newer, etc out there?

The latest ARC version is 6.02. DCopy 3.6 supports it. I also hear
there's a DCopy 4.0 out there, some where. If someone gets it,
please upload it to atari.archive. Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2908. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-10-31 23:22:50 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct31.232250.9684@ecst.csuchico.edu>
Source record: 237698

si0_tb90020@debet.nhh.no writes:

- I would like to know if there exists a reasonale spreadsheet for the
- Atari ST. I am in the way of doing some serious work, apart from
- programming, and I would like a good spreadsheet.
-
- I have looked at an older version of K-spread II, and it didn't
- suit my needs, to be frank, it was lousy. I need something in the
- class of Lotus 123, Microsoft Excel, or Wingz.

LDW Power looks like a pretty good Lotus 123 clone. You can have
multiple spreadsheets, macros, etc. There's also a great shareware
spreadsheet called Opus. The latest version I have is 2.31. If you
or anyone wants me to send it to atari.archive, let me know. A
friend of mine who uses spreadsheets and databases a lot loves Opus;
and consistent with the shareware philosophy, he sent his fee.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2909. Has anyone recieved a NeoDesk 3.0 upgrade from v 2.5?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 00:17:24 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Nov1.001724.18356@unicorn.wwu.edu>
Source record: 237693

I sent in my NeoDesk 2.5 + $20 to get it upgraded to v. 3.0
about a month ago. Haven't heard anything from Gribnif yet, except I
got a spiffy advertisement from them yesterday promoting v. 3.0. Has
anyone received their upgrade in the mail yet?

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-7177
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

2910. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 00:30:31 UTC
From: mui@atari.UUCP
Message-ID: <2726@atari.UUCP>
Source record: 237674

in article <CMM.0.88.657398135.larserio@kvart.ifi.uio.no>, larserio@IFI.UIO.NO (LarsErikOsterud) says:

>
> If you ask people to stop using a version of TOS 2.0 you should offer
> them a new bug-free version. Many people I know use 2.0 because they
> like the extra funtions. They keep asking if anyone can get hold of
> a ROM-version of this great improvement to TOS. Will such a ROM-version og
> TOS 2.0 for ST, STE and MEGA ST be avaiable soon ????
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
> __________/ _____________________/ ____/ / Klubben, user association

Please Listen !!!!! The TOS 2.0 never exists.

As far as I know, it is done by an irresponsible person who stole
an alpha test version of the desktop, put in version 2.0 title in the info
box and distributed among you guys. Since it is not an official release
version, Atari is not obligated to replace it.

And you heard it right, it is an alpha test version and it is very
buggy. If you insist to use it, that's fine with us. But don't complain to
us that it trashes your files or wipes out your whole partition.

==
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==

2911. Sozobon C - Latest versions?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 01:05:59 UTC
From: clive@aldetec.oz.au
Message-ID: <284@aldetec.oz.au>
Source record: 237692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello world
I have started using GEMINI and am finding it VERY good BUT (and this is
a big BUT)

My version of the Sozobon compiler (1.0?) bombs whenever I run any part of
it..

I replaced hcc, jas, and top with version 1.2 that i downloaded from some BB
a year or so ago and all the Sozobon bins still bomb.

Any applications produced with my version of the copilier bomb...

I have had a couple of hints about the problem (memcpy or something)..

BUT 'TOHRU NISIMURA's' new and improved version 1.2x of top doesn't bomb
under GEMINI - so, here is a guy who knows where his towell is!
Congratulations TOHRU

SO, is there somewhere in netland, a set of sozobon bins that all work with
GEMINI, or a set of sources and instructions....

Here's hoping
..Clive

--
_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

2912. Re: cross-compiling

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 01:20:01 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Nov1.012001.25362@rice.edu>
Source record: 237697

In article <1990Oct29.235921.23294@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
[re: byte padding on Sparcstations]
>[...] always tries to align structure elements on longword
>boundaries.
>[...] The structure, as defined,
>is 28 bytes on an ST, and 32 bytes on a Sparc. Bleah.)

I ran into the same problem years ago between Suns (1s) and Vaxen. (Plural of Vax :-) Since we weren't sure at the time what else might be called for in the future, we started reading and writing structures as the component independent low level objects (shorts, longs, and bytes), and since we also wanted to be prepared for *byte-order* variations, we used the byteorder macros used for networking portability (htonl, htons, ntohl, ntohs) so it could run on *anything*. On a Sun 2/3/4 these are null macros, since the size and byteorder of shorts and longs are the network standard. Other machine architectures (like Vaxes, '386s, etc.) provide macros to convert to and from network standard sizes and orderings. You still have to fool about a bit with ints: I always casted them to longs to be safe before converting :-).

Haven't had a bit of trouble since.

Moral: a little extra effort, even when it is *really* a no-op *now* may save a *ton* of trouble later.

Oh, yeah, and *never* trust compilers to construct structures in any *sane* way: if byte padding can take place, is there any reason for a compiler even to maintain the same order for components as declared within a structure?

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

2913. Re: Has anyone recieved a NeoDesk 3.0 upgrade from v 2.5?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 05:25:46 UTC
From: Seitz@cup.portal.com
Message-ID: <35467@cup.portal.com>
Source record: 237675

I just called Gribniff yesterday. I was told that it may be up to another four weeks before I see my copy due to "overwhelming demand." Frankly, I'm a little disappointed, considering its already been six weeks, and that was supposed to be due to "overwhelming demand."

I switched from NEODESK to DC DESKTOP because of NEO's method of handling installed applications made one of my most used programs incompatible. DC didn't have this problem. I sent in my upgrade to NEO because they fixed this problem and added the ability to place folders on the desktop. However, DC has now announced and upgrade that allows DC DESKTOP to place folders on the desktop. If I don't get my shipment soon, I may just cancel my order and get the DC upgrade.

I really like the NEO design better than the DC design (much less RAM overhead theoretically better machine compatability). However, DC seems to work fine, and I'm getting annoyed at Gribniff's delay without notice (I had to call them, and then they couldn't take the time to check on my order specifically).

Matt Seitz
Seitz@cup.portal.com

2914. Re: Has anyone recieved a NeoDesk 3.0 upgrade from v 2.5?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 06:26:05 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov01.062605.12038@ecst.csuchico.edu>
Source record: 237552

```
- I sent in my NeoDesk 2.5 + $20 to get it upgraded to v. 3.0
- about a month ago. Haven't heard anything from Gribnif yet, except
- I got a spiffy advertisement from them yesterday promoting v. 3.0.
- Has anyone received their upgrade in the mail yet?

I sent mine August 16 and I got it about two weeks ago. It takes
some time since they have many orders to fill. You're gonna love it!!

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

2915. Re: cross-compiling

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 09:14:51 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Nov1011451@sdaf1.ssl.berkeley.edu>
Source record: 237677

If you really want to be careful check out the XDR library.

Eric
--
Eric
ericco@ssl.berkeley.edu

2916. Re: Why it is not power without price anymore?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 11:35:44 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <3855.27300890@cc.helsinki.fi>
Source record: 237679

In article <90303.205457ST00482@auvm.auvm.edu>, ST00482@auvm.auvm.edu writes:
> There are a couple reasons why I would not buy a NeXT. First is that
> it really is not a computer that I would enjoy using at home. I work
> with UNIX all day and the last thing I want to do when I get home is
> to see the same thing.

Hmmph! Haven't heard of NeXTStep? It is generally accepted that NeXT has
the most user-friendly user interface in the whole business. If you only
use applications, you don't usually have to use Unix (with cryptic shell
commands) at all! And if you want to program, the NeXT is much more
convenient than the ST is.

> There are also serious games for the ST and the Amiga
> that just will never happen on the next. I know that some people will scoff
> at this, but blowing away 50 buzillion aliens is a good way to blow off steam.

Well, SERIOUS games... There are much more games for the ST, but I think
there will be some very good games for the NeXT.

> I tend to see the NeXT as more of a work computer than a fun computer. If I
> want to do some serious number crunching, I'll do it at work. If I want to
> have some fun, I want that option. Plus, UNIX can be a real headache. Just
> get a corrupted / partition and you know what I mean.

Objective programming can be like playing good adventure games.

>
> dan.

Remember, NeXT is no old-fashioned Unix-computer. The power of Unix just
happens to be available (if wanted) all the time. I admit that if you
want to play games (and that only) the ST is much better choice. But if
you want to program...

Jouni

2917. Sozobon C and Mupfel

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 11:42:24 UTC
From: jvt@its.bt.co.uk
Message-ID: <0M9%LP#@uzi-9mm.fulcrum.bt.co.uk>
Source record: 237680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I hope someone out there can point me in the right direction to solve
this one.

I have been running Sozobon C under Gulam quite successfully for
some time now. Just recently I loaded Gemini (UK version) and
tried my applications under mupfel. They bombed (3)!

Wondering if it was my code, I wrote a trivial program "Hello World".
It also bombed no matter how I declared main().

Feeling rather devilish, I ran the compiler under Mupfel and it too
bombed. At least there's hope that it may not be just me.

However, the author of cmd.prg (sorry I've forgotten the name) announces
his code is compiled by Sozobon. It runs OK!

This last point makes me think its me & not the compiler of Mupfel.
Has anybody had this experience & know how to stop it? Kit is 1040STE.

Answers by e-mail preferred as my newsfeed has been disrupted of late.
I will summarize any replys this way.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

2918. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 13:28:48 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov1.132848.1261@daffy.cs.wisc.edu>
Source record: 237681

Hello!

I am getting a MEGA 4 and selling my 4 meg 1040ST. It has 1.4 ROMS, is
3 years old, has the Zubair 3D upgrade in it.

How much would you be willing to SPEND on such a system if I included
a color monitor???

--Gregory

PS: I am selling it because I want Mr. Small's 030 upgrade.

2919. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 14:51:45 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Nov1.145145.27499@cs.dal.ca>
Source record: 237682

In article <1990Oct31.190456.268@debet.nhh.no> si0_tb90020@debet.nhh.no writes:
>I would like to know if there exists a reasonale spreadsheet for the
>Atari ST. I am in the way of doing some serious work, apart from
>programming, and I would like a good spreadsheet.

There are several decent spreadsheets. I use VIP Professional and am
happy with it. It is compatible with Lotus v. 1, and I hear that some
of the other spreadsheets offer v. 2 compatibility. VIP is available
in both GEM and 1-2-3 look-alike versions.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2920. Re: RE: meta.sys availability

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 14:56:00 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27004@cs.yale.edu>
Source record: 237555

In article <3721@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>For some reason this reminds me of Atari's policy on the distribution of
>the Epson emulator for the Atari laser printer. It was written by DMC
>(from Germany, the people who wrote Calamus, I think). In the USA,
>Atari has released version 1.31 as freeware.

Anyone know how to obtain this? Will Atari permit it to be placed
at atari.archive.umich.edu?

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2921. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 15:05:35 UTC
From: dac@ukc.ac.uk
Message-ID: <5992@harrier.ukc.ac.uk>
Source record: 237683

In article <46300106@uxa.cso.uiuc.edu> mts10271@uxa.cso.uiuc.edu writes:
>[about TOS2.0]
>* In the first place, it's illegal, but in the second, it's got BUGS. You
>* will LOSE FILES. Things will GO WRONG. Does this sound like something
>* you want to be using? ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> ^^^^^^^^^^^^^^^^^^^^
>
>Nope. So how about TOS 3.0 in a hard drive bootable format. I have said
>it before and other people have said it before- we don't NEED it to be in ROM!
>It would certainly stop the use of TOS 2.0.

This sounds like a good idea. Most people nowadays have at least 1Mb of memory
so a couple of hundred K for TOS should not be bad news. Real machines boot
from hard disk and this will give the ST a standard and easy method of OS
updating. Yes, it will take longer to boot, but the person who switches his
ST on for five minutes then goes away is not really the person who demands a
better TOS (imho).

I don't even have a hard drive but I would consider it a worthwhile expense if
TOS 3.0 were hard disk based.

Whether or not this will happen is, of course, out of the hands of mortal men.

Dave.

2922. SysMon

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 16:04:47 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2156@bahia.opal.cs.tu-berlin.de>
Source record: 237553

Hello,

i allready have recieved corrected versions of the SysMon manual, so
please don't send me more.

I have done some bug-fixes, if enough people are interested, i will
post the version in december (Till then, i will complete it with
some new features :-)

Karsten Isakovic ki@opal.tu-berlin.cs.de

2923. New Sample Progs & MIDI

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 17:41:47 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760020@hpmcaa.mcm.hp.com>
Source record: 237684

Last Night I saw a few New Programs at the Local Atari Dealer.

TCB - a STE Compatable sample sequencer and player $89.95

ST-Replay Professional - 3 Programs and A new Replay Cartridge $199.95

TCB: The package description left alot to be desired. No Screen shots and
a poor description of the capabilities. This package will sell by use and demo.
Luckily the TCB was running on an STE in the store. I thought it was a game
intro running. The music and sequencing was fantastic! I watched as someone
in the store played with the controls. It has a built in equalizer. It is
also capable of being used on a standard ST. My impression was that this is
a sequencer only product. Capable of playing samples in memory. MIDI support?
I believe the package stated MIDI IN/OUT capability. What's that mean?

ST-Replay Professional: A complete package containing 3 programs. A sampler/
editor, a Drum-Machine Style Sequencer, and a Sythesizer. The sampler editor
looks to have many more features than the standard Replay4. It had a picture of
a 3-D sound wave map. FFT? FFT was said to be supported. The Drum Machine
Sequencer "looked" full featured. It was stated to support Clock In/Out.
The Synthesizer Package was a full featured sampler. This software alone could
be worth the purchase price. It was capable of holding 30 Voices. It also
supported pitch bend and Portamento. I don't remember if it responded to
Velocity. Lastly the Cartridge. "Redesigned" 12 bit sampling cartridge to
play four voices at once through the cartridge port.

This is all from memory and a 'fuzzy' one at that. If you know more.....
please share. I'd really like to know the MIDI capabilites of these products.

+Patrick

2924. Dialog Manager source???

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 18:02:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Nov01.180251.2762@chinet.chi.il.us>
Source record: 237685

Ok, we all know that the standard GEM stuff that draws and animates dialog boxes has 'quirks'. The standard advice has always been that if it doesn't fit your needs, the tools are there to make a new one that does. I find myself in just that position. What I need is a dialog library that works just a little differently than the built-in one, and that does the same thing on any machine that supports a close approximation to GKS. (That translates into English as it should be in C, and it should be adaptable to use the VDI on the ST or to use Meta Windows on the PC).
If anyone has this free, or for purchase without fees for distribution of programs incorporating it, I'd be interested.
I've looked at some text-mode window managers with dialog capabilities, and they're even farther from what I want than GEM is. I've also looked at Tim Oren's form_do() replacement, and that's what I'll start from if I have to do this myself.
Steve J.

2925. Re: DC Software (DCDesktop)

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 18:10:37 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov1.181037.5500@menudo.uh.edu>
Source record: 237556

In article <789@ecs.soton.ac.uk> jgw88@ecs.soton.ac.uk (Webb JE) writes:
>Why doesn't DC Show work on my hard disk. (This includes DCShowpic,
>DCShowArc)
>If called by pressing the function keys, they all work OK, but if I
>double click on for example, a text file, an arc file, or a picture file
>then it zooms the icon out then just sits there, no text display , and
>locks up the desktop.

Sounds to me like you have a line in your desktop.inf file that causes a
program to be run to view the file you are double clicking.

When you double click on a non-program file, you should see a dialog like:
SHOW | PRINT | CANCEL

The 'zoom boxes' indicate the desktop is attempting to run a program, and
is attempting to pass the file you double clicked as a parameter to that
program.

Look for a line in your desktop.inf file (probably close to the bottom) that
looks similar to:

#G 03 FF SOMEPROG.PRG@ *.*@

This line would be placed there if you did an INSTALL APPLICATION on some
program, and then typed in: *.* for the document type.

>
>I have installed them according to the manual, and use DCConfig etc.
>My set up is as follows: 1040 STF with 45MByte TCT hard disk drive. The
>harddisk drive uses the ICD drivers. I had no other TSR running at the
>time.
>
>Please help me, as DCDesktop is a great product, and if I'm doing
>something stpuid I'd like to know.
>
> Thanks in advance,
> -- Jason
>
>J.E. not J.F.

Thanks for the complement.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2926. Re: The Quick ST II Challenge vs. Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 19:33:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1949242721@thelake.mn.org>
Source record: 237687

[In article <1990Oct30.145154.23445@cunixf.cc.columbia.edu>,
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes ...]

> I would agree with you if Darek was paying for this space. Unlike a trade
> journal, where one pays to advertise, this medium is paid for by its
> users. As such, I don't think it is ethical for a business to blow their
> own horn and make promotional advertisements.

In response to a similar question issue raised in news.admin, Henry Spencer
posted the following.

|... the consensus opinion in the past has been that brief
|announcements with significant technical content are generally useful and
|should not be discouraged, while long press releases full of glowing
|adjectives are garbage which should not be inflicted on the net at large.

I agree. Information is useful. A long harangue that reads like a radio
commercial for a dragstrip is offensive. You don't have to be a rocket
scientist to figure out the difference. Now, could this issue be laid
to rest?

---
steve@thelake.mn.org

Administrative note: thelake has suffered a hard drive failure and is
not likely to be repaired before the first week of December. Mail to or
through thelake may be delayed.

2927. 128K rom mac

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 19:44:05 UTC
From: geordi@acrux.la.locus.com
Message-ID: <19049@oolong.la.locus.com>
Source record: 237688

Does anyone have a 128K mac rom version for the ST, or
know where to find one.
thanks
geordi

George T Sinclair III |
Locus Computer Corp | Internet: geordi@locus.com
9800 La Cienega Blvd | sindair@ucs.orst.edu
Inglewood, CA 90301-4440 |

2928. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 20:29:12 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.657491352.larserio@kvart.ifi.uio.no>
Source record: 237560

I don't use TOS 2.0 my self (use TOS 1.4) but i know many who likes the ekstra feutures in 2.0 and uses it !!!! They want to know if there will be an official release of TOS 2.0 for ST, STE and MEGA ST computers...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2929. Re: Has anyone recieved a NeoDesk 3.0 upgrade from v 2.5?

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 21:20:39 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250006@hpindda.cup.hp.com>
Source record: 237689

I sent my $20 in 6 weeks ago. Since I hadn't received the cancelled check, I called up Gribnif. They said that they've been swamped with upgrade requests and are running about two weeks behind. Patience is a virtue I've been told.

2930. Need to sell Atari 104ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 21:29:26 UTC
From: ez000942@deneb
Message-ID: <9183@aggie.ucdavis.edu>
Source record: 237690

I have an Atari 1040 for sale: Includes manual, software(word proc., games, spreadsheet). Can be used with a TV with a RF modulator. Asking $350.

email at: ez000942@deneb.ucdavis.edu
or call: (916) 757-7428

2931. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 22:03:15 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov1.220315.21616@cunixf.cc.columbia.edu>
Source record: 237691

In article <1990Nov1.132848.1261@daffy.cs.wisc.edu> gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
>
>How much would you be willing to SPEND on such a system if I included
>a color monitor???

Well, I got $750 for mine (with color/mono monitors and 2.5 megs RAM).

>
>--Gregory
>
>PS: I am selling it because I want Mr. Small's 030 upgrade.

Huh? Please, do tell more!

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

2932. Re: Quick ST II Challenge!

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 22:40:18 UTC
From: AlexK@tharr.UUCP
Message-ID: <1377@tharr.UUCP>
Source record: 237695

In article <5948@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>...
>of each message must be by the time it's sent everywhere. But I still
>feel that small "commercial announcements" are no big deal. Anything
>done in a reasonable way (short and sweet), seems perfectly OK to me.
>...
I think this one of the most sensible posts I have seen in a long time, I work for HiSoft and often find myself in a position where I would like to reccomend some product we have an association with, but fell I can't even though any commercial success has absolutely no effect on me whatsoever, I get the paid the same either way.

>
>On the other hand, I think Darek needs to mellow out a bit. Those
>of you that saw my postings from a few years back, may have noticed
>quite a change in tone and content (I hope for better). I know at
>one time I was in a lot of KILL files :-)

Having met Darek once, he strikes me as a nice guy, who has been bitten by shareware. I realised before I got caught up in it and sold my stuff off to publishers and then ended up working for one. But in the end it is the small time hackers/enthusiasts (no offence intended to anyone) who help to keep the ST market alive, so please people don't try to turn them into martyrs.

Alex K.
(All views/opinions are, of course, my own)

2933. Re: RE: meta.sys availability

Newsgroup: comp.sys.atari.st
Date: 1990-11-01 22:42:20 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.657499340.larserio@kvart.ifi.uio.no>
Source record: 237696

I've got the Epson emulator...
It got it from Atari Norway, and they told me to give it to anyone
that needed it (it's possible that this is an older version, but..)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2934. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 00:47:07 UTC
From: mui@atari.UUCP
Message-ID: <2731@atari.UUCP>
Source record: 237699

in article <CMM.0.88.657491352.larserio@kvart.ifi.uio.no>, larserio@IFI.UIO.NO (LarsErikOsterud) says:

> I don't use TOS 2.0 my self (use TOS 1.4) but i know many who likes the
> ekstra feutures in 2.0 and uses it !!!! They want to know if there will
> be an official release of TOS 2.0 for ST, STE and MEGA ST computers...
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
> __________/ _____________________/ ____/ / Klubben, user association

I tried to reply your message but my mail couldn't get through...

Derek Mui

2935. OPUS231.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 01:38:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov02.013853.17576@ecst.csuchico.edu>
Source record: 237700

```
--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

2936. OPUS231.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 01:43:05 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov02.014305.17643@ecst.csuchico.edu>
Source record: 237551

I just sent OPUS231.LZH to atari.archive. This is the shareware
spreadsheet.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2937. 68030 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 04:02:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov2.040219.15689@math.lsa.umich.edu>
Source record: 237554

In article <1990Nov1.220315.21616@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>PS: I am selling it because I want Mr. Small's 030 upgrade.

>Huh? Please, do tell more!

Gee, dunno for sure on that one, but Jim Allen has announced an '030 upgrade for Mega STs. (Won't fit in anything else.) To be available beginning sometime next month. Uses TOS 1.6, which is apparently fully compatible with the '030. The base kit will use the regular ST's memory, and there will be another board for using 32-bit memory. (No speed limit. If you can find 35ns DRAMs to fill it with, you can run at 50MHz and zero (!!) wait states.) Sounds really good. (Dunno how it's done, but he says the 32 bit RAM will be completely compatible with everything else, e.g., accessible to the DMA controller, etc.) I guess this is the result of all that time Jim Allen and Dave Small spent on the idea. Cool stuff. This has been discussed for a while on GEnie; I just phoned Jim earlier today to get details. There will also be a discount for current T16 owners. Dunno how much, I don't think any prices have been quoted yet.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2938. Re: DungeonMaster (CSB)

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 05:30:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <35494@cup.portal.com>
Source record: 237557

Re: questions about Chaos Strikes Back...

It takes five items placed in the "Value for Valuables" area to open the
secret wall section...

The "coded scroll" CANNOT be translated... it was "left over" from something
that got cut at the last minute, but the scroll was accidentally left
in the game... (sure was fun trying to break the code though..! :)

There are FOUR pairs of Speed Boots, just like in Dungeon Master.. the
pair that's behind the shimmering RA door on the Fulya Pit level requires
you to already have one pair before the door opens... there's another
pair *well hidden* on that top level too...

A lot of the Dragon and RA armor are "random" items... that is, the
location of the individual items will change every time you begin a new
game... a few of the pieces of armor, like the Helmet of RA, are always
found in the same location, but most of it is random. There are a LOT
of hidden places for these things to end up in... you just have to
find them all..!
:)

The "official" FTL hintbook for Chaos Strikes Back should be available
soon, giving all the details you ever wanted to know about the game...

BobR

2939. Tweety Board

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 05:37:03 UTC
From: drp9500@isc.rit.edu
Message-ID: <1990Nov2.053703.22616@isc.rit.edu>
Source record: 237558

Does anyone out there have a Tweety Board?

I want to get one but I would like to hear from a satisfied customer as to how it both acheives the stereo effect and how it sounds.

Any idea on how much space the things takes up inside? I am planning on some space-taking upgrades to my 1040 and want to know how big the sucker is. Or if anyone knows if the 32K colour uprgade & 2Megs of SIMMS & the Tweety Board will conflict....I don`t have a RF thingy in there but the space does come in handy....

Also...is there ANY way I can upgrade to a 16Mhz 68000 and NOT lose Spectrum? Can I piggyback the puppies and just use a physical switch to toggle between them?

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

2940. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 05:55:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <35495@cup.portal.com>
Source record: 237559

Concerning whether Atari will ever release TOS 3.0 for lesser machines
than the TT, David Clear writes:

>I don't even have a hard drive but I would consider it a worthwhile expense
>TOS 3.0 were hard disk based.

>Whether or not this will happen is, of course, out of the hands of mortal me

Actually, of course, it's in the hands of those named "Tramiel"..

It's not what's "Right", it's not what's "Fair", it's not even what's
"Technically Feasible"..

It's what will make the most money for those named "Tramiel"...

If they can force you to trash whatever Atari system you've previously
paid for, and force you to buy a TT to get TOS 3.0, why would they give
away those profits..?

Atari Corp. will NEVER release a version of TOS for orphan computers like
the ST that gives the full power of TT TOS 3.0...

That's the way "big business" works, and that's the best way for Atari Corp.
... that's their right, and if you don't like it, tough...

BobR

2941. Re: DungeonMaster (CSB) & GO

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 06:41:33 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1990Nov2.064133.12448@uokmax.ecn.uoknor.edu>
Source record: 237561

Is there a listing of relative AC bonuses in Dungeon Master somewhere? How about CSB? By this I mean what kind of improvement to AC does a large shield give, leather armor, etc. What are all of the available clothing/armor that are out there?

On a completely unrelated topic: Are there any US companies that make a computerized GO? Everything I was told of was from Europe and the local store here had never heard of the companies (they import a lot of stuff for the ST and Amiga and, I think, IBMs). The specific implementation I asked about was Goliath (I even asked about the IBM version, still no luck). Is the company that released it still in business? When was Goliath released? Can anybody recommend anything else (and include a company name, if possible)? Is anybody here willing to part with their copy of Goliath? If you are, then how much?

Thanx for reading this,
Kenneth Love

2942. Looking for something to pack executables

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 07:02:25 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1990Nov2.070225.2580@uokmax.ecn.uoknor.edu>
Source record: 237562

I got packice.prg and it packed the files I wanted it to, but they wouldn't work afterwards, plus it took 35 to 45 minutes to pack each one. Is there any thing out there that can pack or crunch or whatever an executable and have it work after its through? It would be nice if they were able to be un-packed.

Oh yeah, in case anyone was wondering the files were Nethack (v2.3?) and Moria (v4.87???). I'm not sure of the version numbers on those. BTW, what are the current version numbers of these two and Larn? Is anyone ever going to port Omega (the Unix game not tanks) over to the ST?

Kenneth Love

2943. ST MicroEmacs Site Needed

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 09:58:12 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <cbAIAoX0Bwwf4uVlt8@transarc.com>
Source record: 237563

I'm sure no one responded because everyone assumed someone else had.
I am still looking for archive sites with versions of uEmacs for the
ST, with the documentation, greater than version 3.7*.

Could someone please point me to an internet archive site with uEmacs
3.8* or 3.9* on it - even source? Worst case, how about a BBS in the
eastern US??

Thanks Again! Please RSVP!!!!

Bill

2944. Program packer

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 13:16:27 UTC
From: jeroen
Message-ID: <9011021316.AA16023@plato.phil.ruu.nl>
Source record: 237569

In article <1990Nov2.070225.2580@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uokno0` writes:
|>
|>I got packice.prg and it packed the files I wanted it to, but they wouldn't
|>work afterwards, plus it took 35 to 45 minutes to pack each one. Is there anythey or crunch or whatever an executable and have it
|>work after its through? It would be nice if they were able to be un-packed.
|>
|>
|> Kenneth Love

A while ago I summarized all I knew about program packers; the best one I knew of then, and know of now, is called pfxpack.ttp. It will do all you want; try it.
I uploaded it to atari.archive a while ago; the file is (I think) in atari/util, it's called pfx.zoo. It may still be in the newitems dir too.

Enjoy! Jeroen.

2945. Re: GEMINI et al

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 16:03:15 UTC
From: leo@materna.uucp
Message-ID: <1034@materna.uucp>
Source record: 237571

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>- I got a copy of GEMINI 1.1 from atari.archive and was most
>- impressed with it. It is quite like NEODESK but has a good shell...
>-
>- What is the difference between GEMINI and VENUS as they look the
>- sameish to me.
>
>I'd like to know this as well. Is Venus and Mupfel just the GUI and
>CLI of Gemini in separate forms?

Yes, thats the way it is, Venus is the graphic-shell und Mupfel command-
line-interface. Gemini is both shells combined in one program. Venus do
not perform file-commands (copy, delete, ...) itself, it needs Mupfel to
do other things than just starting programs and managing itself.
A hint: try to get Gemini V1.2, its realy superb and has many improvements.
But i'm not the one to tell you this, i'm shure you soon will read something
about the new version...

>--
> Ed Krimen ....

C. "Leo" B.

2946. ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 16:23:31 UTC
From: tgingric@magnus.ircc.ohio-state.edu
Message-ID: <1990Nov2.162331.18358@magnus.ircc.ohio-state.edu>
Source record: 237564

I have the following ST software for sale:

Quartet (new) $ 30

STOS (new) $ 30

Turbo ST v1.82 $ 15

CodeHead Utils $ 15

E-mail me or call me at (614)771-9187 (home #) if you are interested. Once we've agreed on a sale the terms are - you mail me a check + $2.50 for shipping and I send the software on the day I receive the check.

Tyler

2947. MEGA-ST 2 for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 16:57:09 UTC
From: aike@cgdra.cgd.ucar.edu
Message-ID: <9046@ncar.ucar.edu>
Source record: 237565

FOR SALE:

Mega ST2, Monochrome Monitor, 20 mb Supra Harddisk

20 months old.

$ 1400.00

Aike Beckmann
Chesapeake Bay Insitute
Johns Hopkins University
711 W 40th Street
The Rotunda, Suite 340
Baltimore, MD 21211

phone: (301)-338-0844

2948. Re: ST MicroEmacs Site Needed

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 17:31:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov02.173146.25350@ecst.csuchico.edu>
Source record: 237573

Bill_von_Hagen@TRANSARC.COM writes:

- I'm sure no one responded because everyone assumed someone else had.
- I am still looking for archive sites with versions of uEmacs for the
- ST, with the documentation, greater than version 3.7*.
-
- Could someone please point me to an internet archive site with uEmacs
- 3.8* or 3.9* on it - even source? Worst case, how about a BBS in the
- eastern US??

I just sent emacs39.lzh (actually it's 3.925, but who's counting :^)
to atari.archive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2949. metafont and .tfm problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 17:34:35 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov2.173435.15558@doe.utoronto.ca>
Source record: 237566

I have metafont from atari.archive, and I have been having problems
with it. The .tfm files which it generates are not entirely correct,
and when I try to initex plain.tex, it rejects them (otherwise,
DVI programs say that the font does not match the .tfm file).

The package from atari.archive comes with virmf, but not with inimf,
so a better package would be nice for all of us. Is there one anywhere,
maybe at a German site?

Please follow up directly to the net, since this is a general interest
question.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

2950. Re: DC Software (DCDesktop)

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 17:41:20 UTC
From: brownp@dg-rtp.dg.com
Message-ID: <1990Nov2.174120.6549@dg-rtp.dg.com>
Source record: 237574

Is DC DeskTOP a commercial product or public domain? Can someone tell me more about it?

Thanks.

2951. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 18:06:05 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <26468.27316f3d@kuhub.cc.ukans.edu>
Source record: 237575

>>I would like to know if there exists a reasonale spreadsheet for the
>>Atari ST. I am in the way of doing some serious work, apart from
>>programming, and I would like a good spreadsheet.
>>
I've been using VIP PROFESSIONAL for some years now; it is very good,
BUT SLOW! I have transferred files from it to LOTUS, and from LOTUS to
it, and have had no compatability problems. It is too bad they have not
updated it to verion 2 as LDW Power has. (I've been debating purchasing
it for the version 2 facilities and for a supposedly dramatic increase in
speed.)

Steve Shawl
Department of Physics and Astronomy
University of Kansas
Lawrence, KS 66045

2952. mgrdemos.zoo is available

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 18:18:12 UTC
From: paulm@ccicpg.UUCP
Message-ID: <1290@ccicpg.UUCP>
Source record: 237567

Well for those who have requested that I send atarimgr.zoo I now have
the complete mgrdemos.zoo file also. It is in 24 parts so if you want
them and don't have ftp to terminator nor the patience to wait for days
while they get uunet'ed to you, send me mail requesting it and I'll email
you the 24 part uuencoded files.

```
.=========================================================.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
| ### ######## ######## | (was CCI) | \==============/ |
|---------------------------------------------------------|
| UUCP: ..uunet!ccicpg!dl2!paulm | Paul L. Moreau |
| or ..uunet!ccicpg!dl1!paulm | Sr. Diag Software Eng. |
| or ..uunet!ccicpg!paulm | Irvine, California |
`=========================================================='
```

When in doubt, do what the President does -- guess.

2953. 1040ST for sale by brian

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 18:21:46 UTC
From: nin15b0b@merrimack.edu
Message-ID: <20401.2731b93b@merrimack.edu>
Source record: 237581

FOR SALE:

1040ST with color monitor and internal 3 1/2 inch 720k disk drive
also:

360K external 5 1/4 disk drive in a double case

software includes:

Flash, Shadow, MultiDesk, CAD 3D 2.0, WordWriter, WordUp 3.0, and tons of
public domain software.

Asking $650/bo + shipping

Brian Cote (508) 683-5348

if responding to this via email please be sure and include the word
brian in the subject heading to be sure the mail gets to me as this
is a friends usenet account

--

If reply bounces use the address:
nin15b0b%merrimack.edu@samsung.com

2954. That Hard Day's Night thingy

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 18:56:35 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov2.185635.22887@rodan.acs.syr.edu>
Source record: 237576

(no, not the chord) I've seen several versions of what line comes before "'Cause when I get you alone'" here, but I always thought (and I just heard it now) it is:

"So I've an urge to come home
'cause when I get you alone
you know I fee-eel oa-oa-kay"

Please, tell me I haven't been wrong all these years?!

---jb

PS - my two volume 'Compleat Beatles" says 'So why I love to come home, 'cause ...', which DEFINITELY sounds WRONG.

PPS - Actually, it sounds like "So I an urge to come home", but I know they _really_ meant "I've".

2955. OOPS! sorry, wrong newsgroup (was Re: That Hard Day's Night thingy)

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 19:05:09 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov2.190509.24854@rodan.acs.syr.edu>
Source record: 237577

That'll NEVER happen again, sorry.
---jb

2956. Help how to show/read DVI file(s)

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 20:20:19 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990Nov2.202019.17415@resrch.molienergy.bc.ca>
Source record: 237568

Hi, I have some problem in showing DVI files on my screen or printer. I do have the ShowDVI.prg shareware from the net. However I think I do need font information for showdvi.prg. as well as printdvi.prg . Any suggestions to this problem.
(I desperately want to read this file you see.) Thanks in advance.

--
Martin Siebert
martins@molienergy.ba.ca
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada

2957. Re: Personal Pascal 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 21:19:56 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2731E2FC.12136@maccs.dcss.mcmaster.ca>
Source record: 237570

In article <591@fsucs.UUCP> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>[wants to know about Personal Pascal 2 bugs etc.]

Apparantly 2.0 had 2 problems: could not compile desk accesories
and it could not pass procedures as parameters. I haven't tried to use
these features, but I think my version is 2.05.
The GEM libraries are fairly complete, and if they are not enough
you can always create your own entry into lower level access to the
machine. I've done this, and it isn't too bad a system.
The editor is great! Fast, efficient, GEM-based. The only thing
that bothers me is that you can't save the settings.
Another feature I found useful was the ability to link in other
object files. I assembled something with jas.ttp (the Sozobon C assembler)
and linked it in, no problem.
I would love a comparison between Personal, Metacomco, and
Prospero. Can anyone do this?

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2958. 1040st forsale

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 21:31:24 UTC
From: zl04+@andrew.cmu.edu
Message-ID: <cbASKgW00WB_ELu19i@andrew.cmu.edu>
Source record: 237578
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,misc.forsale

```
1040 w/ 1 meg, improved rom's(slightly faster screen displays)
sc1224(standard) color monitor.
DeskCart cartridge - adds useful accessories to desktop
including battery backed clock, etc.
MagicSac cartridge - gives basic Mac compatibility(64k roms)
(these cartridges cost me ove $250 originally)
various original and public domain software.
$650 or best offer

Thanks,
Zachary Levow
zl04@andrew.cmu.edu
```

2959. GeminiUK

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 23:35:11 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov2.233511.15089@rodan.acs.syr.edu>
Source record: 237580

I've heard you all talk about gemini11.zoo for a bit and I want to try it.
I think it's german and I heard someone say there was an english version
at terminator... Where? I can't find it.
Thanks
Matthew

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone ever been to the Chobe Game Park in Botswana?

2960. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 23:36:41 UTC
From: daniel@hexagon.se
Message-ID: <1430@hexagon.se>
Source record: 237586

In article <2726@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>buggy. If you insist to use it, that's fine with us. But don't complain to
^^^^^^^^^^^^^^^^^^^^
I came to the impression that this was an _illegal_ copy of a
alpha TOS release. Did I get something wrong? May I use it if I like?

--
Daniel Deimert Fidonet 2:204/117
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

2961. Re: OPUS231.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-11-02 23:40:40 UTC
From: icsu8053@attila.cs.montana.edu
Message-ID: <2866@dali>
Source record: 237579

According to the "About Opus..." dialog box in Opus 2.31:

" Thank you for becoming a registered user of Opus. This version of Opus
is for registed users only. Please respect my copyright and protect
your investment by not lending or otherwise distributing this program. "

Therefore, unless permission has been granted by Doug Harrison, this version
should NOT be distributed. He deserves some compensation for the amount of
thought and hard work he's put into this excellent program.

Opus 2.2 is distributable. The only major features lacking are the Lotus-
compatable file import & export.

Please remove Opus 2.31 from distribution IF Doug has not OKed it.

Craig

--
/ Craig Pratt / icsu8053@caesar.cs.montana.edu /
/ Montana State University, Bozeman MT / Craig.Pratt@msu3.oscs.montana.edu /
/ " Please return to your porch rockers and resume whittling. " /
/________ FBI Agent Rosenfield, _Twin_Peaks_ _____________________________/

2962. Dave Small's address

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 01:24:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov03.012446.27795@ecst.csuchico.edu>
Source record: 237584

Can someone please send me Dave Small's address? Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2963. Mono PD Paint Programs?

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 01:50:00 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Nov3.015000.1001@nmt.edu>
Source record: 237572

Does anyone out there know of a mail site where I can get MasterPaint? If not, could anyone recommend a _good_ PD/SW paint/draw program that works (and works well) in mono?

Thanks

Eric HOBBS!
eahsnsr@JUPITER.nmt.edu

2964. Re: GeminiUK

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 02:13:16 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90306.211316CXS128@psuvm.psu.edu>
Source record: 237585

For anyone interested in where to find geminiuk.zoo via FTP, It is at site 131.211.80.5 (I forget the name) in pub/ATARI-ST/misc.

John T.

2965. Sozobon C A-Line

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 02:51:57 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov3.025157.11211@lsuc.on.ca>
Source record: 237587

This has been a fairly mixed day for me. I've been writing
Line-A bindings for Sozobon C and testing them. For the most
part it's been fairly successful. During the morning, I wrote
a few that worked and I was feeling very happy waltzing back
to my computer after lunch. But the afternoon was not so
nice. I made a few changes that worked, but one has got
me stumped. It's not an entirely necessary function, since
I have an alternative which works, but is not crude.

The A-Line routines generally make use of a lot of
data located in an area that can be thought of as a structure.
But most of the functions use a lot of data and it's not
necessary to set them all for each function call. So I broke
them down into smaller specialized functions. Nothing new about
this. One of my function calls is FOREGRND(). The foreground
colour for most of the A-Line functions is set by 4 contiguous
'short' values starting at the 24th byte offset from the the
start of the variable structure

24 bit plane 1
26 bit plane 2
28 bit plane 3
30 bit plane 4

That looks easy enough. My first approach was as follows:

```
.text
.globl _foregrnd
_foregrnd:
; foregrnd(spntr,plane1,plane2,plane3,plane4)
; Line-A binding for Sozobon C
; By Jim Omura
bra L1
L0:
;var 4 8 _spntr
;var 2 12 _plane1
;var 2 14 _plane2
;var 2 16 _plane3
;var 2 18 _plane4
;
movea.l 8(a6),a3 ; A3 = spntr
move.w 12(a6),24(a3)
move.w 14(a6),26(a3)
move.w 16(a6),28(a3)
move.w 18(a6),30(a3)
```

```
;
L2:
unlk a6
rts
L1:
link a6,#-0
bra L0
.data
```

When I ran it with a test program, it worked. No surprises. But crude? Yeah. Why pass 4 ints for 1 colour register value? Better to just pass the colour register as a single int and then unpack it in the function call right? So I wrote the following:

```
.text
.globl _foregrnd
_foregrnd:
; foregrnd(spntr,colour)
; LINE_A spntr
; int colour
; Line-A binding function for Sozobon C
; By Jim Omura
bra L1
L0:
;var 4 8 _spntr
;var 2 12 _colour
;
movea.l 8(a6),a3 ; A3 = spntr
adda.l #24,a3 ; A3 points at Plane 1
move.w #3,d3 ; D3 = Loop Counter
move.w 12(a6),d4 ; D4 = Colour Reg.
;
DIST: ; Start Loop
lsr.b #1,d4 ; Shift bytewide right
; NOTE: Last Bit shifted out sets CCR Carry and eXtend Flags
bcs ODD ; Branch Carry Set
move.w #0,(a3)+ ; Bit Plane = 0 & Incr. A3
bra NEXT
ODD: move.w #1,(a3)+ ; Bit Plane = 1 & Incr. A3
NEXT:
dbra d3,DIST ; End of Loop
;
L2:
unlk a6
rts
L1:
link a6,#-0
bra L0
.data
```

Well, as far as *I* can see, this should have worked.
It assembles fine. But when I ran it in my test program I
ended up with 3 Cherry bombs. Not fun. I've spent hours
trying to figure out what's going wrong, but I can't see
anything wrong with it. Well, if I did, I'd have corrected
right? :-) Can anybody see what I'm doing wrong here?

Cheers! -- Jim O.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

2966. Re: OPUS231.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 03:05:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov03.030536.28231@ecst.csuchico.edu>
Source record: 237588

icsu8053@attila.cs.montana.edu (Craig Pratt) writes:

- According to the "About Opus..." dialog box in Opus 2.31:
-
- " Thank you for becoming a registered user of Opus. This version
- of Opus is for registed users only. Please respect my copyright
- and protect your investment by not lending or otherwise
- distributing this program. "
-
- Therefore, unless permission has been granted by Doug Harrison,
- this version should NOT be distributed. He deserves some
- compensation for the amount of thought and hard work he's put into
- this excellent program.

Ooops. He's right. I just checked it and version 2.3 and above is
only for registered users.

- Please remove Opus 2.31 from distribution IF Doug has not OKed it.

Yes, please remove it. I promise to be more careful in the future.
The person who gave it to me is a registered user, but I thought the
copy he gave me was still the PD version.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2967. Re: Unix like login for the Atari ????

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 13:31:57 UTC
From: marc@wopr.uu.ch
Message-ID: <69@wopr.uu.ch>
Source record: 237592

jvt@its.bt.co.uk (John Trickey) writes:

>In article <15516@mentor.cc.purdue.edu> burnett@mentor.cc.purdue.edu (Andy Burnett) writes:
>>
>> I am looking for a Unix-like login utility. What I want is something
>>to allow me to logon and have access to everything, and say have my roomate
>>logon and have restricted access to files contained on the HD (not logging on
>>simultaneously, of course). Is this possible on the Atari?

>I believe mx2 in binaries/volume3 may help you. It is a multi-tasking OS
>(I think) but it does contain a login function. I have not tried it yet
>so I cannot help you on how well it works.

Try "Remote Access", it allows you to login to any ST Computers and gives
you full access to the system via a UNIX like shell. The login is UNIX
similar and need username/password. Remote Access can also be run as desk
accessory, waiting for a remote call or login.

- Marc

2968. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 15:00:25 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Nov3.150025.24736@cs.dal.ca>
Source record: 237590

In article <26468.27316f3d@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>I've been using VIP PROFESSIONAL for some years now; it is very good,
>BUT SLOW! I have transferred files from it to LOTUS, and from LOTUS to
>it, and have had no compatability problems. It is too bad they have not
>updated it to verion 2 as LDW Power has. (I've been debating purchasing
>it for the version 2 facilities and for a supposedly dramatic increase in
>speed.)

The text version of VIP is faster because it doesn't have to update a
full GEM screen. However, I have found that any of several ways of
speeding up screen redraws make the perfromance of the GEM version quite
satisfactory.

I have LDW Power but haven't used it much, since I find that installing
GDOS fonts for all kinds of incompatible packages is a drag.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

2969. Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 19:09:26 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov3.190926.12337@rodan.acs.syr.edu>
Source record: 237582

Can someone please tell me where I can find the UK version of GEMINI.
It looks great but my German ain't!
Thanks

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

2970. Re: Tweety Board

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 19:58:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov3.195852.9495@math.lsa.umich.edu>
Source record: 237591

In article <1990Nov2.053703.22616@isc.rit.edu> drp9500@isc.rit.edu (D.R. Paradis) writes:
> Does anyone out there have a Tweety Board?

I've got one in my Mega.

>I want to get one but I would like to hear from a satisfied customer as
>to how it both acheives the stereo effect and how it sounds.

It would be worthwhile if more software took advantage of it. What it does is very simple. The ST sound chip produces 3 separate channels of sound. The 3 channels are combined in the ST before being fed to the audio-out line. The Tweety Board is mainly a set of small amplifiers, and a piggyback clip. The clip fits over the sound chip, and taking the lines for the 3 sound channels and amplifying them, then feeding it out to 3 RCA jacks. It's not stereo unless the software written for it is stereo. Some games are OK with it, but usually it destroys digitized sound.

>Any idea on how much space the things takes up inside? I am planning on
>some space-taking upgrades to my 1040 and want to know how big the
>sucker is. Or if anyone knows if the 32K colour uprgade & 2Megs of
>SIMMS & the Tweety Board will conflict....I don`t have a RF thingy in
>there but the space does come in handy....

The clip is the same size as the sound chip, and has a 6 inch flat ribbon cable leading to the amplifier board. That board is about 2 inches by 3 inches, and about 1/2 inch tall. See what you think...

>Also...is there ANY way I can upgrade to a 16Mhz 68000 and NOT lose
>Spectrum? Can I piggyback the puppies and just use a physical switch to
>toggle between them?

Two ways - the ICD accelerator lets you run at 8MHz as well as 16. Sounds like lots of people are happy with it, though on GEnie Jim Allen has been hinting that there's a design flaw in the ICD upgrade. (Apparently something Jim encountered when designing the T16, but he hasn't been too explicit.) There is also now an add-on for the T16 called a Whoa-Boy, which will slow the T16 down to 8MHz and make Spectrum stuff work again.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

2971. help on drive mech change

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 20:25:01 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <3410@orbit.cts.com>
Source record: 237596

I recently purchased a Toshiba 3.5" DSDD drive mechanism. I wish to replace the Chinon mechanism (SSDD) in my SF354 with this. The Toshiba is thinner than the Chinon. The back has a 34-pin connector (if I counted right) as well as a smaller connector. the board in the SF354 box has a ribbon cable connected to the Chinon via what looks like a `crimp connector' if that is a useful term. Likewise the smaller connector. How shall I do this? What is the right wire to pin connection? How shall I do this connection? Solder iron? (if so what wattage?, what type of solder, what type of heat sink if needed?) I want to use the full double-sided capability of the Toshiba, and I want it to recognize media changes.
Can anyone help me?
I seem to remember seeing posts on this in the past.
Any help is _much_ appreciated. I have no docs on the drive. The front is black, but doesn't look any different than the ones with the Mac plus colored front panels.
Sincere thanks

Zeitgeist Busters!

UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

2972. New TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 20:58:22 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Nov3.205822.4009@cs.ucla.edu>
Source record: 237583

Folks, it looks like some of the upper management at Atari is reluctant to release the nice new TT Desktop to the public on a disk... Personally, I think it would sell a lot of STEs. Obviously, people aren't going to buy an STE instead of a TT because it has the new desktop...

So, what's the best course of action?

We can write to Mr. Sam Tramiel, president of Atari Corp. and tell him what we want. If you'd be willing to pay for the new desktop on your old machine, tell him that. If you might buy an STE which had the new desktop included on a disk, tell him that... Tell him it will sell more STEs and Megas because it looks so much nicer than the old one and everyone else's machine looks better at the moment.

Anyway, you get the idea... I'm composing my letter now, and you can too.

Here's the address:

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086

If enough of us write, it may happen.

Have a nice day,

Steve

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2973. DTERM99F.lZH

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 22:03:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov03.220315.1332@ecst.csuchico.edu>
Source record: 237593

I've just sent DTERM99.LZH to atari.archive. It's a pretty good basic terminal program with Ymodem-G and Zmodem built-in. It's a "pre-shareware" version; it doesn't have all the features that the shareware version has.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2974. Re: Tweety Board

Newsgroup: comp.sys.atari.st
Date: 1990-11-03 23:42:14 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov03.234214.1709@ecst.csuchico.edu>
Source record: 237597

drp9500@isc.rit.edu (D.R. Paradis) writes:

- Also...is there ANY way I can upgrade to a 16Mhz 68000 and NOT lose
- Spectrum? Can I piggyback the puppies and just use a physical
- switch to toggle between them?

ICD's new ADSpeed 16Mhz 68000 upgrade allows this. The switch is in
the form of a desk accessory (and I think an AUTO folder version too)
so you can view Spectrum 512 pics. The 16Mhz may also support
Spectrum 512 without having to switch, but I'm not sure.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2975. Turbo16 software question

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 02:25:40 UTC
From: TS0026@ohstvma.ircc.ohio-state.edu
Message-ID: <9011051457.AA28791@right.magnus.ircc.ohio-state.edu>
Source record: 237589

I am looking for the alleged software that can be used to switch my
Turbo16 (Fast Technology) to/from 16 Mz/8Mz operation. I found a
couple of programs on Compuserve but they only work to change the
speed at boot time and only for a single program (game) booted.
There was supposed to be an accessory for this but I can't find it.
Any help out there?

- -
Michael (Mike) L. Fidler (Internet): mlf+@osu.edu
Associate Director for Networking (BITNET): mlf+@ohstmail
The Ohio State University
Instruction & Research Computer Center
1971 Neil Avenue - Rm 406 Voice: 614-292-4843
Columbus, OHio 43210-1210 FAX: 614-292-7081

2976. STuff sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 02:32:51 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov04.023251.2253@ecst.csuchico.edu>
Source record: 237598

```
These files were just sent to atari.archive.

LIFEBTCH.MSA 820K - Lost Boys' "Life's a Bitch" demo. Released at
the recent Dusseldorf fair. I tried LHARCing it
after I MSAed it, but the result was only a 7K
decrease in size.

STMZAX01.LZH 500K - ST Music Disk #01. It features an intro by The
Napalm Soldiers and a Soundtracker player (not in
stereo :^( ) by Equinoxe with Soundtracker
modules included.

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

2977. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 12:42:15 UTC
From: buggs@cup.portal.com
Message-ID: <35577@cup.portal.com>
Source record: 237594

Oh my, could it be that VIP PRO *AND* LDW are on Lotus' hit list?
Hey, anyone got a copyright on the 26 character alphabit?
Yeah, sounds silly, so does the rulin' by that ignorant judge!

Ed June

2978. Re: De-archiving

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 12:53:00 UTC
From: buggs@cup.portal.com
Message-ID: <35578@cup.portal.com>
Source record: 237595

Speakin' of archivers........

Someone asked for a ST version ZIP, well I have an ST UNzipper here, all uuencoded and waitin'. One thing, I erased your address *8^(
Mail me, eh?

Ed June

Where's the zipper? Is there one DC utilites, as BobR says?

2979. QL users (be heard!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 14:39:53 UTC
From: adamd@rhi.hi.is
Message-ID: <2374@krafla.rhi.hi.is>
Source record: 237599
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,comp.os.misc

I was wondering whether any of you people in net-land are users of the
Sinclair QL or other compatible systems. QDOS operating system is really
good. (multitasking, networking, dynamically configurable).
I use one myself and a very nice beast she is too. I would like to hear
from anyone who uses one of these systems, and if there's enough interest
we should start a group (or at least a list).

No flames please, I'm serious about this. I just got the ST-QL emulator for
the Atari, and it leaves TOS standing, both in flexibility and performance.

Sure beats the ZX81 emulator :-)

Adam David. adamd@rhi.hi.is

2980. PD disks for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 19:32:32 UTC
From: roger@tippy
Message-ID: <1990Nov04.193240.06475@tippy>
Source record: 237504

I have some public domain disks for sale:
ST Disks - 37 disks, including 4 ST Informer disks, 3 AIM disks, 1 STart disk, and 29 King's Domain PD disks (includes 14 game disks.) Take all 37 disks for only $70.

ST Clip Art Disks - 32 King's Domain clip art disks, of which 26 are single sided and 6 are double sided disks. Take all 32 disks for $60.

Macintosh Disks (for you Spectre fans) - 39 disks including 30 Software of the Month Club disks, Diskworld #22, Best of Educorp, Diskworld System D disk, 1989 Stack Magic, & 5 demo disks. Take all 39 disks for $75.

I'll pay for ground shipping, you pay the extra if you want anything else (like COD.)

Thanks - roger (317) 474-0379

--
tippy!roger@newton.physics.purdue.edu

2981. Atari ST Hardware & Software 4 sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 20:38:35 UTC
From: drp9500@isc.rit.edu
Message-ID: <1990Nov4.203835.8205@isc.rit.edu>
Source record: 237600
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

The following items are for sale........

HARDWARE -

1040STF - 1Meg ram internal DS 3 1/2" drive $500

SM124 Monochrome Monitor - $150

5 1/4" drives (3) - w/ case & power supply &
cable and software to use on the ST.
1 working 2 for parts (2/3 height) $125
(above w/ Pc-Ditto 1 & 10 IBM PD Disks) $175

Audio Digitizer - Pro Sound Designer samples from
8 to 30Khz. Plugs into printer port. with
software & hardware. $60

Avatex 1200 - 1200 baud modem, hayes compat. $40

SOFTWARE -

Arcadia Game Pak 1 -
Xenon
Side Winder
Roadwars
Blastaball all 4 for $30

Star Trek: Rebel Universe - $15

Future Wars (graphics adventure) $30

Dark Castle (3 disks) $20

all software titles are original disks with original documentation.

One last note: If you don't like the price, make me an offer and I'll
think about it.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

2982. Easy Text with GDOS

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 21:48:26 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Nov4.214826.4623@nmt.edu>
Source record: 237501

I recently downloaded Easy Text (DTP) and I cannot seem to get it to load any GDOS fonts. A friend and I are fairly certain that the ASSIGN.SYS file is correct and the fonts are in the right folder, but whenever I load it (with no AUTO progs or ACC's), it does not load the GDOS fonts. It is not a question of memory, either because my ST buddy has 1 meg and it won't load the fonts on his either. Any suggestions? Anyone??

Thanks

Eric HOBBS!
eahsnsr@JUPITER.nmt.edu

-----no cool signatures here!------

2983. Re: DungeonMaster (CSB) & GO

Newsgroup: comp.sys.atari.st
Date: 1990-11-04 23:51:23 UTC
From: boyd@fsucs.UUCP
Message-ID: <600@fsucs.UUCP>
Source record: 237505

In article <1990Nov2.064133.12448@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>
>On a completely unrelated topic: Are there any US companies that make a
>computerized GO? Everything I was told of was from Europe and the local store
>[....]
> Thanx for reading this,
> Kenneth Love

I have a really neat version of GO for the ST called GO_BOARD. It looks slick, and appears to be freeware. If someone would send me some instructions, I will post it to comp.binaries or send it to atari.archive. It has some data files containing famous games in GO history or something (as you can tell, I am not yet proficient with this game :-)). Anyway, someone send me some instructions so you'all can see for yourselves!!

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

2984. Re: Screen Blankers

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 00:07:58 UTC
From: a1318@mindlink.UUCP
Message-ID: <3732@mindlink.UUCP>
Source record: 237502

> crouland@gmuvax2.gmu.edu writes:
> Can anyone in netland please reccomend a reliable screen blanker,
> that
> crouland@gmuvax2.gmu.edu

Hi Chris,I was running into the same problem as far as the com port and ST Blank goes.I think,and I'm probably wrong about this,that any blanker that displays would interupt the com port.Least ways ,I haven't found one yet that works.
What I do use is Maccel 3,this works nicely in colour(don't know about mono),and the blanker that comes with Ramplus ver.122. Ramplus's blanker is just a colour alternator but it works well and I've had no problems with it blanking for extended periods of time(up to 24 hrs,others I've had lock up on me).
I haven't heard of any problems with either prg. on a mono,so you may wish to give Ramplus a try.

Hope this helps,
Kent
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /
//

2985. Re: OPUS231.LZH sent

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 00:17:46 UTC
From: clubok@husc9.harvard.edu
Message-ID: <4594@husc6.harvard.edu>
Source record: 237507

In article <2866@dali> icsu8053@attila.cs.montana.edu (Craig Pratt) writes:
>
>Opus 2.2 is distributable. The only major features lacking are the Lotus-
>compatable file import & export.
>
>Please remove Opus 2.31 from distribution IF Doug has not OKed it.
>
Unfortunately, the version of Opus 2.2 on Terminator (in the \atari\Binaries
directory) is incomplete. Could somebody upload a working copy of 2.2 onto
Terminator?
(Oops...I mean atari.archive)

Ken Clubok
clubok@husc9.harvard.edu
clubok@husc9.bitnet

2986. gcc & parse error in stdio.h

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 01:42:17 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Nov5.014217.16763@hub.cs.jmu.edu>
Source record: 237503

I'm sure I saw this same question at one point, but I'm going to ask it again.

I just downloaded gcc from atari.archive and can't even compile a hello world type program without getting the error:

stdio.h:60 : parse error at null character.

Now, I've searched all through the blessed file for it, deleting lines, adding lines, commenting out lines, and I can't get rid of it! I don't even seem to get it to stay in the same place (line 60) when I add & delete lines.

Please let me know immediately if you can, I'm working on a virtual file system for my operating systems class, and I really want to do it in ANSI C (anyone else burned about Mark Williams C not doing the upgrade thing?) I've been able to work my way around it by declaring the stuff I need inside my program, but it's a real hassle.

JT

internet: help_jt@vax1.acs.jmu.edu or
bayers@hub.cs.jmu.edu

2987. Re: GeminiUK

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 08:41:23 UTC
From: edwin@praxis.cs.ruu.nl
Message-ID: <4181@ruuinf.cs.ruu.nl>
Source record: 237506

In <90306.211316CXS128@psuvm.psu.edu> CXS128@psuvm.psu.edu writes:

| For anyone interested in where to find geminiuk.zoo via FTP, It is
| at site 131.211.80.5 (I forget the name) in pub/ATARI-ST/misc.

Its name is "archive.cs.ruu.nl" (which is an alias as you will find out).

enjoy,
--[Edwin]--
--
Edwin Kremer (SysAdm), Dept. of Computer Science, Utrecht University
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534104 | UUCP: ...!uunet!mcsun!hp4nl!ruuinf!edwin
Telefax : +31-30-513791 | Email: edwin@cs.ruu.nl [131.211.80.5]

2988. Re: QL users (be heard!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 11:28:37 UTC
From: J.M.Spencer@newcastle.ac.uk
Message-ID: <1990Nov5.112837.20503@newcastle.ac.uk>
Source record: 237508
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,comp.sys.amiga,comp.sys.apple.mac

In article <2374@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
>I was wondering whether any of you people in net-land are users of the
>Sinclair QL or other compatible systems. QDOS operating system is
really good. (multitasking, networking, dynamically configurable).
[...]
>Adam David. adamd@rhi.hi.is

Yes, I use a QL (although I'm taking medication for it :o). Are you aware
of QUANTA, the user's group? I have a 128Kb QL, Trump card giving the full
896KB, 2x3.5" dual drives, running under JS QDOS and Taskmaster. I generally
have half a dozen jobs running - e.g. two word-processors plus a background
task which automatically performs periodic saves of the documents, a database,
and various other odds and ends. You're right, QDOS is *miles* better
than TOS.
(I know, I ported the SME/2 real-time multi-tasking OS onto the Atari -
TOS really
is poor man's fare). Pity about the microdrives (blah!) and keyboard though,
Sinclair really did loose the [flag]ship for a ha'p'orth of tar.

--- Jonathan

Sender : Jonathan M Spencer
Mail : Computing Lab, University of Newcastle-upon-Tyne, NE1 7RU, UK
Phone : +91 222 8229
ARPA : J.M.Spencer%newcastle.ac.uk@cs.ucl.ac.uk
JANET : J.M.Spencer@uk.ac.newcastle
UUCP : !ukc!newcastle.ac.uk!J.M.Spencer

2989. jbammi

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 13:04:50 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov5130450@ghiggins.hpl.hp.com>
Source record: 237509

Anyone heard anything from jbammi recently? He changed machine addresses sometime in the summer and we don't seem to have heard from him since. dsrgsun.ces.cwru.edu doesn't seem to be responding any longer --- and even when it did, anonymous ftp was mystifyingly and cryptically non-responsive to anything. He did report some problems but that seems to be that ...

Are you out there somewhere Jwahar?

2990. Jwahar Bammi

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 13:28:11 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov5132811@ghiggins.hpl.hp.com>
Source record: 237510

Does anyone know whether Jwahar Bammi is still at CWRU? dsrgsun ain't responding anymore (either from hplose.hpl.hp.com or from terminator).

Are you out there watching and listening Jwahar? Are you still at CWRU? Is bammi@alpha.ces.cwru.edu still valid?

Cheers

Graham
======

2991. Double posting

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 13:30:45 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov5133045@ghiggins.hpl.hp.com>
Source record: 237511

Sorry 'bout that, emacs crashed whilst posting, I thought it'd failed
in its assigned task, but it hadn't

Graham (O me of little faith) Higgins

2992. 256K x 8 SIMMS - $10 each all 4 for $35

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 13:54:38 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Nov5.135438.26987@pmsmam.uucp>
Source record: 237512

I recently upgraded the memory on a friend's Mac SE and am left with (4) 256K x 8 SIMMS. I will happily sell them to one of you SIMM experimenters for $10 each or all 4 for $35, postpaid in USA. (Make me an offer I can't refuse if you don't like my asking price).

No warranty, but these WERE working well when removed.

Please enquire by e-mail.

--
Bill Meahan WA8TZG | Watch
uunet!mailrus!umich!pmsmam!wwm | this
"I do NOT speak for anyone | space
but me, myself and I!" | !

2993. Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 14:10:46 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Nov5.141046.17500@terminator.cc.umich.edu>
Source record: 237513

To whomever uploaded the following this morning:
cosh.zoo
xlisp2-1.zoo
xlispref.zoo
xbios.zoo

Please get a hold of me, as all of these files have checksum errors....

Also, to the recent request of how to upload:

Log on as usual, then:

cd atari/new
type binary
put filename.ext

Then, let me know either via mail or net posting what's there (or supposed
to be there as the case may be.....)

Thanks,
weiner
--
weiner@atari.archive.umich.edu
'Tis far better to have failed at Michigan,
than have graduated from Ohio-State.....

2994. Re: ST MicroEmacs Site Needed

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 14:12:21 UTC
From: decouty@irisa.fr
Message-ID: <1990Nov5.141221.18795@irisa.fr>
Source record: 237514

Another version of micro-emacs, 3.10, is available by anonymous ftp on
irisa.irisa.fr [131.254.2.3], cd Atari_st/emacs_big.
It is a version of me3.10 adaptated by
STSTEFFENS@VKPMZA.Physik.Uni-Mainz.de. Uses Gem file selector, mouse,....
Really fine.

Binaries and sources are available in this directory.

Bertrand Decouty

--
[Bertrand DECOUTY | EMAIL : decouty@irisa.fr, decouty@irisa.uucp]
[IRISA - INRIA (Atelier) | {uunet,mcsun,inria}!irisa!decouty]
[Campus de Beaulieu | PHONE : +33 99 36 20 00]
[F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA]

2995. Re: De-archiving

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 16:05:09 UTC
From: peter@loon.ubc.ca
Message-ID: <1990Nov5.075327@loon.ubc.ca>
Source record: 237515

In article <KENTD.90Oct31085619@zappa.FtCollins.NCR.com>,
kentd@FtCollins.NCR.com (Kent.Dalton) writes:
|>
|> > This program arrived by email, and the header informed me that it
was
|> >uuencoded with the UNIX version of uuencode, so I UNIX uudecoded it.
This gave
|> >me the file "dumasuux.arc" which I then transferred to a formatted
floppy
|> >using MTOOLS. To be sure that I was not experiencing format-type
problems, I
|> >transferred to both a dos(MTOOLS) disc and one formatted on my
Atari. Then I
|> >took the discs home and added the de-archiving programme arcx.ttp
which was on
|> >a STart magazine disc. I've used the program to de-arc other
programs on the
|>
|> This sounds like it should work. Did you ever think that MTOOLS might
be
|> the problem? I can't get it to work on our machines here at work. To
|> test it out just download an ascii on to disk and look at it. (also,
|> note that ST uses cr/lf as end of line whereas the SPARC/UNIX system
|> will be using just plain lf)
|>
|> On my machine, the SPARC-written floppy's directory looks fine but
the
|> first few bytes are just repeated over & over and the drive makes a
|> terrifying "chewing" noise (anybody remember the old Atari 810? :^)
|> Maybe the mtools programs don't handle the FATs right or something.
|>
|>
|> --
|>
/**
****/
|> /* Kent Dalton * EMail:
Kent.Dalton@FtCollins.NCR.COM */
|> /* NCR Microelectronics * CIS: 72320,3306
*/
|> /* 2001 Danfield Ct. MS470A *
*/
|> /* Fort Collins, Colorado 80525 * "This mind intentionally left
blank" */

```
|> /* (303)223-5100 X-319 * All standard disclaimers
apply */
|>
/*************************************************************************
****/
```

I have noticed the same problem when using MTOOLS on a sun ss1+. My atari drive
just flashes back and forth between track 0 (where the fat is) and the disk
track on which the file starts (reading it over and over and over and ...).
This doesn't happen all the time, but often enough to be annoying.
Peter

2996. atari monitor on an IBM?

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 16:11:02 UTC
From: zl04+@andrew.cmu.edu
Message-ID: <UbBMwKG00WB8II7VVP@andrew.cmu.edu>
Source record: 237516

Is it possible, and if so, tell me the pinouts with which I
can hook my Atari SC1224 monitor to my IBM PC. Will this
monitor support EGA?
Thanks,
Zachary Levow
zl04+@andrew.cmu.edu

2997. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 17:02:29 UTC
From: brownp@dg-rtp.dg.com
Message-ID: <1990Nov5.170229.24342@dg-rtp.dg.com>
Source record: 237517

```
In article <2726@atari.UUCP>, mui@atari.UUCP (Derek Mui) writes:
|> in article <CMM.0.88.657398135.larserio@kvart.ifi.uio.no>,
larserio@IFI.UIO.NO (LarsErikOsterud) says:
|> >
|> > If you ask people to stop using a version of TOS 2.0 you should
offer
|> > them a new bug-free version. Many people I know use 2.0 because
they
|> > like the extra funtions. They keep asking if anyone can get hold
of
|> > a ROM-version of this great improvement to TOS. Will such a
ROM-version og
|> > TOS 2.0 for ST, STE and MEGA ST be avaiable soon ????
|> >
|> > Lars-Erik / ABK-BBS +47 2132659 / ____ ______
_________________________
|> > Osterud / larserio@ifi.uio.no / /___ / The
norwegian ST
|> > __________/ _____________________/ ____/ / Klubben, user
association
|>
|>
|> Please Listen !!!!! The TOS 2.0 never exists.
|>
|> As far as I know, it is done by an irresponsible person who stole
|> an alpha test version of the desktop, put in version 2.0 title in the
info
|> box and distributed among you guys. Since it is not an official
release
|> version, Atari is not obligated to replace it.
|>
|> And you heard it right, it is an alpha test version and it is very
|> buggy. If you insist to use it, that's fine with us. But don't
complain to
|> us that it trashes your files or wipes out your whole partition.
|>
|>
|>
|> ==========================================================================
|> Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086
|>
|> UUCP: {..ames!atari!mui}
|>
|> Disclaimer: Opinions expressed here are my own and they may be
```

|> hazardous to your mind.
|> ==
|>
What is the latest/best TOS that we can get from Atari for a basic ST
system? Can we ever expect to see the new desktop in any form
ROM/HARDISK FILE?
Is any work going on for TOS version enhancements for the basic ST?

--- Peter

2998. Re: mgrdemos.zoo is available

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 17:44:00 UTC
From: laurent@hpgnd.HP.COM
Message-ID: <4280018@hpgnd.HP.COM>
Source record: 237518

Hello Paul,

Many thanks for your previous message containing atarimgr.zoo.
I'm now very interested in getting the demo part !

Thanks again
(laurent@hpgnzeus.grenoble.hp.com)

2999. Screen Blankers

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 17:59:31 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2831@gmuvax2.gmu.edu>
Source record: 237519

Can anyone in netland please reccomend a reliable screen blanker, that
will function in all resolutions without software modification? I can't seem
to get pyro to work, the Atari MACCELL bugs in mono, and STblank functions,
but disrupts my com port operation. Thanks,
chris r
crouland@gmuvax2.gmu.edu

3000. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 18:40:41 UTC
From: mui@atari.UUCP
Message-ID: <2733@atari.UUCP>
Source record: 237520

in article <1430@hexagon.se>, daniel@hexagon.se (Daniel Deimert) says:
>
> In article <2726@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>>buggy. If you insist to use it, that's fine with us. But don't complain to
> ^^^^^^^^^^^^^^^^^^^
> I came to the impression that this was an _illegal_ copy of a
> alpha TOS release. Did I get something wrong? May I use it if I like?
>
> --
> Daniel Deimert Fidonet 2:204/117
> daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

Please read the whole message and don't try to interpret the message's
meaning from just one sentence!

Atari Corp never endorses users to use any illegal copy of any kind
of softwares including TOS. I have said enough before about the so called
TOS 2.0 and this will the last time that I will say it.

"PLEASE DON'T USE IT FOR YOUR OWN SAKE."

It have lot of bugs and they will screw you up sooner or later.

I rest my case.

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

3001. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 19:02:46 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.657831766@peun33>
Source record: 237521

In <35495@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Concerning whether Atari will ever release TOS 3.0 for lesser machines
>than the TT, David Clear writes:

>>I don't even have a hard drive but I would consider it a worthwhile expense
>>TOS 3.0 were hard disk based.

>>Whether or not this will happen is, of course, out of the hands of mortal me
>
>Actually, of course, it's in the hands of those named "Tramiel"..
>
>It's not what's "Right", it's not what's "Fair", it's not even what's
>"Technically Feasible"..
>
>It's what will make the most money for those named "Tramiel"...
>

Therefore this would be the greatest idesa since the invention of ....
well of whatever. Just think of the money Microsoft makes with DOS upgrades.
DR has jumped on that bandwaggon and is selling a DRDOS upgrade.

A diskbased TOS would be just the same: release TOS 3.0 and sell it without
having to burn it into ROMS. The fix some bugs and upgrade to TOS 3.1 for
a more or less substantial fee. Again, no hassle with ROMS, quick turnout,
and many more people would buy it since it's so easy to install. When sales
drop of, fix some more or less trivial bugs and upgrade ....

And so on and so forth. At the same time make better machines and some day
everybody will upgradee anyway for the better performance if the new system
is relatively compatible to the old one and runs TOS 3.x.

Some day in the future you release TOS 4.0, 5.0, etc. And always there'll be
bugs to fix, features to add, upgrades to sell ... And all a lot easier than
with ROM based systems.

Yeah.
Martin

PS.:
Disclaimer: I hope you don't believe you've seen the above.
--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

3002. cost of development

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 19:10:04 UTC
From: cmcmanis@stpeter.Eng.Sun.COM
Message-ID: <2106@exodus.Eng.Sun.COM>
Source record: 237522

In article <658@tron.UUCP> (Bill Shipley) writes:
>According to a recent news article, NeXT sold about 7,000 machines in their
>first year. This does not appear to be enough to support large scale
>application development.

> ... but at the rate they are selling I would expect new software to
> appear much more slowly than it did for the ST.

Software sells for a _lot_ more money on the NeXT, selling 1000
packages at $2,000 is equivalent to selling 10,000 packages
at $200 or 20,000 and $100. Remember that the sale price to the
developer is the one he or she charges the distributor. The
price to the end user is about 40 - 50% higher. When is the
last time you paid $150 for a program for the Atari? Did
19,999 other people buy it to? (Probably not, selling 1,000
copies of a non-game type program on the Atari platform is
considered to be a major "hit") Add up the numbers for yourself.
1000 * 150 = $150,000. That is enough to pay for one full time
programmer for a year and have $50,000 left over. Advertising,
shows, and production will eat out most of that $50,000 leaving
about $5,000. It's really tough to make a living on $5,000 a
year.

--
--Chuck McManis Sun Microsystems
uucp: {anywhere}!sun!cmcmanis BIX: <none> Internet: cmcmanis@Eng.Sun.COM
These opinions are my own and no one elses, but you knew that didn't you.
"I tell you this parrot is bleeding deceased!"

3003. MTOOLS on Sparcs (Was Re: De-archiving)

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 19:15:04 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Nov5.191504.7547@rice.edu>
Source record: 237523

The version of mtools I got would not work as compiled because it only wrote one copy of the FAT area. IBM's could read such disks, but my ST could not. Goofy behavior resulted.

The solution was to compile the file init.c with the DUP_FAT #define set. This makes the code that writes the FAT update both copies.

Remember: like all IBM formatted disks, these disks will not have a serial number, so your ST can get confused and write back the wrong FAT and directory information to them in some circumstances. I recommend using them as read-only disks unless you know EXACTLY what is going on.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

3004. Re: ST MicroEmacs Site Needed

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 19:22:44 UTC
From: apratt@atari.UUCP
Message-ID: <2734@atari.UUCP>
Source record: 237524

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>I just sent emacs39.lzh (actually it's 3.925, but who's counting :^)
>to atari.archive.

Version 3.10 is much better, I think, because it has named procedures
rather than just macro numbers. You can do something like this:

```
store-procedure line2top
1 redraw-display
!endm

macro-to-key line2top M-!
```

This would be line-to-top-of-window, except 3.10 as distributed doesn't
have long-enough buffer names for all that (and doesn't have length
checking on strcpy etc. :-( )

In addition, I think 3.10's search functions are LOTS faster, but that
could have been in 3.9: was searching in big files slow in 3.8 but fast
in 3.9? If they're the same speed then 3.10 is a BIG improvement.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3005. Re: gcc & parse error in stdio.h

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 19:22:49 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov5.192249.9711@doe.utoronto.ca>
Source record: 237525

In article <1990Nov5.014217.16763@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:
>I'm sure I saw this same question at one point, but I'm going to ask
>it again.
>
>I just downloaded gcc from atari.archive and can't even compile a
>hello world type program without getting the error:
>
>stdio.h:60 : parse error at null character.
>
>Now, I've searched all through the blessed file for it, deleting
>lines, adding lines, commenting out lines, and I can't get rid of
>it! I don't even seem to get it to stay in the same place (line 60)
>when I add & delete lines.
>
>Please let me know immediately if you can, I'm working on a virtual
>file system for my operating systems class, and I really want to
>do it in ANSI C (anyone else burned about Mark Williams C not
>doing the upgrade thing?) I've been able to work my way around it
>by declaring the stuff I need inside my program, but it's a real
>hassle.
>
>JT
>
>internet: help_jt@vax1.acs.jmu.edu or
> bayers@hub.cs.jmu.edu

I have found that the problem, when it crops up, can be eliminated by defining __NO_INLINE__ (or whatever the macro is). I think that it is absent from the new mintlib.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3006. Re: SM1224 colour monitor

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:03:51 UTC
From: paulm@ccicpg.UUCP
Message-ID: <1735@ccicpg.UUCP>
Source record: 237526

In article <18971@oolong.la.locus.com>, geordi@acrux.la.locus.com (George T. Sinclair III/100000000) writes:
> I am looking for a used SM1224 colour monitor or anything else for sale
> that will allow me to see colour on my Atari 4 Meg st.
> thanks
> geordi
>
> ____
> George T Sinclair III |
> Locus Computer Corp | Internet: geordi@locus.com
> 9800 La Cienega Blvd | sindair@ucs.orst.edu
> Inglewood, CA 90301-4440 |
> ---

I sorry to post this here but my attemps to mail to George has just bounced.

I have a SM1224 monitor that has very little use on it sitting in my closet.
I use mainly my monochrome monitor but if I do need color (for game relief)
I plug in my JVC color monitor. It's yours for $100. I live in Orange Co.
so I'm with car distance.

My home phone is (714) 634-0351.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

3007. Indiana Jones and the Last Crusade solution wanted

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:22:00 UTC
From: owen@euclid.enet.dec.com
Message-ID: <16964@shlump.nac.dec.com>
Source record: 237527
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

I've been playing Indiana Jones and the Last Crusade - the adventure game for a while now, and I keep getting stuck in various places.

Does anyone have a full solution that they could send to me to help me out?

Thanks,
Steve

```
_____ ///_____________________________________________________________________
| /// Only Amiga makes it possible! | Music: Anything but slop 40 |
|\\\/// Macintosh: pseudo productivity | Beer: Sam Adams Boston Lager |
| \XX/ OS/2: half an operating system | Major: Mechanical Engineering |
|-------------------------------------------------------------------------- |
|Steve | owen@euclid.enet.dec.com(Now-Dec)| "Cool your jets man!"-Bart takes |
|Owen | sowen@lynx.northeastern.edu(Jan+)| Heat Transfer and Fluid Dynamics |
-------------------------All normal disclaimers apply-------------------------
```

3008. Re: Has anyone recieved a NeoDesk 3.0 upgrade from v 2.5?

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:23:36 UTC
From: mjv@brownvm.brown.edu
Message-ID: <55446@brunix.UUCP>
Source record: 237528

I talked to the Gribnif guys and gal at the Boston Atari show and they gave a couple of reasons why they were taking so long.
1. There were many more upgrades than they expected.
2. All the Atari shows came up rather close to each other (generally about a month between them.) This, they said, was contributing greatly to the turnaround.

And no, I haven't seen my upgrade yet either. Oh well. 2.05 is good enough for now.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of Agnes Nutter, Witch

3009. Compiling MiNT libs

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:25:16 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <7444@uwm.edu>
Source record: 237529

How can I compile on my ST the MiNT library modules with names
longer than xxxxxxxx.o ?

(I am using GCC.)

Alternatively, has anyone already compiled them and is planning
to send them to atari.archive?

Thanks much,
ken e sinner.

sinner@csd4.csd.uwm.edu

3010. Re: 68030 for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:35:30 UTC
From: mjv@brownvm.brown.edu
Message-ID: <55449@brunix.UUCP>
Source record: 237530

In article <1990Nov2.040219.15689@math.lsa.umich.edu>
hyc@math.lsa.umich.edu (Howard Chu) writes:
> I just phoned Jim
> earlier today to get details. There will also be a discount for current
T16
> owners. Dunno how much, I don't think any prices have been quoted yet.
> --
> -- Howard Chu @ University of Michigan

Hi Howard,
When I spoke to Jim at the Boston show, he said a price of ~$995 for the
bare 68030 @16MHz (Tos 1.62 included) board. A 68882 would be extra.
Faster clock rates would be available (also as upgrades) and the ram
expansion board would a small extra too.
The board looked great! It was very compact and still left the Mega's
expansion slot open for such things as the Moniterm or Appletalk (gimme,
gimme) boards. It fit towards the bottom of the Mega so you can't still
have an internal hard disk. The ram board would then fit between it and
the floppy. Good stuff. Jim was a really pleasure to chat with. Nice
guy.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

3011. atari ST items for sale (READ THIS!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-05 21:45:41 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <9011052145.AA16461@cwns5.INS.CWRU.Edu>
Source record: 237531

I have the following items for sale:

Atari 520ST (w/2.5 megs)

Atari SC1224 Color monitor]

Atari SM124 Mono monitor

Future Systems (indus) DS Disk Drive (w/track indicator)

Practical Solutions Monitor Master

Also have a DEC drive case, will hold 2 full height or

4 half height drives (hard or floppy). Includes power

supply and fan.

I WILL sell seperatly, providing I can sell it all. BEST OFFER(s).

Scotty

send E-mail to adress below or call 216-842-5343 after 12 noon EST!

--
If you are reading this on compuserve, send a reply to:
INTERNET: aa519@cleveland.freenet.edu
WARNING: This letter was written by a professional computer user.
Do not try this at home. You'r terminal will explode in 15 seconds!

3012. diff files

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 01:46:11 UTC
From: clive@aldetec.oz.au
Message-ID: <287@aldetec.oz.au>
Source record: 237532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not wishing to sound too dumb....
But what are you ment to do with .dif files....

puzzled - (what magic utility merges them?)
..Clive

--

_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

3013. Uniterm question

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 04:05:36 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5556@uqcspe.cs.uq.oz.au>
Source record: 237533

I have a 1meg 1040ST, with TOS 1.0 :-(
What buffer sizes should I set for Uniterm, if I want to run zmodem from
within Uniterm? And which buffer goes with which size? Thanks.

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 377 2908
JUNET: marshall@batserver.cs.uq.oz.au || fax: +61 7 371 0783
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

3014. TeX for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 04:09:12 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <5557@uqcspe.cs.uq.oz.au>
Source record: 237534

Which files from atari.archive do I need for TeX, for a 1meg 1040ST with TOS 1.0? And what is "undump" and what is "virtex", and how can I get documentation that tells me what they are? Thanks.

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 377 2908
JUNET: marshall@batserver.cs.uq.oz.au || fax: +61 7 371 0783
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

3015. Hard disks and stuff

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 04:45:30 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <606@fsucs.UUCP>
Source record: 237535

Well, I bit the bullet and bought a hard drive. I was planning on rolling my own, but $574 for an 85mb was too good to pass up. It was bought from D&P Computer Supply in Ohio. Mech is a ST296n 5.25", ICD Advantage host, D&P's own custom case (under the monitor dual 5.25" devices). The ICD software has improved greatly since they came out with their new boards. The enclosure is really nice, with a front mounted power switch, removable power cable, and cable access hole in the back (for installation of a floppy or such). My only minor gripe is that the fan is kinda loud (my hair flaps when I sit in front of the thing :-)). Guess that's ok though, no chance of this one overheating! I was told that Seagate has dropped the price of the 296n's considerably, hence the low price. Just thought I would pass the word.

I am in no way connected with D&P computers, other than as a satisfied customer.

3016. Gulam, Unixtkit, and diff

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 04:53:21 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <607@fsucs.UUCP>
Source record: 237536

Well, now that I have a hard drive :-) I have had a chance to explore Gulam. This is a really neat program! I also am very impressed with the binaries from the unixtkit (both of these available from atari.archive). By merging these two together I have managed to come up with a reasonably complete Un*x like shell for my ST. The one program that neither has that I really miss is diff. Does anyone know of such a program for the ST? By the way, thanks to all for responding to my question about less.ttp. It is great, and displays the man pages for unixtkit quite nicely.

3017. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 05:53:26 UTC
From: selick@bucsf.BU.EDU
Message-ID: <67930@bu.edu.bu.edu>
Source record: 237537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a spectre gcr and it works fantastically on my 1040st. You MUST
buy a monochrome monitor, even though it offers color support, it
genuinely sucks. The mono support is unbelievable, and the only
thing (aside from only having 832k in mac mode) that didn't work was
fastback, a commercial hard disk backup program. The address for the
company is:
Gadgets by Small Inc.
40 W. Littleton blvd.,#210-211
littleton, Colorado 80120
phone w03-791-6098

I recommend the product wholeheartedly!

-Steve Selick
selick@bucsf.bu.edu

3018. PostScript Problems on HP Laserjets with PS Cartridges

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 07:27:57 UTC
From: geoff@nluug.nl
Message-ID: <688@epd74hp.nluug.nl>
Source record: 237538
Cross-posted to: comp.sys.atari.st,comp.periphs.printers

I have an HP Laserjet Series II fitted with the Pacific Data PostScript cartridge attached to my Atari Mega ST4. Using the Spectre Mac emulator, I have been happily using Word (and other SW) to prepare PostScript files via the Laserwriter printer driver and the SerialPrint Desk Accessory to print them out.

Recently a friend with the same setup invested in an HP Laserjet III with the HP PostScript cartridge, but we can't get the printer to produce anything.

Using the SerialPrint program on his system, data is transferred to the printer (and the "processing data" message appears on the control panel), but instead of producing hardcopy, the LJ III appears to just swallow the data. I have checked the SerialPrint settings on both systems, and they are exactly the same (^M for end-of-line, ^D for EOF). A PostScript file produced on his system will print out fine when transferred to my system.

It looks as though my PostScript clone (PacificPage) is actually working better than the HP PostScript cartridge which has the official Adobe implementation!

Does anyone have any idea about what might be going on here?
Thanks in advance
Geoff Coupe

3019. GNU File Utilities 1.4 & MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 07:48:41 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Nov6.074841.20650@mintaka.lcs.mit.edu>
Source record: 237539

Is anyone trying to compile the GNU File Utilities, version 1.4 (available at prep.ai.mit.edu) using the MiNT libraries? I am making an attempt, and would appreciate any insight you can offer, especially regarding which settings should be defined in the Makefile. Please send email to dstailey@gnu.ai.mit.edu.

Thanks,

Doug

--
We can forgive a man for making a useful thing,
as long as he does not admire it.
- Oscar Wilde

3020. Re: metafont and .tfm problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 08:45:03 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Nov6084503@ugus21.nixdorf.de>
Source record: 237540

```
>>>>> On 2 Nov 90 17:34:35 GMT, david@doe.utoronto.ca (David Megginson) said:

David> I have metafont from atari.archive, and I have been having problems
David> with it. The .tfm files which it generates are not entirely correct,
David> and when I try to initex plain.tex, it rejects them (otherwise,
David> DVI programs say that the font does not match the .tfm file).

Are you sure, that you mean 'initex'? 'initex' usually don't need any
fonts, since it is only used to create a 'dumped' format from
'plain.tex' or 'lplain.tex' for faster loading by 'virtex'. Only
'virtex' should complain, if a .tfm is not available, when you are
compiling a document.

David> The package from atari.archive comes with virmf, but not with inimf,
David> so a better package would be nice for all of us. Is there one anywhere,
David> maybe at a German site?

Inimf is not quite so important as is initex. Since my first metafont
setup I've never run inimf again. But part of the package should then
be a file like 'plain.base', which should be a 'dumped' version of the
metafont basics and should contain setup parameters for various printers.

David> David Megginson
David> --
David> //////////////////////////////////////////////////////////////////////
David> / David Megginson david@doe.utoronto.ca /
David> / Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
David> //////////////////////////////////////////////////////////////////////
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch, STO / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, // Tel.: (+49) 5251/104685
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BIX:fridder BTX:0525467066-0001
UUCP: !USA: ridderbusch.pad@nixdorf.de
USA: ridderbusch.pad@nixdorf.com
```

3021. Re: Screen Blankers

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 10:08:49 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90310.120849GERLOFF@DB0TUI11.BITNET>
Source record: 237541

In article <2831@gmuvax2.gmu.edu>, crouland@gmuvax2.gmu.edu (Chris Rouland) says:
>
> Can anyone in netland please reccomend a reliable screen blanker, that
>will function in all resolutions without software modification? I can't seem
>to get pyro to work, the Atari MACCELL bugs in mono, and STblank functions,
??????????????????????????????
>but disrupts my com port operation. Thanks,
>chris r
>crouland@gmuvax2.gmu.edu

I use MACCEL all the time and it works absoloutly ok in mono. It doesn't clear the screen totally. It switches between normal and invers video every 15 seconds.

Greetings, Olaf

3022. Re: Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 11:56:37 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6115637@ghiggins.hpl.hp.com>
Source record: 237542

```
++ To whomever uploaded the following this morning:
++ cosh.zoo
++ xlisp2-1.zoo
++ xlispref.zoo
++ xbios.zoo

Aaarrgh! Forgot to switch to binary! Why, oh why doesn't ftp default to
binary mode? Does anyone ever use in in ascii mode?

Gray (I'd forget my head if wasn't screwed on, -- where's that screwdriver?)
```

3023. Announcing BackupST: a nice backup utility.

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 12:26:15 UTC
From: edwin@praxis.cs.ruu.nl
Message-ID: <4200@ruuinf.cs.ruu.nl>
Source record: 237543

We're very glad to announce the availability of a real nice
and useful backup program for the Atari-ST: BackupST, written
by Fred Appelman <fred@cv.ruu.nl>.
The package consists of two programs, BackupST and Bfront, and
some documentation written in LaTeX.

BackupST treats a set of floppy's like a stream of data: no floppy disk
space is wasted by creating subdirectories etc. Compare it to the UNIX
"tar" utility if you wish. One of the best things of BackupST is its
powerful restore mechanism (yes, you really might want to restore some
files occasionally :-]). I like the interactive restore best: people
familiar with the interactive-restore-mode of the UNIX "restore" command
will encounter no problems at all using this facility.

PLEASE NOTE THAT...

... I didn't write the program, Fred did. However, I like the tool and
offered this means of distribution. Any comment, complaints etc. should
go to Fred Appelman <fred@cv.ruu.nl>, not to me.

BackupST
----
this is the low-level program that does all the dirty work; this
is typically something that you use from within your favourite
shell (command line interpreter). Yes, is has __many__ options ;-)

Bfront
------
this is the GEM frontend for BackupST: once you've seen it, you'll
never find yourself going back to using the low-level program...

Ok, enough hype, now for how to get this stuff
==

*****> by anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your email address (you@your_domain)
Usage: see the ftp(1) manual on your system
File: pub/ATARI-ST/utils/backupst.zoo
Important: don't forget to set binary mode.

*****> by our Mail-Server program:

1) The Mail-Server can be reached at the address

mail-server@cs.ruu.nl

or the old-fashioned path alternative

...!uunet!mcsun!hp4nl!ruuinf!mail-server

2) The Mail-Server understands a couple of commands, all commands
must be in the message body. The first thing you might want to
do is ask it for help:

send HELP

3) The Mail-Server will send you the UUENCODED BackupST package
if you put the following commands in the message body:

begin
send ATARI-ST/utils/backupst.zoo
end

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

thanks for your time, enjoy,
--[Edwin]--
--
Edwin Kremer (SysAdm), Dept. of Computer Science, Utrecht University
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534104 | UUCP: ...!uunet!mcsun!hp4nl!ruuinf!edwin
Telefax : +31-30-513791 | Email: edwin@cs.ruu.nl [131.211.80.5]

3024. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 14:36:29 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2164@bahia.opal.cs.tu-berlin.de>
Source record: 237463

In article <2733@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>
> Atari Corp never endorses users to use any illegal copy of any kind
>of softwares including TOS. I have said enough before about the so called
>TOS 2.0 and this will the last time that I will say it.
>
> "PLEASE DON'T USE IT FOR YOUR OWN SAKE."
>
> It have lot of bugs and they will screw you up sooner or later.
>

Hello Derek,

in germany i have heard of a 'new' problem... Someone took the TT-Desk
right out of the ROMs of an TT. This version has all features, the TT-Desk
has. Like the TOS 2.0 you are talking of, the TT-Desk is a software that
must start in the auto-folder. Since it is the same AES as in the orginal
TT with TOS 3.01, it has the same 'bugs', a normal TT user has to live
with. I don't have it and i know it is absolut illegal, but i think it
will spread very fast.

I just wanted to tell this. If someone 'else' could do this, i think it's
also possible for Atari Corp.

Sincerely, Karsten ki@opal.cs.tu-berlin.de

3025. Re: Uniterm question

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 15:13:48 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov6.151348.17196@cunixf.cc.columbia.edu>
Source record: 237544

In article <5556@uqcspe.cs.uq.oz.au> marshall@batserver.cs.uq.oz.au writes:
>I have a 1meg 1040ST, with TOS 1.0 :-(
>What buffer sizes should I set for Uniterm, if I want to run zmodem from
>within Uniterm? And which buffer goes with which size? Thanks.

Although you can run rz/sz with about 90K of memory, I would suggest giving 200-300K to them. Just increase the buffer called SYSTEM to 200-300 and you should be able to run these programs just fine. All the extra memory gets used for the history buffer anyway so you really only need to budget UniTerm about 250K.

BTW, this is the BEST ST terminal package I have ever seen...bar none.

Enjoy!

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3026. Atari System for Sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 16:11:53 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460003@hp-lsd.COS.HP.COM>
Source record: 237545

Atari items for sale , asking $1000.00

Hardware:

Atari 520STfm - This is actually a 1040, it has a 1040 motherboard,
double sided internal drive and 1 Mbyte of memory.
The mother board has a spot for a blitter chip.
Atari mouse
SM124 mono monitor
Taxan color monitor
Monitor Master - allows switching between the two monitors by
pushing a switch.
SF354 external single sided disk drive
5 1/4 external disk drive - works with PC-Ditto.
Magic Sac+ - Mac emulator
Atari joystick

Software:
The following were bought in the last two months and include
documentation and registration cards;

1st Word Plus
Laser C
Laser DB
Quick ST II
Quick Tools vol. 1

Older but with complete documentation;

Personal Pascal
AC/Fortran Compiler
Dr. T's Kawai - K3 Patch Editor
Magic Sac software
NEOchrome
Atari Language Disk - Basic, Logo, etc.
Michtron Super Conductor - a midi sequencer
Start Disks

Educational software for early grade school;

Magical Math 1
Spelling

Games with documentation;

Puffy's Saga
Dungeon Master

Marble Madness
Starglider
Defender of the Crown
Barbarian
The Hitchhiker's Guide to the Galaxy

Public Domain Utilities and games which I will include, includes
Sozobon C, Mint, CPM emulator, Midi sequencers, Adventure and much more.

Grant Grovenburg
(719) 481-3931

3027. Re: Darek M - a warning (PLEASE READ)

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 16:48:12 UTC
From: ge@wn3.sci.kun.nl
Message-ID: <2416@wn1.sci.kun.nl>
Source record: 237546

techno@lime.in-berlin.de (Frank Dahnke) writes:

]Today I received an email of 50K despite the plea in my .sig that no
]mail be sent to me from outside Germany. The contents ? A short notice
]by Darek Mihoka (sp ?) saying that I probably haden't even tried his
]software, so to help me along, he included the first part of his piece
]of coding in the message. Now, this in itself is an insult (I know
]Quick ST and I know why I use Turbo ST), but what makes me really
]*ANGRY* is this: I HAVE TO PAY FOR EVERY KB OF EMAIL I RECEIVE !!!
]That is the reason for the relevant line in my .sig (emails inside
]Germany is free) and thus Dareks misbehavior COST ME $12 !!!

If you go along with a scheme that makes you pay for receiving mail
you don't want you have only yourself to blame.
It's like giving someone your credit card with the
4-digit PIN code. You are even more to blame for hiding
the fact that you don't want to receive messages from outside the BRD
inside a LOUD signature which everyone would skip. Put it at the
TOP of each message.

Ge' Weijers
--
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180652483 (UTC-2)

3028. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 16:52:15 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1238@digi.lonestar.org>
Source record: 237547

In article <mboen.657831766@peun33> mboen@nixdorf.de (Martin Boening) writes:
>
>A diskbased TOS would be just the same: release TOS 3.0 and sell it without
>having to burn it into ROMS. The fix some bugs and upgrade to TOS 3.1 for
>a more or less substantial fee. Again, no hassle with ROMS, quick turnout,
>and many more people would buy it since it's so easy to install. When sales
>drop of, fix some more or less trivial bugs and upgrade ....
>
>Some day in the future you release TOS 4.0, 5.0, etc. And always there'll be
>bugs to fix, features to add, upgrades to sell ... And all a lot easier than
>with ROM based systems.
>
>Yeah.
>Martin

Differing Opinion:

- I happen to like having TOS in ROM. The machine boots faster and is
less susceptible to viruses. (This is a MAJOR benifit, IMHO.)

- Upgrading to TOS 1.4 was no hassle. I took my machine down to the
Atari dealer [I realize a lot of folks have no local dealer :-( ] and
got it back the next day with TOS 1.4. Cost me $100 which is about what
going out and buying the new MSDOS 4.xx would cost. Also, I don't upgrade
(any OS) just because a new version comes out. (For example, I would
just as soon stay with MS-DOS 3.3 as buy 4.xx.) I suspect a lot of
people might be in this category, so why bother if it is not a MAJOR
improvement.

- If you want new features or functions, buy NeoDesk or DC Desktop.
Neodesk 3.0 (even 2.05) is fantastic. Although I have not seen "TOS
2.0", I would be willing to bet the NeoDesk 3 compares very favorably
(probably even against TT TOS). DC Desktop enhances the existing
desktop with add-on modules that add many useful features. Both are
excellent pieces of software.

- I don't understand why everyone keeps banging on Atari to release the
TT TOS for the ST/STE. First of all, that would impact both Gribnif
(NeoDesk) and Double Click (DC Desktop). We already know how few GOOD
developers support the ST market, why make it tougher. Secondly, if
Atari came out with the TT TOS at (say) $70-$100, who would buy it? The
same people that are NOT willing to spend $30-$50 on either NeoDesk or
DC Desktop? Yeah, sure.

I just had to get this "off my chest". :-) Please send flames to
/dev/null.

R.C.Gosewehr

3029. Re: diff files

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 16:56:18 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6165618@ghiggins.hpl.hp.com>
Source record: 237548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

++ Not wishing to sound too dumb....
++ But what are you ment to do with .dif files....

++ puzzled - (what magic utility merges them?)
++ ..Clive

I feel it's worth posting a public answer, as it's a non-Gem area really.

Diff files represent the difference between two (text, usually) files.

This a common way of distributing optional patches to sources.

If a diff file represents a set of patches (sometimes across a number of files) the patches can be automagically applied using Larry Wall's "patch" program --- patch < source.dif. Both diff and patch are available on atari.archive.umich.edu

The tos/minix ports of GNU C are embodied in a diff file. Which leads me on ...

Graham (puzzled?, wait till you *use* it!)

3030. ballzone (arkanoid clone)

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 17:01:14 UTC
From: rcb@netcom.UUCP
Message-ID: <16342@netcom.UUCP>
Source record: 237549

Does anyone have the 'ballzone.lzh' file from atari.archive which was recently uploaded? I have it installed on my system and I'm impressed with the way it plays. It seems very well done, with the small exception of being able to quit gracefully. I am forced to reboot and lose all the high scores. Is there a way to quit without rebooting? Imagine, all that thought put into this game and no way to quit?

Roy Bixler
current: netcom!rcb@apple.com
future: rcb@netcom.com

3031. Re: Screen Blankers

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 17:03:23 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.657911003.larserio@kvart.ifi.uio.no>
Source record: 237550

I have a program with corner clock and screen blank (works on all res and
does not stop program - only blanks screen). It should be in comp.binaries
as TIMEDRV5.PRG - look for it or send me a message...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3032. A-Line Solution, AES and VDI

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 17:18:58 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov6.171858.11434@lsuc.on.ca>
Source record: 237451

I've received a number of responses regarding my questions
and I think I've replied to most of them. This will summarize
the information I have received.

Regarding AES and VDI calls from a .TTP program:

It seems this is possible. Some of you have done it.
I'll read my reference material again with this in mind and
I think eventually I may try it out on one of the programs I'm
working on.

Regarding A-Line Calls:

The problem is solved! But before I get to the solution,
I'll mention some other things that have arisen.

1. Sozobon C and bugs. This wasn't the problem, but it seems
that early versions of Sozobon C had problems with some bitwise
code on the assembler level. I have not current evidence if
my version has such problems. I should state that I'm using
a slightly modified version of Sozobon 1.2. The modifications
were made to the TOP optimizer by Ian Lepore on BIX. The
information I have is that TOP is NOT reliable and should NOT
BE USED AT ALL unless you know how to correct it. Ian's version
has been submitted to the Sozobon authors and the last I heard,
no decision had been made about his corrections. I trust
Ian's judgement on this matter and I'm using his corrected
version of the TOP optimizer. Although I've found a couple of
other bugs since then (one HCC level bug and one Dlib level bug
and maybe one or two others), it's been quite usable.

2. I have received a header #include file from J. Henders. When
I double checked my version of DLIBS, my documentation doesn't
indicate support for the A-Line functions listed in the header
file. Either they simply didn't document it or you've got a
later version of DLIBS. Be that as it may, looking at the
header was helpful, but I decided not to use it. The problem
is one of standardization. I'm basing my variables on the
information in "Atari ST Internals." Despite the bugs in the
book, they claim to be using "official" Atari Corp. variable
names. I think there might be some value in developing code
using these names as much as possible, so I've decided to keep
them. Otherwise, looking at the variable names for inherent
value, it's sort of a toss up. Both sets of variable names
have some good points and some bad points.

3. THE SOLUTIONS to my A-Line routine problems:

The problem seems to have been caused by my using d3, d4 and a3 registers without storing and restoring contents. I'll start at the beginning. The Sozobon documentation regarding register usage says only this:

P. 5

"Any of the basic data types may be declared as register variables. Pointers occupy the A registers, all other types are placed in D registers. Five data registers and three address registers are available for use by register variables."

P. 6

"The components of the Sozobon compiler were developed by replacing pieces of the Alcyon compiler one by one."

" ... The output of the compiler is suitable for input to other compatible assemblers such as Alcyon's assembler or the MadMac assembler."

The Sozobon Assembler likewise produces object files that will link under Alcyon and Sozobon's linker will accept Alcyon object files and libraries.

As such, Sozobon can be assumed to be using Alcyon register usage practices. That's nice, but I don't have Alcyon documentation, so I had no idea what those standard practices are. :-)

P. 7

"The compiler uses the 'normal' 68000 C calling conventions. Register A6 is used as a frame pointer, and function return values are placed in D0. Registers D3-D7 and A3-A5 are used to hold register variables."

I'll assume that this is somehow "normal." I haven't really looked closely at a lot of C compilers, but it still left out a lot.

At this point I did my usual trick of partially compiling a "model" program to see how variables were being passed and started in writing my functions. And they worked. At least they worked as far as I tested them. I assumed MISTAKENLY that the compiler was storing 'register' variables *before* making the function call and restoring after the return. This is my own convention when I write pure assembly language. As has been pointed out to me long ago, this is not necessarily the way a compiler will do it.

So the first possible solution was simply to stack and unstack the registers I used inside the functions I've written.

Hugh Redelmeier provided what is probably a better solution.
It's the solution I'm using for now. The problem is that it
is based on an assumption. But it's a fairly safe assumption.
Apparently it is common to use A0, D0 and D1 as scratchpad
registers. Looking at the documentation again, it seemed likely
that Sozobon assumes A0 to A2 and D0 to D2 all as scratchpad
registers. Proper usage of a scratchpad register assumes that
these registers can be corrupted in any called function, so a
called function should not have to stack them and unstack them.
Hugh provided a version of the function that worked. In fact,
I decided to *slowly* mutate my function closer to his version
so I could try a few things along the way and see the results.
I've learned quite a bit.

```
.text
.globl _fgrnd
_fgrnd:
; fgrnd(spntr,colour)
; LINE_A spntr
; int colour
; Line-A binding function for Sozobon C
; By Jim Omura
;
;var 4 8 _spntr
;var 2 12 _colour
;
link a6,#-0
;
movea.l 8(a6),a0 ; A0 = spntr
lea 24(a0),a0 ; A0 points at Plane 1
move.w 12(a6),d1 ; D1 = Colour Reg.
moveq #3,d2 ; D2 = Loop Counter
;
DISTLP: ; Start Loop "Distribute Bits"
; lsr.b #1,d1 ; Shift bytewide right
; NOTE: Last Bit shifted out sets CCR Carry and eXtend Flags
; bcs ODD ; Branch Carry Set
; move.w #0,(a0)+ ; Bit Plane = 0 & Incr. A3
; bra NEXT
;ODD: move.w #1,(a0)+ ; Bit Plane = 1 & Incr. A3
; *** Hugh's version:
clr.w (a0)
lsr.w #1,d1
roxl.w (a0)+ ; Store remainder in Bit Plane & incr.
;
NEXT:
dbra d2,DISTLP ; End of Loop
;
unlk a6
rts
.data
```

The above version has been tested and works. I've changed all the functions I've written to conform to the assumptions that the lower number registers are scratchpad and can be used in this way. Unless I find out otherwise, this will be the style I'll be using in the future.

One difference from Hugh's version was my NOT using D0. Since D0 is used for return values, I tend to leave it till I need it. This can be helpful when writing long, complex functions. That is to say, sometimes it affects optimizing if you plan your register usage backwards. In this case it's fairly clear that it won't matter, but I've had it strongly ingrained, so I've not used D0. No real reason not to. :-)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3033. what & where is MTOOLS?

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 18:25:09 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <90310.132509PHB100@psuvm.psu.edu>
Source record: 237452

Hi all,

I've heard you all discussing MTOOLS which (I gather) formats, reads & writes floppies on a SparcStation. Is this correct? Does it do anything else in addition? Does it work on any other machines? (I have access to a SparcStation 1+ but I'm not sure for how long) Where can I find it?

Thanx in advance.

Disclaimer: This is me. Do I sound like anyone else?

Paul Baughman PHB100@psuvm.bitnet

3034. <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 19:46:34 UTC
From: wbercik@ecst.csuchico.edu
Message-ID: <1990Nov06.194634.13289@ecst.csuchico.edu>
Source record: 237453

Does anyone have any information on the STacy portable. Is it out yet? Does it work alright with the Mac Emulator, Spectre GCR, and can you configure it so that it will have enough memory to run Multifinder, or Think C in debug mode. This is about 2.5 Meg of Macintosh main memory RAM.

Any info would be gratefully appreciated

Bil Bercik
(915) 896-1867

3035. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 20:36:08 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Nov6.203608.28993@cs.ucla.edu>
Source record: 237454

In article <1238@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>- I don't understand why everyone keeps banging on Atari to release the
>TT TOS for the ST/STE. First of all, that would impact both Gribnif
>(NeoDesk) and Double Click (DC Desktop). We already know how few GOOD
>developers support the ST market, why make it tougher. Secondly, if
>Atari came out with the TT TOS at (say) $70-$100, who would buy it? The
>same people that are NOT willing to spend $30-$50 on either NeoDesk or
>DC Desktop? Yeah, sure.
>
>I just had to get this "off my chest". :-) Please send flames to
>/dev/null.

This isn't a flame. I can only speak for myself, of course, but the reason
_I_ keep clamoring for the TT desktop on STs and STEs is to stimulate new
sales. The new desktop just plain looks better than the old one. Unless you
bundle DC Desktop or NeoDesk with new STs, the computer people see in the
stores will have the nasty old desktop while other computers have nice slick
looking desktops (e.g. Macintosh, new Amigas, Windows 3.0). Not selling any
new machines will have a much bigger impact on the companies you mention than
bundling the new desktop would. As you mentioned in part of your article that
I didn't quote, they can compete with the new desktop. It doesn't try to be
all things to all people. Actual operating system revisions have a similar
effect on new buyers.

Let's sell some machines, Atari!

>
>R.C.Gosewehr

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3036. Re: TeX for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 20:54:15 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6205415@ghiggins.hpl.hp.com>
Source record: 237455

++ Which files from atari.archive do I need for TeX, for a 1meg 1040ST with TOS
++ 1.0? And what is "undump" and what is "virtex", and how can I get
++ documentation that tells me what they are? Thanks.

Forget it unless you have an HD. If so, read on ...

you need *ALL* the files satisfying StTeX*.zoo, there *are* readmes with them.

Essentially, you need the bin stuff in a directory on your path, the
tfm (format) in \fonts and the tmac (macros) in \macros. There're some
environment variables which need to be set (TEXFONTS, TEXINPUTS, etc) they're
also mentioned in the readme.

The files in StTeXbin.zoo are :

```
365 27% 266 27 Oct 89 01:23:44 CONTENTS
4181 40% 2517 27 Oct 89 01:15:46 README
192535 30% 135148 30 Sep 89 04:11:36 bvirtex.ttp
10617 36% 6845 14 Oct 88 02:29:04 index.ttp
210524 31% 145589 24 Sep 89 01:54:08 initex.ttp
712680 53% 336136 29 Sep 89 02:45:46 latex.ttp
18014 27% 13183 25 Sep 89 15:03:12 undump.ttp
191712 30% 135079 29 Sep 89 02:45:56 virtex.ttp
-------- --- -------- --------- --------
1340628 42% 774763 8 files
```

Destructions for undumping are :

```
- to undump a preloaded version of LaTeX or TeX
undump LaTeX virtex.ttp &lplain
.......
* ^\ <== hit the quit character here. for
the Gnu C Library it is Control-\
(which means hold down the control key and
type the character '\' simultaneously).
This will undump a virtex pre-loaded with lplain.fmt,
called LaTeX.
Please NOTE: the second argument to `undump' must be
the *FULL PATHNAME TO VIRTEX.TTP INCLUDING THE EXTENTION*.
```

you'll need lplain.fmt (for LaTeX) or plain.fmt (for TeX) which are
in the StTeXmac.zoo file. Just follow the destructions ...

```
undump latex.ttp e:\texbin\virtex.ttp &lplain
^^^^^^^^^ ^^^^^^^^^^ ^^^^^^
1^ 2^ 3^ 4^
```

1. Go on, call it latex.ttp, just for fun

2. Do as the man says, give it a full, specific pathname

3. No, the ampersand (&) isn't a typo it's needed by virtex

4. make sure that lplain.fmt (or plain.fmt) is in the current directory.

You should then see a message from "Common TeX" and, eventually,
an asterisk prompt. When you see the asterisk, hit control backslash
and it will zark it out (fatal signal, quitting), but it *will leave
behind* an executable file, called whatever you gave as the first argument
to undump (1, above).

If you want a preview of how the tex-ed stuff will print, get hold of
one (or more) of the previewers (I like showdvi, there're others).

Have fun.

3037. Gnu Blues

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 21:11:20 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6211120@ghiggins.hpl.hp.com>
Source record: 237456

I've been experiencing a replicable problem with GNU C as available on terminator. I thought I'd have a bash at "bash" which somewhat cryptically appeared on the archives. It needs the GNU fileutils stuff (ls, cp, etc), so I've been trying to compile them up on the (newly-expanded) ST.

gcc-as started to barf on a number of files, I got gcc to drop .s versions and looked carefully, only to find a number of statements of the form ...

stab "e:\include\strings.h"

which was parsed (correctly) by gcc-as escape-i and escape-s. What I can't figure out is why this particular include appears, as no other one does. Anyway, I'm still getting "Bogon Alerts" from the compiler, even when I double-backslash the paths. What concerns me is that this is standard GNU distribution fileutils, GNU C shouldn't have a problem compiling it. O.K., whether it runs or not is another thing, but it should compile up OK.

I started to consider whether the GNU C port had some problem (after playing around with GNUINC = this-n-that for a while. It made no positive difference.

Any ideas anyone?

Gray (ever puzzled)

3038. Pari-1.34 Calculator, Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 21:21:08 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Nov6.212108.9719@monu6.cc.monash.edu.au>
Source record: 237457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help with the whereabouts of documentation for Pari-1.34
Calculator for the Atari ST.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3039. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 21:37:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov06.213749.13906@ecst.csuchico.edu>
Source record: 237458

rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

- Differing Opinion:
-
- - I happen to like having TOS in ROM. The machine boots faster and
- is less susceptible to viruses. (This is a MAJOR benifit, IMHO.)

I agree. I thought this was one of the advantages of having the OS in ROM: fewer viruses. Isn't this why there are so many in the Mac and IBM world?

Moreover, not to give anyone any hints, but couldn't NeoDesk and DC Desktop be susceptible to viruses as well (even though I love NeoDesk with a passion)?

- - I don't understand why everyone keeps banging on Atari to release
- the TT TOS for the ST/STE. First of all, that would impact both
- Gribnif (NeoDesk) and Double Click (DC Desktop). We already know
- how few GOOD developers support the ST market, why make it tougher.

I think Atari would look better in the eyes of its users if they released their newer desktop. (Remember support?) The release would show that Atari still knows that it has users out there. On the other hand, it doesn't stand a chance against NeoDesk and DC Desktop in the marketplace; the others just have too many features. I think this is why Atari won't release it; why waste time and *MONEY* (first in the Tramiels' minds :^) when no one would buy it.

In addition, this point is also valid:

- Secondly, if Atari came out with the TT TOS at (say) $70-$100, who
- would buy it? The same people that are NOT willing to spend $30-$50
- on either NeoDesk or DC Desktop? Yeah, sure.

Exactly. Who would buy it, even if it was selling for the same price as NeoDesk or DC Desktop?

On the otherhand, if the new TOS had something that the others don't have, such as multitasking (e.g. MIDI-tasking), then I think there would be many people out there in line (or on the phone to their 400-mile-away, local dealer) to get it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3040. PcDitto][

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 21:56:17 UTC
From: selick@bucsf.bu.edu
Message-ID: <67977@bu.edu.bu.edu>
Source record: 237459

My brother bought pcditto 2 about 5 months ago and it promptly crashed on him. He sent it to the company for repairs and they simply sent it back unopened. Has anybody else had this problem with the product? The company?

-steve selick (for Bill selick)
selick@bucsf.bu.edu

3041. Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 22:39:18 UTC
From: selick@bucsf.bu.edu
Message-ID: <67980@bu.edu.bu.edu>
Source record: 237460

Is there a printer driver available for macintosh mode (spectre GCR) that will support a star NX-1000 printer (epson fx-80 compat)? There only seems to be imagewriter support. Is there a pd driver on any mac boards? Is this |a mac question? I think it should be an atari question because it deals with spectre and atari architecture. Has anybody else done this? It would seem to be a common ocurrance.
thanx,
steve selick
selick@bucsf.bu.edu

3042. Neodesk on Rom?

Newsgroup: comp.sys.atari.st
Date: 1990-11-06 22:43:35 UTC
From: selick@bucsf.bu.edu
Message-ID: <67981@bu.edu.bu.edu>
Source record: 237461

Wouldn't it be nice to put neodesk on roms? Is it possible to burn
compatible st roms with neodesk? That way, it wouldn't be taking up
precious ram in a 1040st.
-steve
selick@bucsf.bu.edu

3043. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 00:31:29 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Nov7.003129.19717@sisd.kodak.com>
Source record: 237462

```
In article <2733@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>in article <1430@hexagon.se>, daniel@hexagon.se (Daniel Deimert) says:
>>
>> In article <2726@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>>>buggy. If you insist to use it, that's fine with us. But don't complain to
>> ^^^^^^^^^^^^^^^^^^^
>> I came to the impression that this was an _illegal_ copy of a
>> alpha TOS release. Did I get something wrong? May I use it if I like?
>>
>> --
>> Daniel Deimert Fidonet 2:204/117
>> daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel
>
>
> Please read the whole message and don't try to interpret the message's
>meaning from just one sentence!
>
> Atari Corp never endorses users to use any illegal copy of any kind
>of softwares including TOS. I have said enough before about the so called
>TOS 2.0 and this will the last time that I will say it.
>
> "PLEASE DON'T USE IT FOR YOUR OWN SAKE."
>
> It have lot of bugs and they will screw you up sooner or later.
>
> I rest my case.
>
>
>=====================================================================
>Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086
>
>UUCP: {..ames!atari!mui}
>
>Disclaimer: Opinions expressed here are my own and they may be
> hazardous to your mind.
>=====================================================================

Ok, I'll byte. Tos 2.0 has lotsa bugs (dunno I've never seen it).
And... The bugs dont surprise me, considering the years it's taken to fix
Tos period (though at best its still lame). If it is dangerous to a atarites
computer, HD, files et al... Why... preytel is it floatin' around?
If atari itself cannot keep items like tos 20 under lock and key, this means
someone's handin; it about... correct? If, circumstantially mind you....
I got this item say from a users group or BBS and it had atari's name on it,
```

and... it wiped out say thousands of dollars of biz data (not that I'd use it for biz anyway) atari'd be hearin' from me... or a lawyer.... etc.
IF! in fact, it leaked out... every registered atari user should get a note from atari (maybe on a postcard of a pretty Sun) tellin' em' if they see it report it, relate its puter' poison... etc.

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a simple and complete disclaimer?

3044. Notator/Postscript

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 00:37:13 UTC
From: selick@bucsf.bu.edu
Message-ID: <67992@bu.edu.bu.edu>
Source record: 237464

Is there any way to have CLab's Notator print in PostScript? I am looking
to send PostScript to a file to be printed out on my mainframe.
Do a lot of people own Notator? It has proven to be the best software
package for ANY computer for all midi applications. Is there a pd source
for notator songs or standard midi songs? For that matter, is there a
source of synthesizer sounds in standard midi format?

-steve
selick@bucsf.bu.edu

3045. memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 00:45:46 UTC
From: selick@bucsf.bu.edu
Message-ID: <67996@bu.edu.bu.edu>
Source record: 237465

What have people found to be the best way to upgrade a 1040st to 4 meg?

-steve
selick@bucsf.bu.edu

3046. Me things this is broken at SU.

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 01:14:20 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov7.011420.3567@rodan.acs.syr.edu>
Source record: 237466

Well the news crashed here at SU and when they got it back up things
seem to stop being posted here. Anyone wanna send me some Email to
confirm that this works and that the whole Atari world is still posting.
Matthew

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

3047. .msa files at terminator

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 01:29:31 UTC
From: dejesus@rex.cs.tulane.edu
Message-ID: <4854@rex.cs.tulane.edu>
Source record: 237467

...one quick Q: what do you do with an .msa file?
--

___ / _____________________________ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@comus.cs.tulane.edu ____________________________
/ ak662@cleveland.freenet.edu ////////////////////////////

3048. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 01:37:16 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Nov7.013716.9182@nmt.edu>
Source record: 237468

For what it's worth, I use _Analyze!_ It's inexpensive, and it works well. It supports GDOS for printing graphs and does it well, it's got macros, it can save/load Lotus 1-2-3 files (although I've never tried it), does most of the Lotus functions. Because it uses GEM, movement around the sheet can be sort of slow, but for the price (<$35), it's not bad. I use it alot for doing labs! (ARRRGH!)

Eric HOBBS!
eahsnsr@JUPITER.nmt.edu

3049. Re: Unix like login for the Atari ????

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 01:47:06 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1990Nov7.014706.1174@sbcs.sunysb.edu>
Source record: 237469

In article <69@wopr.uu.ch> marc@wopr.uu.ch (Marc Balmer) writes:

[Stuff deleted]

>Try "Remote Access", it allows you to login to any ST Computers and gives
>you full access to the system via a UNIX like shell. The login is UNIX
>similar and need username/password. Remote Access can also be run as desk
>accessory, waiting for a remote call or login.
>
>- Marc

Where can we get Remote Access? Is it on atari.archive?

Thanks!

-Michael Rose
--
==========

3050. Spectre and Mac hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 02:17:02 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov7.021702.12848@rodan.acs.syr.edu>
Source record: 237470

Has anyone gotten Spectre to read a Mac hard disk (that is, a hard disk drive that was formatted on a Mac). Or, has anyone gotten a Mac to be able to read and write to a partition formatted with Spectre?? I have a SyQuest drive and I'd like to be able to FTP things directly to my hard drive connected to a Mac on campus and then be able to use the files with my ST running Spectre, but Spectre doesn't seem to want to read Mac cartridges. Is there a way around this? Is there some software for the Mac that will enable to read the Spectre partitions? Any word on when Spectre 3.0 will be out? Will it be able to do this?

Thanks in advance,
---jb

3051. Re: .msa files at terminator

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 04:35:25 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov07.043525.15811@ecst.csuchico.edu>
Source record: 237471

dejesus@rex.cs.tulane.edu (Francisco Xavier Dejesus) writes:

- ...one quick Q: what do you do with an .msa file?

Get Magic Shadow Archiver. I think it's either MSHADOW.ARC or
SHADOW.ARC in /utilities at atari.archive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3052. uniterm and delete key

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 05:03:37 UTC
From: selick@bucsf.bu.edu
Message-ID: <68014@bu.edu.bu.edu>
Source record: 237472

Is it possible to configure Uniterm 2.0e to send a ctrl-d when the 'delete'
key is hit?

-steve
selick@bucsf.bu.edu

3053. Sozobon C - Sun port.

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 10:14:54 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Nov7101454@zappa.FtCollins.NCR.com>
Source record: 237473

Recently in this group, cross compiling ST programs on other systems had
been discussed. Inspired by this, I grabbed the Sozobon C sources (V1.2) and
"ported" them to my Sun at work and I was wondering if anyone would be
interested in the diffs to the original ST sources (No warranty, of
course :^) ?

It should compile on most UNIXes provided they support the system()
function (is this typically available? I dunno, SunOS, which is a BSD
derivative, is the only flavor of UNIX I've ever really programmed on.)

The vast majority of changes were due to word length assumption problems.

As soon as I'm able to get GCC sources, I plan on looking at porting it,
also. Unfortunately, that'll probably take several centuries seeing as
how I only have mail access to terminator! :^\

--
```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

3054. Weird Uniterm behaviour...

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 10:19:59 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <922@accucx.cc.ruu.nl>
Source record: 237474

I have a trouble using Uniterm. I work remote on many machines; but my 'own' Sun gives me trouble. That is, I call the machine, I have to type my personal identification code, then it calls me back, I type my code again and normal login sequence starts. Weird thing is: I call and connect in 8 bits no parity, in which I type my code too (both times). But then the Sun's welcome message and login prompt appears ... in 7 bits even!
I thought this would be an error in the Sun's login sequence scripts. But it's not! I recently tried uw, and I logged in at 8-even, and, just to be sure to be sure, I tried other terminal programs. It's only in Uniterm that I have to switch back to 7-even!

I have Uniterm 2.0e011, but the same behaviour occurred in all previous versions
of the program I tried.

Does anyone know why this problem occurs, or how to solve it??

Thanx!

Jeroen (jeroen@phil.ruu.nl)

P.S. Even know I agree Uniterm is the best terminal program. No question about it.

3055. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 12:07:45 UTC
From: fk@vall.dsv.su.se
Message-ID: <1030@vall.dsv.su.se>
Source record: 237475

To throw fuel onto the old debate over ROM-based vs diskbased TOS
I'd like to point out an incident that may not only be my private
experience but is possibly shared by other ST owners around the world.

As I took my 1040 to the local repair shop for a new power supply
(it worked almost three years before it broke, not bad) I asked
for a new version of TOS to be installed at the same time. This
was promptly done but no clear statement was obtainable from the
repair shop exactly what version of TOS I was going to get. As I
went to fetch the computer I brought with me a compilation of net-news
comments (what lovely a source of information this network is) and
together I and the guy who had made the installation managed to
deduce that the 6-chip ROM set was (dont gasp) TOS 1.2. In september
1990! 1.4 has been around for a year, at least!

Anyway, It turns out that 1.2 is what they can get their hands on in
terms of *SPARE PARTS*. Get it? Not, system software, that volatile
substance we so dearly address, but little tiny chips which makes the
machine work.

Without any deeper investigation to back this up, it does gives one
pause for thought. For starters, ROM-based OS does give faster boot, a
better security against viruses, but also a slower rate of release and
bug-fixes. But the major impediment of ROMs is in my opinion that ROMs
that are once manufactured represent a significant investment.
Even when EPROMS are used the media is not as easily reusable as
when diskettes are used. This means that the investment must be
secured (ie the chips sold) before a new release is considered.
Naturally this encourages everyone who have obtained ROMs in order to
sell them further, to get their money back on old ROMs first.

I should point out that I did not buy from Atari directly (the repair
shop services several brands of computers) and if I had I may have
been able to obtain 1.4 or higher.
--
==
Fredrik Kilander, Dpt. of Computer and Systems Sciences, Stockholm University
Internet: fk@dsv.su.se Voice: +46 8 16 45 00 Fax: +46 8 703 90 25
==

3056. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 14:49:25 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov7.144925.10232@cunixf.cc.columbia.edu>
Source record: 237476

In article <1990Nov06.213749.13906@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>
>- Differing Opinion:
>-
>- - I happen to like having TOS in ROM. The machine boots faster and
>- is less susceptible to viruses. (This is a MAJOR benifit, IMHO.)

It boots faster??? While this may save you 5 seconds on startup, I really don't think the pain in the ass involved in upgrading ROMS is negated by that. MS-DOS and Macs take a few seconds to boot, but I don't see people complaining about that. You just can't argue with the fact that the Mac and MS-DOS OS' have been regularly updated and cleansed of bugs. That is definitely worth a few extra seconds at bootup. Hell, there are/were bugs in TOS that people have known about for *5* years that have only just been corrected (like the 40 folder bug, the pool bug, etc...)!

>
>I agree. I thought this was one of the advantages of having the OS
>in ROM: fewer viruses. Isn't this why there are so many in the Mac
>and IBM world?

This is simply baloney. It is just as easy to write virii for the ST as any other machine. The reason you see so many more for other machines is because MORE PEOPLE USE THEM. If you have 50,000,000 people using a machine, the chances are greater that you'll have more miscreants writing virii than if you only have 1,000,000 people using the other brand. The fact that the OS is in ROM is really no big deal regarding virii.

>Moreover, not to give anyone any hints, but couldn't NeoDesk and DC
>Desktop be susceptible to viruses as well (even though I love NeoDesk
>with a passion)?

Any application is succeptible.

>- - I don't understand why everyone keeps banging on Atari to release
>- the TT TOS for the ST/STE. First of all, that would impact both
>- Gribnif (NeoDesk) and Double Click (DC Desktop). We already know
>- how few GOOD developers support the ST market, why make it tougher.

I think holding back progress to wetnurse a couple of devlopers would be counterproductive to the eventual success of the machine.

>
>I think Atari would look better in the eyes of its users if they
>released their newer desktop. (Remember support?)

Support??? Hehe, you must be kidding. This is comp.sys.atari.st, not
comp.sys.mac. Anyhow, I think it would be in their best interests to
do so also, though I think price is the most important factor in this
market segment.

>- Secondly, if Atari came out with the TT TOS at (say) $70-$100, who
>- would buy it? The same people that are NOT willing to spend $30-$50
>- on either NeoDesk or DC Desktop? Yeah, sure.
>
>Exactly. Who would buy it, even if it was selling for the same price
>as NeoDesk or DC Desktop?

That is why they should have a sane upgrade policy like Apple. Why
should a person get reamed over and over just to have the most
bug free OS? Jeez, you buy the OS with the computer so I think that
it isn't unreasonable to expect upgrades as they become available at
a reasonable price. $100 is 17% of the cost of a new 1040STe. If
you're going after the bargain-basement computer market, then you
can't expect to earn huge premiums on things like TOS upgrades.
People won't go for it.

>
>On the otherhand, if the new TOS had something that the others don't
>have, such as multitasking (e.g. MIDI-tasking), then I think there
>would be many people out there in line (or on the phone to their
>400-mile-away, local dealer) to get it.

Or you could just call up David Beckemeyer and get a multitasking
shell for the ST now and thumb your nose at Atari.

Cheers,

Chris
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3057. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 14:57:59 UTC
From: pegram@kira.UUCP
Message-ID: <1990Nov7.145759.6425@uvm.edu>
Source record: 237477

From article <1990Nov6.203608.28993@cs.ucla.edu>, by stephen@oahu.cs.ucla.edu (Steve Whitney):

> This isn't a flame. I can only speak for myself, of course, but the reason
> _I_ keep clamoring for the TT desktop on STs and STEs is to stimulate new
> sales. The new desktop just plain looks better than the old one. Unless you
> bundle DC Desktop or NeoDesk with new STs, the computer people see in the
> stores will have the nasty old desktop while other computers have nice slick
> looking desktops

> Steve Whitney "It's never _really_ the last minute" (())_-_(())

Guess what, I read in Znet (thanks again, Greg) that Atari Canada
did/does have a package bundling some or all new STs with NeoDesk.
I'd take that over a disk loaded TT desktop, but then, I already did!
I'm the only guy stupid enough to have all desktops known to man 8-).
Comments from Canada about the promotion? Even more pointedly,
comments on the feasability of this idea in the rest of N.A. from
Atari U.S. sales???!

Waiting to hear from you,

Bob Pegram

Internet Domain: pegram@griffin.uvm.edu
UUCP: ...uvm-gen!pegram

3058. Neodesk and roms and other ravings.....

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 15:16:39 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1541@beguine.UUCP>
Source record: 237478

I was just sitting here catching up on news, when I should be sleeping,and thought to myself, gee wouldn't it be cool if neodesk were available as a cartridge? With some program in the auto folder to tell the system about it? Now that would be cool!!!

John

3059. TT graphics modes

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 15:45:03 UTC
From: micro@imada.dk
Message-ID: <1990Nov7.154503.9366@imada.dk>
Source record: 237479

In a review of the TT in "ST Magazin", there was a short note about a new
Shifter mode called "Sample&Hold".
What is it and how does it work???
(the article said something about HAM and lotsa colors!).

What happend to the 256 GRAYSCALE mode of the TT ?
(is it still there, or what??)

What is the display reflech rate of the TT (TT-LOW/TT-HIGH) ?

Klaus (micro@imada.dk)

3060. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 15:50:43 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <wbC2pHy00VIEM94FxJ@andrew.cmu.edu>
Source record: 237480

Stacy has been out for ages. Spectre GCR works fine with it, I think the only problem was getting the *HUGE* GCR cartridge into the Stacy cartridge slot... I'm sure this has been solved by now.

I'm sure someone markets a memory expansion for the Stacy, and I think Atari may/has/will come out with "Mega" Stacys-- i.e. 2 or 4 MB of RAM.

Actually, there's this guy here on campus who runs Spectre GCR on a Stacy souped up to run @ 16 MHz-- he got GCR to run at that speed (so I hear.) I don't know this guy personally, but given the fact that the only more technical university than Carnegie Mellon is (possibly) MIT, I don't doubt that this hacker guy has done it. I mean, people make their own bipedal robots here for fun...

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3061. Re: Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:02:25 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Nov7170225@robocop.hut.fi>
Source record: 237481

In article <GJH.90Nov6115637@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>Aaarrgh! Forgot to switch to binary! Why, oh why doesn't ftp default to
>binary mode? Does anyone ever use in in ascii mode?

Here in Finland most of our FTP-servers automagically use Binary...that's why I spent an hour getting the Minix-upgrade (13 * 200 kB) using ASCII from atari.archive....:-(

>Gray (I'd forget my head if wasn't screwed on, -- where's that screwdriver?)
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

3062. Which terminal-software ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:08:05 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Nov7170805@robocop.hut.fi>
Source record: 237482

I'd like to know, if there is a terminal program for ST that would have
the following features:

- Key translation tables

- ZModem-support

- VT100/220 emulation

- Chain dialing (as in Vanterm, Procomm, Telix)

I have yet to hear from such a program.

Also, what is the current version on Uniterm?
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

3063. Re: PcDitto][

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:17:10 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340020@hpfcso.HP.COM>
Source record: 237483

> My brother bought pcditto 2 about 5 months ago and it promptly crashed on
> him. He sent it to the company for repairs and they simply sent it back
> unopened. Has anybody else had this problem with the product? The company?

> -steve selick (for Bill selick)
> selick@bucsf.bu.edu

In case you hadn't heard ... the company's dead. (no smileys)

Sorry, guy.
Ray

3064. Re: Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:20:44 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340021@hpfcso.HP.COM>
Source record: 237484

> Is there a printer driver available for macintosh mode (spectre GCR) that
> will support a star NX-1000 printer (epson fx-80 compat)? There only seems
> to be imagewriter support....

> thanx,
> steve selick
> selick@bucsf.bu.edu

Ah! You'll like your Spectre a lot better than your pcdittoII. Go ask a
Mac dealer about MacPrint. I know it supports several laser printers; it
might support the old Epson standard as well. $99 retail, and worth it.

BTW, if you're not too badly stung by the pcditto episode, there are other
PC emulators for the ST. Ask your local Atari dealer or user's group about
them.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3065. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:23:46 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340022@hpfcso.HP.COM>
Source record: 237485

> Does anyone have any information on the STacy portable. Is it out yet?
> Does it work alright with the Mac Emulator, Spectre GCR,

Someone correct me if I'm wrong: STacy has been out for a while. And
Dave Small was showing it off with his Spectre GCR as a poor man's answer
to the Mac Portable.

> and can you
> configure it so that it will have enough memory to run Multifinder, or
> Think C in debug mode. This is about 2.5 Meg of Macintosh main memory
> RAM.

I can't answer this one. Somebody else?

> Bil Bercik

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3066. Re: diff files

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:37:12 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov7173712@robin.cs.uni-sb.de>
Source record: 237486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <287@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
> But what are you ment to do with .dif files....
> puzzled - (what magic utility merges them?)

What you are looking for is Larry Wall's patch program. This utility
takes an old file and a diff against the new version as input and
recreates the new version as output.
The source and a st binary can be found for example on cs.uni-sb.de
[134.96.7.254].

> ..Clive

Hope this helps!

- Edgar

3067. Re: Jwahar Bammi

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 16:43:11 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov7174311@robin.cs.uni-sb.de>
Source record: 237487

His new address is bammi@cadence.com (at least it was in september).
As far as i know he is trying to move the archive from dsrgsun to that
machine or at prep.

- Edgar

3068. Menus and ACC

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 17:07:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.657997648.larserio@kvart.ifi.uio.no>
Source record: 237488

How can I use a standard GEM-mnu line from an ACC
The ACC's own menu line and drop down menues appear, but if you select any
menu item you will get the GEM-desktop function (i.e. save desktop) instead.
How do I "suspend" the GEM-menu while using a menu within a ACC (or in a
GEM-program loaded with pexec inside an ACC). P ????

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3069. Re: TT graphics modes

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 18:26:47 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov7.182647.3804@cunixf.cc.columbia.edu>
Source record: 237489

In article <1990Nov7.154503.9366@imada.dk> micro@imada.dk (Klaus Pedersen) writes:
>In a review of the TT in "ST Magazin", there was a short note about a new
>Shifter mode called "Sample&Hold".
^^^^^^^^^^^
Must be the new Neil Young mode. :-)

BTW, did they ever start selling these things in the US?

Chris
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3070. Re: Neodesk and roms and other ravings.....

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 18:33:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov07.183336.18273@ecst.csuchico.edu>
Source record: 237490

John.Bunch@samba.acs.unc.edu (John Bunch) writes:

- I was just sitting here catching up on news, when I should be
- sleeping,and thought to myself, gee wouldn't it be cool if neodesk
- were available as a cartridge? With some program in the auto folder
- to tell the system about it? Now that would be cool!!!

I asked Dan Wilga about this. Apparently, many others have suggested
this to him as well. He told me it would increase the cost of
NeoDesk way over $100.

It would be nice, however, because it would free up RAM, and when you
returned to NeoDesk, it would load real quickly.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3071. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 18:40:41 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov07.184041.18343@ecst.csuchico.edu>
Source record: 237491

mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

- I'm sure someone markets a memory expansion for the Stacy, and I
- think Atari may/has/will come out with "Mega" Stacys-- i.e. 2 or 4
- MB of RAM.

There are already two- and four-meg versions of the Stacy. However,
JRI also have developed a RAM upgrade for it. I don't know anymore
about it, except that it may use SIMMs.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3072. Re: Gulam, Unixtkit, and diff

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 18:43:05 UTC
From: jimh@ultra.com
Message-ID: <1990Nov7.184305.1279@ultra.com>
Source record: 237492

In <607@fsucs.UUCP> boyd@fsucs.cs.fsu.edu writes:

>Well, now that I have a hard drive :-) I have had a chance to explore Gulam.
>This is a really neat program! I also am very impressed with the binaries
>from the unixtkit (both of these available from atari.archive). By merging
>these two together I have managed to come up with a reasonably complete Un*x
>like shell for my ST. The one program that neither has that I really miss
>is diff. Does anyone know of such a program for the ST? By the way, thanks
>to all for responding to my question about less.ttp. It is great, and displays
>the man pages for unixtkit quite nicely.
>

This is pretty much the way I've been running for a long time, too.
I started with these and replaced modules as better ones became available.

Beware that some of the UnixTKit programs have bugs or just plain don't work.
I don't remember all of them, but make sure that you give each one a good
workout before trusting it. The only one I recall not working
right now is 'od'. I think the 'sort' and 'sed' are a little buggy
as well, but my memory is vague on that. I only know that I replaced
them with GNU equivalents.

There is a diff that works fine on panarthea.

You should also get one of the 'cat' replacements for gulam.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

3073. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 18:54:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov07.185434.18457@ecst.csuchico.edu>
Source record: 237493

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

- MS-DOS and Macs take a few seconds to boot, but I don't see people
- complaining about that.

From a cold boot, my BBS is up and in "waitring" mode in 20 seconds.
It takes the Mac IIfx I use close to a minute, if not more just to
get to the desktop. I'm complaining.

- You just can't argue with the fact that the Mac and MS-DOS OS'
- have been regularly updated and cleansed of bugs.

And they're still slow and worthless. Now, I see why I think IIfx is
so slow: it's highly dependent on the hard drive. When you select a
drop down menu, for example, it reads the hard drive.

- >On the otherhand, if the new TOS had something that the others don't
- >have, such as multitasking (e.g. MIDI-tasking), then I think there
- >would be many people out there in line (or on the phone to their
- >400-mile-away, local dealer) to get it.
-
- Or you could just call up David Beckemeyer and get a multitasking
- shell for the ST now and thumb your nose at Atari.

I knew there was going to be trouble with this. I should have added
"easy-to-use." Sure, MT C-Shell with VSH is nice, but I don't like
command lines; if I did, I would have bought an IBM. We have a
graphics-based machine; why can't the multitasking interface be like
Multifinder or the Amiga's?

- Cheers,
-
- Chris

As always.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3074. Re: Which terminal-software ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 19:27:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov7.192721.3123@math.lsa.umich.edu>
Source record: 237494

In article <KILLER.90Nov7170805@robocop.hut.fi> killer@niksula.hut.fi (Kalle Kivimaa) writes:
>I'd like to know, if there is a terminal program for ST that would have
>the following features:

> - Key translation tables
yep

> - ZModem-support
nope - call an external program. I have two function keys for
calling rz and sz, with prompting in dialog boxes & such.

> - VT100/220 emulation
yep

> - Chain dialing (as in Vanterm, Procomm, Telix)
yep

>I have yet to hear from such a program.

Uniterm does all of that, and you've obviously heard of it since you mention
it on the next line...

>Also, what is the current version on Uniterm?

2.0e011.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3075. Atari 1040ST for sale [REPOST...LOWER PRICE!!]

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 19:47:29 UTC
From: pokey@uncmed.med.unc.edu
Message-ID: <1544@beguine.UUCP>
Source record: 237495

```
For Sale:

Atari 1040ST w/TOS 1.0

1 Meg Memory
1 internal DS floppy Drive
Atari Color Monitor SC1224
Atari 1200 Baud Modem w/Cable
Okidata 92 Dot Matrix Printer (old but works)
Joystick & Mouse, both Atari

Software:
First Word
Interlink Communications program
Dungeon Master
Chaos Strikes Back (DM sequel)
Carrier Command (Docs in French)
Falcon
Falcon Strike Mission Disk (scenarios for Falcon)

Bought system in late 86. I've never experienced any hardware problems
with this system.

NEW PRICE OFFER!!! $500.00 takes it all, OBO, +shipping.

pokey@uncmed.med.unc.edu Patrick O'Brien
```

3076. Re: Turbo16 software question

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 20:32:59 UTC
From: keithj@ux1.lbl.gov
Message-ID: <7956@dog.ee.lbl.gov>
Source record: 237496

In article <9011051457.AA28791@right.magnus.ircc.ohio-state.edu>
TS0026@ohstvma.ircc.ohio-state.edu (Mike Fidler) writes:
>I am looking for the alleged software that can be used to switch my
>Turbo16 (Fast Technology) to/from 16 Mz/8Mz operation. I found a
>couple of programs on Compuserve but they only work to change the
>speed at boot time and only for a single program (game) booted.
>There was supposed to be an accessory for this but I can't find it.
>Any help out there?
>
> -
>Michael (Mike) L. Fidler (Internet): mlf+@osu.edu
>Associate Director for Networking (BITNET): mlf+@ohstmail
>The Ohio State University
>Instruction & Research Computer Center
>1971 Neil Avenue - Rm 406 Voice: 614-292-4843
>Columbus, OHio 43210-1210 FAX: 614-292-7081

There is indeed a tos program in addition to an accessary that will
allow you to change the clock rate of your Turbo16 board from 8 to
16 Mz. The program/tos version can either be run from the autofolder
or the desktop. However, your board must be properly wired/connected
for these programs/accessary to work. There is a terminal on the
board (Turbo16) that must have a jumper from I believe pin 39 of the
Yamaha sound chip installed. Without that jumper , your board can
only run at 16Mz. I will check to see if programs have been uploaded
to any of the archive sites.

Keith Groves

3077. color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 21:01:45 UTC
From: ech5w@dale.acc.Virginia.EDU
Message-ID: <1990Nov7.210145.4228@murdoch.acc.Virginia.EDU>
Source record: 237497

I have an ST color monitor for sale. I bought it two years ago and
used it very rarely since I use my monochrome monitor with Spectre GCR.
There is nothing wrong with the monitor but I need the money to buy a HD.
I am asking $200, but I consider higher and lower offers

email me at ech5w@virginia.edu

Chris Homan

3078. Re: uniterm and delete key

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 21:04:57 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340023@hpfcso.HP.COM>
Source record: 237498

> Uniterm 2.0e

Okay, I'll asK: where can I get 2.0e? All I have is Uniterm 1.8. I promise
I'll mail in my SW fee when I get it...

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3079. Re: TT graphics modes

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 21:19:28 UTC
From: apratt@atari.UUCP
Message-ID: <2735@atari.UUCP>
Source record: 237499

micro@imada.dk (Klaus Pedersen) writes:
>Shifter mode called "Sample&Hold".
>(the article said something about HAM and lotsa colors!).

SAH mode has nothing to do with lots of colors. What it lets you
do is draw filled polygons really fast. You can draw two dots
on the screen and get a solid line between them, without having
to write the color value to all the pixels in between in memory.
Example below.

> What happend to the 256 GRAYSCALE mode of the TT ?

It's there.

> What is the display reflech rate of the TT (TT-LOW/TT-HIGH) ?

That's "refresh rate" and the color modes are 60Hz no matter what
country you're in. TT HIGH rez is 1280x960 monochrome, and its
frame rate is 67hz, I think.

EXAMPLE OF SAH MODE:

In SAH mode, nonzero pixel values in memory appear as that color, and
zero pixel values in memory mean "continue with previous color." That's
why it's also called "smear" mode: a colored dot will "smear" to the
right until it reaches another nonzero pixel value.

In the diagrams below, a period (".") is a zero dot and a star ("*") is a
one. In addition, a zero ("0") represents a pixel value which has the
same color as the background. Let's say you want a picture like this:

```
........
..****..
...**...
..****..
........
```

You can get it by drawing this:

```
........
..*...0.
...*.0..
..*...0.
........
```

This means you only had to write six pixels, not thirteen. Of course,
this is just a sample: the savings is much more dramatic for bigger pictures.

(The trailing "0" in the second picture is what stops the smear from
going all the way to the right edge of the screen. The left edge starts
out in the background color.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3080. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 22:25:47 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <90311.172547PHB100@psuvm.psu.edu>
Source record: 237500

In article <1990Nov7.144925.10232@cunixf.cc.columbia.edu>,
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) says:
>
>In article <1990Nov06.213749.13906@ecst.csuchico.edu>
>ekrimen@ecst.csuchico.edu
>(Ed Krimen) writes:
>>rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>>-
>>- - I happen to like having TOS in ROM. The machine boots faster and
>>- is less susceptible to viruses. (This is a MAJOR benifit, IMHO.)
>
Me too. I like the fact that I can turn on my ST and be ready to go in
five seconds. The macs at work take about 30-45 seconds minimum to
bring up the desktop. This is a big difference to me.

>>
>>I agree. I thought this was one of the advantages of having the OS
>>in ROM: fewer viruses. Isn't this why there are so many in the Mac
>>and IBM world?
>
>This is simply baloney. It is just as easy to write virii for the
>ST as any other machine. The reason you see so many more for other

Yes, just as easy to write them, but when you have TOS in ROM that's one
less source of spreding infection. TOS in ROM can't be infected, Mac's
system and finder can and DO get infected all the time, and then spread
the viroids in their turn. I know, it's part of my job at school to
disinfect them.

>machines is because MORE PEOPLE USE THEM. If you have 50,000,000

this is also true.

>people using the other brand. The fact that the OS is in ROM is
>really no big deal regarding virii.

Except ROM OS can't be infected and spread it further.

>

Disclaimer: This is me. Do I sound like anyone else?

Paul Baughman PHB100@psuvm.bitnet

3081. Re: PcDitto][

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 22:35:36 UTC
From: chris@tharr.UUCP
Message-ID: <1394@tharr.UUCP>
Source record: 237401

In article <67977@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>My brother bought pcditto 2 about 5 months ago and it promptly crashed on
>him.

There is a very very very very large probability that the only problem
was the 68000 clip not being connected correctly. Unless it is exactly
absolutely perfectly fitted the board will not work. Best to solder the
thing on.

>He sent it to the company for repairs and they simply sent it back
>unopened. Has anybody else had this problem with the product? The company?

The company do not appear to exist any more. Their numbers have been
disconnected and [as far as I am aware], their offices are empty.

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr free public access to Usenet in the UK 0234 261804 -->

3082. Re: Turbo16 software question

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 22:39:46 UTC
From: darekm@microsoft.UUCP
Message-ID: <58896@microsoft.UUCP>
Source record: 237402

In article <9011051457.AA28791@right.magnus.ircc.ohio-state.edu>
TS0026@ohstvma.ircc.ohio-state.edu (Mike Fidler) writes:
>I am looking for the alleged software that can be used to switch my
>Turbo16 (Fast Technology) to/from 16 Mz/8Mz operation. I found a
>couple of programs on Compuserve but they only work to change the
>speed at boot time and only for a single program (game) booted.
>There was supposed to be an accessory for this but I can't find it.
>Any help out there?

As far as I know, the T16 doesn't have a true 8 MHz mode. The cache can be
toggled on and off, but the speed remains at 16MHz.

The AdSpeed ST board from ICD (same price, just faster) has a true 8MHz
mode that is compatible with programs like Spectrum 512, etc.

- Darek

3083. screen savers

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 23:44:07 UTC
From: depeche@QUICHE.CS.MCGILL.CA
Message-ID: <9011072344.AA03740@quiche.cs.mcgill.ca>
Source record: 237403

Newsgroups: comp.sys.atari.st
Subject: Re: Screen Blankers
References: <3732@mindlink.UUCP>
Organization: Save the Missippi Riverboat Paddlewheel Fund

In article <3732@mindlink.UUCP> a1318@mindlink.UUCP (Kent Cavaghan) writes:
>
>Hi Chris,I was running into the same problem as far as the com port and ST
>Blank goes.I think,and I'm probably wrong about this,that any blanker that
>displays would interupt the com port.Least ways ,I haven't found one yet that
>works.

there is a newer version of stblank - 1.3.1 which does detect com port
output (not input, mind you, but fortunately all protocol transfers send
out something from time to time even if they are receiving.)
It works great - I'm using it now.

>What I do use is Maccel 3,this works nicely in colour(don't know about
>mono),and the blanker that comes with Ramplus ver.122. Ramplus's blanker is
>just a colour alternator but it works well and I've had no problems with it
>blanking for extended periods of time(up to 24 hrs,others I've had lock up on
>me).

where can I get maccel 3?

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
All typos (C) 1990 by SAE - All rights reserved

3084. Mail-order software.

Newsgroup: comp.sys.atari.st
Date: 1990-11-07 23:50:14 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <411@ub.d.umn.edu>
Source record: 237404

Does anybody have some addresses of a few really reputable atari software mail-order companies? I'm living in an ST illiterate town in the middle of nowhere and it's hard for me to get any software.

Please e-mail to bgrave@ub.d.umn.edu

Thanks in advance

Brian Grave

3085. HP 48SX

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 01:03:52 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov8.010352.6257@rodan.acs.syr.edu>
Source record: 237405

Does anyone have/or know of software that will let you link to the
HP 48SX and the ST? Or will I have to go to SuperCharger to talk to it?
Anyone know a ftp site for text programs for the 48?

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

3086. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 01:16:26 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <90311.201626MBERNAR@ERENJ.BITNET>
Source record: 237406

To those people complaining about taking 20-45 seconds to book a hard disk based system:

HOW MANY TIMES DO YOU NEED TO TURN YOUR COMPUTER ON EACH DAY? I usually turn mine on in the morning and off at the end of the WORK day. I think it's well worth waiting the extra seconds to boot for the convenience and flexibility of switching operating systems. I don't need to bring my Mac IIci to the dealer just to upgrade to a new OS. And if there's a problem with the new OS, I can always just easily reload the old system back.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

3087. Re: Neodesk on Rom?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 02:05:06 UTC
From: rg@sisd.kodak.com
Message-ID: <1990Nov8.020506.26053@sisd.kodak.com>
Source record: 237407

In article <67981@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>Wouldn't it be nice to put neodesk on roms? Is it possible to burn
>compatible st roms with neodesk? That way, it wouldn't be taking up
>precious ram in a 1040st.
>-steve
>selick@bucsf.bu.edu

I fuddled with Neodesk at a local atari store and was thoroughly un-impressed.
The Mac is far far far nicer in this area, as is windows... I use both.
In fact, the lack of desktop alternatives that are decent are almost non-
existant... DC desktop... Nope. NeoDesk. Nope. Gemini... The best by a long
shot, and its shareware. It irked me so much I designed my own desktop
replacemnt (In deskcart ie: cartridge tradition) and decided that it would be
highly un-wise to waste my time on a complex product that would net me less
than a avg. janitor makes in like time. You may think thats BS. But it's not.
Trust me here... I've tried on SEVERAL occasions to make a decent living
on codin' ST software.... It just doesnt work. I've been contacted by a few
software development houses to code on the Amiga... I havent decided yet.
MacShareware pay's better than ST commercialware... Why?... We've discussed
it many time and I wont waste bandwidth/breath on it again. Anyway... Look
into Gemini desktop, you'll be pleastly surprised.

--
Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a
simple and complete disclaimer?

3088. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 04:45:01 UTC
From: Seitz@cup.portal.com
Message-ID: <35717@cup.portal.com>
Source record: 237408

On Atari's TT desktop competing with 3rd party developers:

The best results seem to occur when the computer manufacturer develops a reasonably priced basic item (such as a peripheral or program). The existance of an item supported by the manufacturer builds consumer confidence by making the item widely available. Making the unit a basic model leaves room for other developers to enhance the product.

Take hard drives for the Atari ST. When Atari produced a hard disk for the ST, that gave a baseline expectation for the capabilities of the machine. Consumer confidence is bolstered by knowing there is an easily available, manufacturer supported hard disk. On the other hand, by not underpricing the unit, Atari allows 3rd party developers to thrive by providing less expensive, improved version.

Desktops work the same way. Atari's desktop will be viewed as the "regular" or "average" configuration. When people compare Ataris to Macs, Windows, or Amigas, they will compare them to Atari's desktop. It is therefore important that Atari's desktop compare favorably with these competing interfaces.

However, Atari should only do the minimum necessary to provide a favorable comparison. It should not attempt to co-opt the 3rd party developers by implementing all of their improvements. If Atari simply undercuts 3rd party developers, they'll leave the market, and creativity is stifled. I'd rather see Atari bundle NeoDesk than simply copy all their features and leave Gribnif high and dry.

3089. Comparing desktops (WAS Re: Neodesk in ROM)

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 05:21:23 UTC
From: Seitz@cup.portal.com
Message-ID: <35718@cup.portal.com>
Source record: 237409

My feelings were exactly opposite. My desktop preferences:

1. NEODESK
2. DC DESKTOP
3. GEM DESKTOP (Atari)
4. WORKBENCH (Amiga)
5. FINDER (MacIntosh)
6. Windows (IBM)
7. GEM (IBM)

I'll post why in a later article.

Matt Seitz
seitz@cup.portal.com

3090. Re: TT graphics modes

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 05:28:24 UTC
From: cbdougla@uokmax.ecn.uoknor.edu
Message-ID: <1990Nov8.052824.16553@uokmax.ecn.uoknor.edu>
Source record: 237410

In article <2735@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>micro@imada.dk (Klaus Pedersen) writes:
>>Shifter mode called "Sample&Hold".
>>(the article said something about HAM and lotsa colors!).
>
>SAH mode has nothing to do with lots of colors. What it lets you
>do is draw filled polygons really fast. You can draw two dots
>on the screen and get a solid line between them, without having
>to write the color value to all the pixels in between in memory.
>Example below.
>
>EXAMPLE OF SAH MODE:
>
>In SAH mode, nonzero pixel values in memory appear as that color, and
>zero pixel values in memory mean "continue with previous color." That's
>why it's also called "smear" mode: a colored dot will "smear" to the
>right until it reaches another nonzero pixel value.
>
>[munch munch]

>..****..
>...**...
>..****..
>........
>
>You can get it by drawing this:
>
>........
>..*...0.
>...*.0..
>..*...0.
>........
>
>This means you only had to write six pixels, not thirteen. Of course,
>this is just a sample: the savings is much more dramatic for bigger pictures.
>
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

You all will like this new feature. We have in on the Apple IIGS (but we
call it fill mode). It's really fun to have. I believe the GS version of
Tunnels of Armagedon uses this mode. I've also got a couple of animation
demos that use it. I just with Rainbird would do ports of Carrier Command

and Mid Winter using fill mode :). then I'd be a happy camper!

Collin Douglas

cbdougla@uokmax.ecn.uoknor.edu

P.S. anyone know of a decent CAD for the Atari ST? My roomate has an ST and I'd like to get a CAD. The only PD CADs for the GS are old and bad (old meaning they don't even use GS graphics :(CAD Apple is a little out of my price range :(:( ).

Thanks for any help.

even use h

3091. Re: Which terminal-software ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 09:05:05 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Nov8100505@ironman.hut.fi>
Source record: 237411

In article <1990Nov7.192721.3123@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

>> - Key translation tables
> yep
>> - ZModem-support
> nope - call an external program. I have two function keys for
> calling rz and sz, with prompting in dialog boxes & such.
>> - VT100/220 emulation
> yep
>> - Chain dialing (as in Vanterm, Procomm, Telix)
> yep
>>I have yet to hear from such a program.
>Uniterm does all of that, and you've obviously heard of it since you mention
>it on the next line...

Here in Finland Uniterm is considered somewhat buggy program...for example,
we have problems with X/YModem-download...

>>Also, what is the current version on Uniterm?
>2.0e011.

The reason for our complaints may be that we have 2.0e002!!
Well, I have to check the newest from atari.archive. Thanks!

>--
> -- Howard Chu @ University of Michigan

>Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
> McThanks, McYou MacToo!
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

3092. GCC cross compiling on Sun-3

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 09:41:13 UTC
From: waal@cwi.nl
Message-ID: <2499@charon.cwi.nl>
Source record: 237412

Hi,

Can anybody tell me how to cross-compile gcc sources on a Sun-3?
I've tried to compile some sources with the gcc that is installed on a Sun-3
at our site, by:

- forcing it to use the gcc-include files for atari gcc.1.37.1
- undefining symbols like sun, unix, __sun__, __unix__ and __HAVE_68881__
- compiling with -m68000 -msoft-float, -mnobitfield

(all the options seem to be necessary to override the default options)

If I compile sources to assembler files and perform the rest of the
compilation on my ST, everything seems to work, although gcc-cc1 (on Sun-3)
complains about a parsing error at the last closing parenthesis in
<osbind.h>. It produces usable assembler code, though.

I can assemble to .o files , but then the atari linker complains about wrong
object file formats.

Is it possible to use a gcc compiler that is designed for a 68020
architecture with a floating point chip for my purposes, or do I have to
rebuild a gcc version from scratch?

==
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
==

3093. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 12:17:07 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3758@syma.sussex.ac.uk>
Source record: 237413

From article <1990Nov6.203608.28993@cs.ucla.edu>, by stephen@oahu.cs.ucla.edu (Steve Whitney):
> This isn't a flame. I can only speak for myself, of course, but the reason
> _I_ keep clamoring for the TT desktop on STs and STEs is to stimulate new
> sales. The new desktop just plain looks better than the old one. Unless you
> bundle DC Desktop or NeoDesk with new STs, the computer people see in the
> stores will have the nasty old desktop while other computers have nice slick
> looking desktops (e.g. Macintosh, new Amigas, Windows 3.0).

While I'm personally very happy to use NeoDesk, I have to agree with the above posting. Most dealers can't be bothered even to put a disk in the machine when they switch it on in their shop, so what potential buyers see is an ST, often with an inferior TV monitor, showing the plain old desktop, in the lowest resolution the machine's capable of, and with that sickly green background.

Atari don't (in the UK at least) supply any demonstration disks to dealers, while many PC/clone suppliers do - and for some reason Amigas are more likely to be shown up & running than STs. The result is a visual comparison of an Amiga running some game or other, a PC clone with an animated spreadsheet/graphics demo, and the sickly green low-res static ST desktop. Amstrad chairman Alan Sugar has been known to talk of the 'mug's eyeful' which helps to sell products in shops. While Atari might feel smug about not pandering to mugs, the firm sure doesn't do much to help sell the STs in dealers' shop windows.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

3094. Re: MTOOLS on Sparcs (Was Re: De-archiving)

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 14:06:34 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov8150634@orion.laas.fr>
Source record: 237414

The DUP_FAT #define is not the only patch necessary for MTOOLS to be compatible with an ST. By default MTOOLS writes out an ALL-BLANKS volume id, which makes the Gulam shell not be able to read that floppy. I've already posted my simple patch to comp.sys.sun and maybe even this newsgroup. I am sure that other small bugs are lurking in MTOOLS. Ever try to abort in the middle of an MTOOLS operation?

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3095. HP Deskjet GDOS Driver

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 14:06:36 UTC
From: wkk@cbnewsl.att.com
Message-ID: <1990Nov8.140636.29843@cbnewsl.att.com>
Source record: 237415

I recently bought TurboJet from Neocept. I was planning on using the Deskjet GDOS driver and fonts. However, since I bought the product mail-order, it seems that I need WordUP to even unpack the files on the TurboJet distribution disk. I still need a Deskjet GDOS driver so that I can get output from LDW-Power. If any knows where I can get or purchase either a PostScript or Deskjet driver, please mail me a message.

Wesley Kaplow
AT&T Bell Labs.

att!wayback!wkk
wkk@wayback.att.com

3096. STe vs std ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 14:33:22 UTC
From: jlong@radc.af.mil
Message-ID: <1990Nov8.143322.5066@lonex.radc.af.mil>
Source record: 237416

I have the opportunity to swap my 1040ST with TOS1.4 chips in it
for a 1040STe. The only real advantage I can see to making the swap \
is that I was going to upgrade to 4 meg soon, and it should be easier
with the SIMMS in the STe over an expansion board for the ST.
What I really worry about, is that the ST is a 1986 vintage and
has given me good service and the new STe's are an unknown.

What incompatibility problems are going to bite me??

Are the new STe's shipping with the fixed TOS1.6 chips yet?? I would hate
to trash my Hard-drive with this thing!!

Any and all opinions (short ofshort of the "Buy an AMIGA!!" crap) are welcomed!!
--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

3097. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 14:36:25 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov8.143625.1457@cunixf.cc.columbia.edu>
Source record: 237417

In article <1990Nov07.185434.18457@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>- MS-DOS and Macs take a few seconds to boot, but I don't see people
>- complaining about that.
>
>From a cold boot, my BBS is up and in "waitring" mode in 20 seconds.
>It takes the Mac IIfx I use close to a minute, if not more just to
>get to the desktop. I'm complaining.

That is ridiculous. I have a MacIIcx in front of me with 7 INITS
that load up on bootup and it takes approximately 10-15 seconds to
get the desktop when I power up. I think you are exaggerating.
>
>- You just can't argue with the fact that the Mac and MS-DOS OS'
>- have been regularly updated and cleansed of bugs.
>
>And they're still slow and worthless. Now, I see why I think IIfx is
>so slow: it's highly dependent on the hard drive. When you select a
>drop down menu, for example, it reads the hard drive.

Hehe, I think what we have here is a case of sour grapes. I don't
know what programs you use,but I use MacIIcx's and fx's on a regular
basis, and I think you are mis-representing the facts.

>
>- >On the otherhand, if the new TOS had something that the others don't
>- >have, such as multitasking (e.g. MIDI-tasking), then I think there
>- >would be many people out there in line (or on the phone to their
>- >400-mile-away, local dealer) to get it.
>-
>- Or you could just call up David Beckemeyer and get a multitasking
>- shell for the ST now and thumb your nose at Atari.
>
>I knew there was going to be trouble with this. I should have added
>"easy-to-use." Sure, MT C-Shell with VSH is nice, but I don't like
>command lines; if I did, I would have bought an IBM. We have a
>graphics-based machine; why can't the multitasking interface be like
>Multifinder or the Amiga's?

Ah, now you tell us that you like Multifinder (I do too!) and the
Amiga OS. If you dislike the ST OS so much then why did you buy
one? You'll spend a long time waiting for a decent multi-tasking
OS from Atari. Hell, they are just starting to get the bugs out

of the single-tasking one! The TT doesn't even have a method
of multitasking. It is, for all intents and purposes, just a faster,
more expensive ST. None of the really innovative features of the
68030 are used (oops, they might use the burst fill mode...I'm not
sure). Their version of unix will be out RSN, etc...ad nauseum...

>As always.
>
>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Chris
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3098. Math symbols in gem

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 14:49:59 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Nov8.144959.19958@watdragon.waterloo.edu>
Source record: 237418

I need a package for creating mathematical models in GEM. That is,
I want to be able to draw mathematical formulae (with sums and
infinity and other such symbols) and then print them as a graphic.
Specifically, I need a graphic which can then be imported into
a desk top publisher, for inclusion with the written portion of
my article. (Hence printing the symbols as a GEM metafile is best,
but NEO and other formats are also acceptable.)

Does anyone know of such a package for the Atari?
Would anyone be interested if I wrote one? (please e-mail me
on that one)

--

Steven W. Klassen
University of Waterloo

3099. Extra serial line for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 15:29:17 UTC
From: nbb@cel.co.uk
Message-ID: <6967@sun103.cel.co.uk>
Source record: 237419

I need to add a second serial port to my 1040ST, has anyone out there done this before? I wish to be able to run a remote TCPIP/AX25 node and also a normal phone modem both of which need a serial line. One simple solution (but costly) is to buy an IBM compat but I'm trying to avoid this if possible. Any comments would be greatfully received.

Thanks in advance.

Nick Bristow, (G1LYX) - Crosfield Electronics Ltd -

Usenet: nbb@cel.co.uk AX25: G1LYX @ GB7BEN
Cix: nbristow @ Cix Telex: 827530 CROSEL G
FAX: 0442 - 232301 Voice: 0442 - 230000

The views expressed above are not those necessarily of my employer and should be disregarded as the ramblings of a insane mind.

3100. What speed EPROMs does the cartridge port want?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 16:58:29 UTC
From: dac@ukc.ac.uk
Message-ID: <6108@harrier.ukc.ac.uk>
Source record: 237420

The subject line says it all really. I'm looking to blow some software onto EPROM and I need to know what speed EPROMs to buy. I can't find it in any documentation.

Thanks for any help.
Dave.

3101. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 17:08:21 UTC
From: towns@atari.UUCP
Message-ID: <2736@atari.UUCP>
Source record: 237421

in article <1990Nov5.170229.24342@dg-rtp.dg.com>, brownp@dg-rtp.dg.com (Peter Brown) says:
> What is the latest/best TOS that we can get from Atari for a basic ST
> system? Can we ever expect to see the new desktop in any form
> ROM/HARDISK FILE?
> Is any work going on for TOS version enhancements for the basic ST?
>
> --- Peter

The latest version of TOS for the ST computers is TOS 1.4. As for the other
questions, I don't have the answers for those.

-- John Townsend ..ames!atari!towns
Atari Corp.

3102. Where to buy SPICE

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 17:12:58 UTC
From: stigvi@Siri.Unit.NO
Message-ID: <1990Nov8.171258.9781@ugle.unit.no>
Source record: 237422

You can buy SPICE with GEM interface for DM348,- at:
CAE SYSTEME RUFF Dipl.-Ing.
Tel.07307-24187
Fax.07307-23209
D-7910 Neu-Ulm Pf.1942
Germany

Stig Vidar Hovland - stigvi@lise.unit.no

3103. Re: Book on the Atari 1040 ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 17:20:46 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov8.172046.21380@daffy.cs.wisc.edu>
Source record: 237423

You MAY want to suggest BUYING a programming package for the ST, such as Mark Williams or Turbo C as in my experience, the examples in these packages go a far way in helping get the basics down. Especially Mark Williams C, the book they provide is excellent documentation to programming on the ST.

-Gregory

3104. VideoKey

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 17:35:59 UTC
From: selick@bucsf.bu.edu
Message-ID: <68179@bu.edu.bu.edu>
Source record: 237424

Does anybody know what the supplied power supply for a Practical Solutions' Video Key is? I lost my power supply, and it doesn't say it anywhere in the manual.

thanx,
steve
selick@bucsf.bu.edu

3105. Re: metafont and .tfm problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 18:07:06 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov8.180706.11854@doe.utoronto.ca>
Source record: 237425

In article <RIDDERBUSCH.PAD.90Nov6084503@ugus21.nixdorf.de> ridderbusch.pad@nixdorf.com (Frank Ridderbusch, STO XS 141) writes:

>Are you sure, that you mean 'initex'? 'initex' usually don't need any
>fonts, since it is only used to create a 'dumped' format from
>'plain.tex' or 'lplain.tex' for faster loading by 'virtex'. Only
>'virtex' should complain, if a .tfm is not available, when you are
>compiling a document.

Yes. I am trying to create a new plain.fmt, and plain.tex tries to preload the font information for its standard fonts. I am actually using iplain.tex, from the Icelandic font distribution at babel. I created all of the im (=cm) fonts on my ST, but initex rejects the .tfm files!!

>Inimf is not quite so important as is initex. Since my first metafont
>setup I've never run inimf again. But part of the package should then
>be a file like 'plain.base', which should be a 'dumped' version of the
>metafont basics and should contain setup parameters for various printers.

You are right, you need to run inimf only once. However, the standard pk fonts do not come out well on the SLM804 atari laser, and I want to darken them up a bit. I need to define a new mode, and it's a pain loading the file in by hand every time.

Thanks for the help. Does anyone else here know about an inimf for the ST? Or does anyone else have further information? Thanks.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3106. Jwahar Bammi

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 18:22:36 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov8182236@ghiggins.hpl.hp.com>
Source record: 237426

Thanks for all the responses folks. If anyone needs to know, he's at jbammi@cadence.com. Although he hasn't actually said as much, I suspect he's moved on from ST's to more hoopy kit (yes, more hoopy computers *do* exist :-)).

I also got a lot a help with my Gnu query. The stab stuff appears by courtesy of the -g (relocate for debugging) flag which *shouldn't* be set.

Now all I have to do is figure out on what days of the week gcc will cope with long command lines. It wouldn't last night, but it would the night before, but not the night before that. I just *love* sophisticated s/w.

See atari.archive for cosh and an ST-executable version of NASA'a CLIPS inference shell. It's not the current version for which they are charging 500 bux, but an '86 version. Nice thick manual though.

3107. Song Files

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 19:27:37 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1990Nov8.192737.21157@julius.cs.uiuc.edu>
Source record: 237427
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Hi. I just built and RS232 -> MIDI interface and have a synth connected to my Sparcstation. I want to get some music to play on this this (e.g. Christmas songs). On my ST at home I have a large number of Audio Light song files. I'd like to try to get the format of these files so I can get some songs. Anyone have any ideas? Are other types of song files available?

/ Brian Totty o o
/__ __ o 1304 W. Springfield Avenue o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

3108. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 20:32:38 UTC
From: iho@cac.washington.edu
Message-ID: <10825@milton.u.washington.edu>
Source record: 237428

In article <wbC2pHy00VIEM94FxJ@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>Stacy has been out for ages. Spectre GCR works fine with it, I think the
>only problem was getting the *HUGE* GCR cartridge into the Stacy
>cartridge slot... I'm sure this has been solved by now.

I was under the impression that STacy still only had a Class A cirtification from FCC, meaning you can't buy it for home use. I've been out of it for a while, so it could have been cirtified Class B. I don't know.
--
"Gosh! You've really got | Il Hwan Oh
some nice toys in here." | University of Washington, Tacoma
-- Roy Batty, Bladerunner | iho@cac.washington.edu
|

3109. Are there any original screen blankers out there?

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 22:34:53 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Nov8.223453.897@unicorn.wwu.edu>
Source record: 237429

While we're on the thread of screen blankers....

I have seen a screen saver for the IBM which places a image of
a computerized fish tank on the screen, and fish go back and forth on
it. When a big fish "hits" a smaller fish, it eats the smaller fish
and grows bigger. The whole effect is rather addictive- esp. at wee
hours in the morning when one's brain has turned to slush.

All of the screen savers I have seen simply turn the screen
off, with the exception of one I got out of STart (ST-log?) which
shoots off little "fireworks" on the screen. Slightly more
interesting, but still quite boring compared to some of the other
screen savers I've seen on other programs.

Has anyone seen any more imaginative screen savers out for the
Atari? I don't care if they are commercial, shareware, or PD.

An interesting screen saver would be an old, old program that
I believe was made by Activision called "The Little People" or
something similar to that. It basically created an electronic
dollhouse, where the user would interact with the programmed "dolls"
moving around the place. It was really an interesting program; does
anyone out there have it and be willing to part with it?

Thanx in advance,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-2536
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

3110. Re: uniterm and delete key

Newsgroup: comp.sys.atari.st
Date: 1990-11-08 23:35:46 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340024@hpfcso.HP.COM>
Source record: 237430

```
>> Uniterm 2.0e

> Okay, I'll asK: where can I get 2.0e?

Thanks to all who emailed me with pointers.

Regards
Ray
rrd@hpfitst1.hp.com
----------
```

3111. Re: HP 48SX

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 00:50:20 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340025@hpfcso.HP.COM>
Source record: 237431

> Does anyone have/or know of software that will let you link to the
> HP 48SX and the ST? Or will I have to go to SuperCharger to talk to it?
> Anyone know a ftp site for text programs for the 48?

I email Matt on this one, but if anybody wants "me too" info, send me your email address.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com
Disclaimer: Hey, I don't make 'em, I just use 'em and like 'em.

3112. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 00:58:43 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov9.005843.1962@daffy.cs.wisc.edu>
Source record: 237432

Well, if you really want to know....

If you want serious work, good god man, buy a Spectre GCR. You can run Wingz, Excel, and many other spreadsheets for the MAC. And take the work with you the next morning...(Gosh, am I the only that doesn't do real work on the GCR?).

I think most people will tell you on here, back me up people, the Spectre can do very serious work in spreadsheets, dtp, and even games.

--Gregory

NO fancy footer, just a PUNY undergrad, this account self destructs each semester!

3113. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:02:19 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <2868@naucse.cse.nau.edu>
Source record: 237433

In article <1990Nov7.145759.6425@uvm.edu>, pegram@kira.UUCP (Robert B. Pegram) writes:

> I'm the only guy stupid enough to have all desktops known to man 8-).

You're not the only one. I have Neodesk 2.05 (waiting for my upgrade),
DC-Desktop 1.2a, and Gemini UK 1.1 all sitting on my hard drive right
now. I tend to alternate between NeoDesk and DC-Desktop...the Gemini
package is there mostly because I haven't deleted it yet.

Regards,
--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

3114. ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:22:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Nov9.022231.1959@terminator.cc.umich.edu>
Source record: 237434

Well everyone, atari.archive (terminator) crashed today with a fatal
disk error. Anything posted to the archive is GONE. Read my lips,
G O N E. Anyhow, if everyone who was so kind to post things to
the archive before could re-post them again, the thousands of
atari users all over the planet would be incredibly grateful.

Again, after you upload, kindly mail me with a brief description of
what you have uploaded (it's time for a damn index.....)

Thanks,
weiner

--
weiner@atari.archive.umich.edu
'Tis far better to have failed at Michigan,
than have graduated from Ohio-State.....

3115. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:23:45 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov09.022345.26143@ecst.csuchico.edu>
Source record: 237435

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)

- That is ridiculous. I have a MacIIcx in front of me with 7 INITS
- that load up on bootup and it takes approximately 10-15 seconds to
- get the desktop when I power up. I think you are exaggerating.

Next time you're in the area, bring your stopwatch and a magazine to
read. I'll show how long it takes to boot. And that's even when
by-passing SAM.

- Hehe, I think what we have here is a case of sour grapes. I don't
- know what programs you use,but I use MacIIcx's and fx's on a regular
- basis, and I think you are mis-representing the facts.

I use Persuasion 2.0. Pixel Paint Professional. Not to mention
Illustrator, Freehand, Zing!, MacDraw II, MicroSoft Word 4.0 and a
couple of others I use on occasion that I can't remember. Since I
use Persuasion a lot more than the others, I notice the drive reads
more on it.

- Ah, now you tell us that you like Multifinder (I do too!) and the
- Amiga OS. If you dislike the ST OS so much then why did you buy
- one? You'll spend a long time waiting for a decent multi-tasking OS
- from Atari.

I didn't say I disliked the ST OS. I said I wish it had multitasking
implemented. In fact, I prefer the ST OS to the Amiga's, Mac's,
MS-DOS, Unix. It's quick and painless.

And I don't necessarily want a multitasking OS from Atari. In fact,
I'd prefer one from a third party 'cause I know they'd update it more
frequently and give it better support than Atari could.

Enough of this bickering. Other people don't want to see it. If you
want to continue it, reply to it via e-mail.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3116. Re: STe vs std ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:38:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov09.023828.26229@ecst.csuchico.edu>
Source record: 237436

jlong@radc.af.mil (Jeff Long) writes:

- I have the opportunity to swap my 1040ST with TOS1.4 chips in it for
- a 1040STe. The only real advantage I can see to making the swap \
- is that I was going to upgrade to 4 meg soon, and it should be
- easier with the SIMMS in the STe over an expansion board for the ST.

I bought my STe for the TOS upgrade and easy memory expansion. I wanted Rainbow TOS and I was going to get a RAM upgrade sooner or later. TOS 1.4 costs over $100 locally. A RAM upgrade, who knows? It would cost more than I want to think about. I sold my unexpanded, 1988 1040ST for $450 at the end of July 1990 and bought an STe for $600. So, that's a $150 TOS upgrade. Plus I got all the other features of the STe, like stereo sound, blitter (no biggie), 4096-colors(no biggie yet), plus a brand new computer. When I want to upgrade to 2megs, it'll cost me less than $90.

- What I really worry about, is that the ST is a 1986 vintage
- and has given me good service and the new STe's are an unknown.

They aren't an unknown. (Maybe to you perhaps.) I really like my STe. Wouldn't exchange it for anything but a TT. And that includes a Mac; I'd sell the Mac and use the money for my STe.

- What incompatibility problems are going to bite me??

If you play games, there are a few that don't work. I haven't had any compatibility problems with the utilities I use. On the whole, the incompatibility problems are non-existant.

- Are the new STe's shipping with the fixed TOS1.6 chips yet?? I
- would hate to trash my Hard-drive with this thing!!

The problems with the hard drives has been fixed for some time, and they weren't even due to TOS. I'm happily running a 50meg (ST-157N-1) ICD hard drive on my BBS with no problems.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3117. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:43:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov09.024308.26299@ecst.csuchico.edu>
Source record: 237437

iho@cac.washington.edu (Il Oh) writes:

- I was under the impression that STacy still only had a Class A
- cirtification from FCC, meaning you can't buy it for home use. I've
- been out of it for a while, so it could have been cirtified Class
- B. I don't know.

You're right. It's still certified Class A. You can buy it from any
dealer that sells them; just don't tell the FCC you're going to use
it at home. They probably still won't care.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3118. Falcon on a hard drive

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 02:56:18 UTC
From: pdc@lunch.wpd.sgi.com
Message-ID: <1990Nov9.025618.12645@relay.wpd.sgi.com>
Source record: 237438

I have an old copy of a program called HD_FALC5 that loads Falcon (or the first mission disk) from your hard drive. This is a neat program, but now there are two mission disks! Does anyone know if the author has updated the program? From the readme, the author is John Harris (Genie J.HARRIS32).
--
Paul Close pdc@sgi.com ...!{ames, decwrl, ucbvax}!sgi!pdc

You are in an open field west of a big white house with a boarded
front door. There is a small mailbox here.

3119. Re: Are there any original screen blankers out there?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 04:45:14 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov9.044514.22929@rodan.acs.syr.edu>
Source record: 237439

In article <1990Nov8.223453.897@unicorn.wwu.edu> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>
> While we're on the thread of screen blankers....
>
> All of the screen savers I have seen simply turn the screen
>off, with the exception of one I got out of STart (ST-log?) which
>shoots off little "fireworks" on the screen. Slightly more
>interesting, but still quite boring compared to some of the other
>screen savers I've seen on other programs.
>
> Has anyone seen any more imaginative screen savers out for the
>Atari? I don't care if they are commercial, shareware, or PD.
>
>
> ***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
I found a screen saver called IDLE that has a neat display:
blinking stars with a spinning, bouncing fuji symbol. It can
run as an .acc or a .prg... Unfortunately I don't use it
because although there is a way to set certain parameters, I
could never get the parameters set so that it wouldn't
interfer with the com port. Well, I think the screen looks
neat, so if anyone wants to tell how set IDLE up so that it
doesn't interfer with the com port, I'd be happy to hear it.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

3120. Lombard Rally

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 05:27:38 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov9.052738.12240@lsuc.on.ca>
Source record: 237440

First, I should again say thanks for all the help I received regarding the Line-A stuff. That work is going along smoothly for now.

Aside from that, today I bougth Lombard Rally from Mandarin Software and as a driving simulation it's about as good as late ST (pre-STE) software gets. I'm hoping we'll see some better stuff now that we have true proportional joystick capabilities on the STE. But the real question I have has to do with copy protection. I read through the manual and the box and there's no mention of either copy protection or lack thereof. So the first thing I tried was to back up the disks and run off backups. I found the following:

NOTE: I'm running a 1040ST with Rainbow TOS 1.4

1. I formatted a fresh double sided disk and copied all the files from Disk 1 onto it. Then I followed this with all the files from the Data Disk. It booted in part, but the openning music was mainly noise. It seems that the sound is being picked off from the wrong places. Essentially, it didn't seem to work.

2. I then reformatted the same disk as a single sided disk and copied the files from Disk 1 onto it. This worked a bit better. The sound was still messed up, but it seemed to run without problems, as long as I used the original data disk.

3. I tried to backup the Data disk onto the new single sided disk, but this didn't work. The backup routine would not finish reading the whole of the data disk. This is curious because there wasn't any problem reading the files the first time I did the file-by-file copy to the double sided disk.

My conclusions are as follows:

It does NOT seem that the game was meant to be generally copy protected. I expect that what they have done is to put the music on the "unused" side of a single sided formatted disk. This would explain why the game seems to play from my backup of the Start disk, but has messed up music (from the first time I formatted the disk and copied it onto the "working" copy disk).

Most likely, the final tracks of the "Data" disk aren't even formatted. This is a normal expedient used by game companies.

Does anybody know whether this is correct?

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3121. Re: New TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 05:38:44 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov9.053844.28098@menudo.uh.edu>
Source record: 237441

In article <1990Nov3.205822.4009@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>
>Folks, it looks like some of the upper management at Atari is reluctant
>to release the nice new TT Desktop to the public on a disk... Personally,
>I think it would sell a lot of STEs. Obviously, people aren't going to buy
>an STE instead of a TT because it has the new desktop...
>
>So, what's the best course of action?
>
>We can write to Mr. Sam Tramiel, president of Atari Corp. and tell him what we
>want. If you'd be willing to pay for the new desktop on your old machine, tell
>him that. If you might buy an STE which had the new desktop included on a
>disk, tell him that... Tell him it will sell more STEs and Megas because it
>looks so much nicer than the old one and everyone else's machine looks better
>at the moment.
> ....
>Here's the address:
>
> Atari Corp.
> 1196 Borregas Ave.
> Sunnyvale, CA 94086
>
>If enough of us write, it may happen.
>

I've included the entire previous message because it is worth repeating.

In fact, it is worth repeating everyday until the end of the year (but I won't do that to y'all :-).

The situation is seriously wrong at Atari and their thinking is all backwards, at least with middle to upper management.

As one of the 'alternate' desktop manufacturers, we have openly posted that we are completely in favor of Atari releasing the NewDesk to any machine it can possible work on. Why?

It will sell more machines, and the market for us poor starving developers may pick up as a result.

Please, PLEASE, break your inertia of rest and write a letter (even a postcard) to Sam Tramiel at Atari at the above address.

The United States market is shriveling up, and unfortunately, Atari is too caught up in personal problems to see anything but their own misgivings.

Optism we have. Power you have, please write Sam Tramiel.

- Mike Vederman / Double Click Software

BTW - thanks for the post Steve, it is well worth saying over and over again.

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3122. Re: Menus and ACC

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 05:44:07 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov9.054407.28657@menudo.uh.edu>
Source record: 237442

Unfotunately, DAs can not have menu bars. At least not without some serious trickery.

DAs are not in the message queue for receiving menu messages. GEM doesn't even give them a second thought for receiving messages from menus.

Best solutionis to install you own mouse handler and monitor x & y mouse coords and simulate a working menu bar. Of course, you must restore the old menubar after you are done.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3123. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 07:13:58 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Nov9081358@tukki.jyu.fi>
Source record: 237443

In article <7340022@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:

> and can you
> configure it so that it will have enough memory to run Multifinder, or
> Think C in debug mode. This is about 2.5 Meg of Macintosh main memory
> RAM.

I can't answer this one. Somebody else?

Yeah, you can buy the thing with 4 meg RAM, enough?? Well, at least here in
Finland you can get it... dunno 'bout US of A.

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3124. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 07:18:59 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov09.071859.27497@ecst.csuchico.edu>
Source record: 237444

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

- Well everyone, atari.archive (terminator) crashed today with a fatal
- disk error. Anything posted to the archive is GONE. Read my lips, G
- O N E.

AAARRRRGGGGGHHHHHH! Don't you guys do any sort of backup?! As they say here in California, "Major bummer, dude." Or as Bill and Ted would say in unison, "Bogus."

- Anyhow, if everyone who was so kind to post things to the archive
- before could re-post them again, the thousands of atari users all
- over the planet would be incredibly grateful.

If there's a list of the stuff I've sent, I can resend it. You do realize, this sucks, don't you? :^)

- (it's time for a damn index.....)

Tell me about it. :^)

I had a rough day, too. Alas, I am not upset. Too tired to be upset. Perhaps I won't have to post everything again, but others can help as well.

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3125. Re: Neodesk on Rom?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 10:06:35 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3762@syma.sussex.ac.uk>
Source record: 237445

From article <1990Nov8.020506.26053@sisd.kodak.com>, by rg@sisd.kodak.com (Rich Gortatowsky):

>
> I fuddled with Neodesk at a local atari store and was thoroughly un-impressed.
> The Mac is far far far nicer in this area, as is windows... I use both.
> In fact, the lack of desktop alternatives that are decent are almost non-
> existant... DC desktop... Nope. NeoDesk. Nope. Gemini... The best by a long
> shot, and its shareware. It irked me so much I designed my own desktop
> replacemnt (In deskcart ie: cartridge tradition) and decided that it would be
> highly un-wise to waste my time on a complex product that would net me less
> than a avg. janitor makes in like time. You may think thats BS. But it's not.
>
> --
> Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg

Well, Jeff's entitled to his opinion here, but the fact remains that NeoDesk's a pretty popular program. I don't know what the average janitor makes in Hadley, Mass., but judging from the time it's taking Gribnif to send me my NeoDesk upgrade, they're shipping a goodly number of copies and are probably making enough to get by.

If the ST had had as much time & money put into its desktop as the Mac, no doubt it would be faster, smoother, more fully-featured, etc. But it would all have to be paid for somehow.

(I agree that with better management Atari could have got a lot further, though.)

If NeoDesk were in ROM/EPROM/Cartridge format, wouldn't it have the same upgrade problems as the built-in desktop?

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

3126. BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 13:04:36 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <EbCeZYT0BwwuJF1FAS@transarc.com>
Source record: 237446

This is an enthusiastic recommendation for the new (freeware) backup program called BackupST and its front end Bfront. A notice about the availability of these programs was posted a few days ago by Edwin Kremer (edwin@praxis.cs.ruu.nl). The program's author is Fred Appelman (fred@cv.ruu.nl). I have nothing to do with the software, aside from being an ecstatic user.

As far as I`m concerned, these programs do all the right things - they're fast, easy to use, and have some really whizzy features that I've not found in commercial backup software (of which I own a few different packages). I find them much easier to use and more useful than other program such as "turtle" and "vault". (These are just my opinions, but I'm happy with them.) Anyone who finds the BSD UNIX "restore" program's interactive mode intuitive and useful will want this program.

I got the package from the site mentioned by Edwin (archive.cs.ruu.nl [131.211.80.5]), but I plan to forward a copy to atari.archive.umich.edu. Could someone please tell me how to do this. It's in your best interests!!!!

Here's an excerpt from Edwin's description of the program:

> BackupST treats a set of floppy's like a stream of data: no floppy disk
> space is wasted by creating subdirectories etc. Compare it to the UNIX
> "tar" utility if you wish. One of the best things of BackupST is its
> powerful restore mechanism (yes, you really might want to restore some
> files occasionally :-]). I like the interactive restore best: people
> familiar with the interactive-restore-mode of the UNIX "restore" command
> will encounter no problems at all using this facility.
>
> BackupST
> --------
> this is the low-level program that does all the dirty work; this
> is typically something that you use from within your favourite
> shell (command line interpreter). Yes, is has __many__ options ;-)
>
> Bfront
> ------
> this is the GEM frontend for BackupST: once you've seen it, you'll
> never find yourself going back to using the low-level program...

If someone will explain how to upoload to atari.archive, and where to put things, I will upload this today.

Once again, I have nothing to do with the program, other than being able to recognize (this time, at least) truly excellent software when I see it.

Bill
(wvh@transarc.com)

3127. Time Bandit...

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 13:14:12 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <9235@cg-atla.UUCP>
Source record: 237447

Sure this is an old game but I've been working at
it recently and was just wondering. Does anyone
know how many artifacts there are in the game ?
And does Sentinel have an Artifact ? Has anyone
completed the entire puzzle yet ? Just wondering.
--
AGFA Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!

3128. Re Sozobon C & Mupfel (Summary)

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 13:16:58 UTC
From: jvt@its.bt.co.uk
Message-ID: <{=%^*=$@uzi-9mm.fulcrum.bt.co.uk>
Source record: 237448
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

THE ORIGINAL QUESTION: How do you stop Sozobon C and programs compiled
by it crashing under Mupfel (Gemini's Shell).

Thanks to Ant <ant@mks.uucp> and Bob <balkwill@encs.dnd.ca>
for responding to my posting. Their advice was to fix the bit
manipulation code in the assembler and the memcpy()/memmove()/bzero()
fns in dlibs. Basically this worked, but not without problems.

The first thing I discovered was that I had 1.01 of Sozobon so I obtained
1.2 and remade *everything* = MAJOR MISTAKE. This caused every thing in
sight to behave strangely. My application, which runs under Unix, MS/DOS
and TOS1.6+Gulam fell apart at initialisation, Sz Make could not find
cc,jas etc when run under Mupfel (yes it did not bomb) but it was
OK with Gulam. After *much* tracing I found the problem in a fn call
where fn(&structure, int1, int2) produced *strange results*. It seemed
the params got scrambled with int2 taking int1's value, int1 became 0
and the pointer was left alone. Recoding as
fn((long)&structure, int1, int2) got it to behave but at this point I
decided things had become *extremely* *silly* and there must be some
other cause.

I decided the only way was a structured approach taking each change
at a time. The biggest problem was actually knowing which mods to
make. So many fingers being in the pie and an absence of any
controlled release of patches from the authors makes the whole thing
a nightmare. OK thats enough of the moans - here is what I did the
second time through, starting with the original 1.01 binaries & sources.
At each numbered stage the resulting code is installed.

ACTION EFFECT

1: Modified dlibs12 alloca.s bzero.s Application still bombs
memcpy.s as in Tohru Nishimura's
Mailing.

2: Corrected the hcc bug in fun.c from No Test
a reposting from Johann Ruegg (the
only note I have from an Author!!!)

3: Corrected jas opcodes.h - again No Test
Tohru's posting. Two worries here
a) I found another & completely
different version of opcodes.h
purporting to fix the same bug!!!!
Sorry I have no details, they're

on the m/c at home.
b) Tohru's explanation of the faulty
lines does not match his diff output.

4: recompiled dlibs functions of 1: plus Application now runs OK
lmemcpy.s which also had a bit instr.

5: Make *all* binaries including Application & Compiler runs OK
upgrades to hcc 1.2 and top 1.2
also mods to peep2.c peep3.c
reposted by Michal Jaegermann.

I have not installed the mods to initargs.c from lrh or top1.2x from Tohru.
This is because it now works and these unofficial patches, while maybe
being a good thing , will only stack up problems should 1.3 or
whatever be released.

OK thats it. I hope this tale will help others to avoid the pitfalls.

As a parting shot - A MESSAGE TO THE AUTHORS, how about releasing
patches on a regular basis through c.s.a. Then there would be no
confusion and an otherwise excellent package would not be spoilt
by poor followup.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

3129. Re: diff files

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 15:49:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov9164951@orion.laas.fr>
Source record: 237449
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Diff files which might look like .dif on an Atari ST (mine are usually
.pat or .pt2, etc.) are handled by PATCH.TTP. I have already
discussed its existence some time back in comp.sys.atari.st
<RALPH.90Jul24142739@cresus.laas.fr>:

| By the way, do you STers ever use `patch' on your ST to update
| sources from USENET? I recently used it to update Sozobon 1.2
| according to the patches posted in comp.sys.atari.st. It's great! It
| was ported by John R. Dunning. Maybe someone should post an updated
| version to the net.

May I remind you folks: IT'S GREAT!!!!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3130. Cross-Compiling on a SUN

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 16:24:56 UTC
From: jlong@radc.af.mil
Message-ID: <1990Nov9.162456.27441@lonex.radc.af.mil>
Source record: 237450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I find myself in the unique position of getting to play with my favorite toy at work!! We are using an Atari to drive a digital error injector unit that is able to inject random errors into any digital link up to T1 rates. We have been compiling using MWC, but to get really quick we would like to use GNU-C on either our SUN-3s or one of our SPARC-stations. I know the ports to cross-compile on a sun were maintained by Jwar Bammi (sp?) at dsrgsun.ces.cwru.edu, but that machine hasn't answered the internet in ages.

Does anyone know where else I can ftp the stuff I need to set up a complete cross-delevopment system on a SUN to compile some straight-forward TOS type programs for the ST (no GEM stuff). We hope to develop on the SUN, dump to

the atari using the RS-port and execute away. I would really appreciate it if someone could help me out on this, as I have long been the lone ATARI fanatic here at work and would like to capitalize on this golden opportunity to show the MS-DOS types here in the lab what our trusted machine can do!!

I would appreciate talking to someone who has done this type of cross-compiling ASAP!! Please leave me E_mail or post the replies if you can't get to me using either of these addresses:
jlong@hera.radc.af.mil
longj@lonex.radc.af.mil

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

3131. Mac ROMS ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 16:36:49 UTC
From: brunner@ltisun7.epfl.ch
Message-ID: <1151@disuns2.epfl.ch>
Source record: 237351

I am looking to buy official and legal copies of Mac 128k ROMS, or
even better, Mac SE 256k ROMS.

Does somebody have a good address for low prices ?
Also, what would be a good price for these ROMS ?

To avoid warnings, like, "Spectre GCR doesn't support 256k ROMS", or questions,
like "Is there a Mac SE emulator for the atari on the way ?", here is the
answer: no, this is not for the atari, but for experimental projects I have.

Please e-mail directly (I will summarize for the net), or post in this news-
group that I read daily.

Beat Brunner e-mail: brunner@lti.epfl.ch

P.S. standard disclaimer apply

3132. Where's ZX81 emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 16:53:24 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750094@hpsad.HP.COM>
Source record: 237352

Whatever happened with the ZX81 emulator. I'd love to get a copy.
Could someone in England (I suppose) send it to atari.archive?

Thanks,
Randy Hosler randyh@hpsadpk

3133. ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 17:26:14 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Nov9.172614.4330@terminator.cc.umich.edu>
Source record: 237353

Ok, perhaps I was a bit hasty when I said everything.... (Did I say everything?)
At any rate, only uploads made after SEPT. 19, 1990 are lost. This however
does include such gems of the atari community such as Mint (please Eric,
resend them), many of Ed Krimen's demo uploads, many of Todd Miller's
uploads, etc.

If you did upload something recently and still have it laying around,
please resend it.

And remember to let me know what it is, as stuff is already flooding in...

Thanks,
weiner
--
weiner@atari.archive.umich.edu
'Tis far better to have failed at Michigan,
than have graduated from Ohio-State.....

3134. Re: Gnu Blues

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 18:11:16 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov9191116@robin.cs.uni-sb.de>
Source record: 237370

In article <GJH.90Nov6211120@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
> gcc-as started to barf on a number of files, I got gcc to drop .s versions
> and looked carefully, only to find a number of statements of the form ...
> stab "e:\include\strings.h"
> which was parsed (correctly) by gcc-as escape-i and escape-s. What I can't
> figure out is why this particular include appears, as no other one does.

I don't know which version of gcc is on terminator, but the versions
derived from Jwahar Bammi's port should understand slashes (/) instead
of (\) as the directory delimiter.

> Anyway, I'm still getting "Bogon Alerts" from the compiler, even when I
> double-backslash the paths. What concerns me is that this is standard GNU
> distribution fileutils, GNU C shouldn't have a problem compiling it. O.K.,
> whether it runs or not is another thing, but it should compile up OK.

These bogon-alerts come from a bug in the linker when you link with
symbol table included (they use a wrong comparision function that
cannot distinguish all three possible arrangements of the
input-params). If you link with -s (no symbols), these bogon alerts
should go away.
BTW. I have compiled the fileutils with almost no changes (except in
the Makefile).

> I started to consider whether the GNU C port had some problem (after
> playing around with GNUINC = this-n-that for a while. It made no
> positive difference.

You could of course put strings.h in the current directory, so it
would't need any directory delimiter in the above .stab entry.

> Any ideas anyone?
> Gray (ever puzzled)

You could try the gcc version and library at cs.uni-sb.de.

Hope this helps!

- Edgar

3135. Should I switch to Minix St?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 18:28:52 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov9.182852.14628@doe.utoronto.ca>
Source record: 237354

I have read the info sheet on Minix ST 1.5 from comp.os.minix, but
I still have a couple of reservations. People like David Beckemeyer and
Eric Smith have been working very hard to stretch TOS to its limits,
but TOS is not (and will never be) Unix. I'm wondering if, instead of
spending all my time getting everything to run under MiNT, I should
just take a couple of partitions (I have 115 MB of disk space now)
and install Minix ST.

How many of you are using Minix? I know that there have been many
improvements in the new version. Minix is supposed to be V7 compatible.
Does that mean that -DBsd in a cc command line is enough to compile
Unix code for Minix? Is job control possible? Is this a stupid idea?
I'd hate to have to shell out $200 (Canadian, approximately) for Minix,
but I guess it's really quite cheap.

Please post your comments if you think that they are of general interest
(anyone who doesn't like this thread doesn't have to read it), or
mail them to me if you think they are not. Thank you.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3136. Screen Res and MWC

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 19:20:02 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov9.192002.3248@rodan.acs.syr.edu>
Source record: 237355

I'm still teaching myself C and I use MWC. Can some one help me with
changing the Screen Res? I want to use hotkeys to change res, does anyone
have code in MWC that will do this, and that I can have?
Matthew

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

3137. Atari 520ST/ ham equipment for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 19:34:03 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Nov9.193403.20963@pmsmam.uucp>
Source record: 237356
Cross-posted to: misc.forsale.computers,rec.ham-radio.swap,comp.sys.atari.st

```
Atari 520 ST (512K) (Manuals INCLUDED!)
- Original TOS in ROM with external power supplies (Higher power capacity)
- SM124 (Monochrome) 600 x 400 display
- Built-in RF modulator for use with color TV (great for games)
- Atari SF354 360K (3.5-inch single-sided) floppy drive
- Future Systems GT100 720K 3.5-inch double-sided floppy drive
- MIDI port, RS232 port, Centronics Parallel printer port (all with
industry-standard connectors!)
- Mouse
- 2 joystick ports for standard Atari/Commodore joysticks
- DMA port for hard disk
Software (commercial titles include documentation - NO PIRACY!):
- Microsoft Write (with GDOS)
- Publishing Partner 1.03
- PageStream 1.51
- Magnetic Images Postscript Screen Fonts
- GFA BASIC 2.0
- ST BASIC
- Typing Tutor/Word Invaders
- The Black Cauldron
- Time Bandit
- Uniterm 2.0e
- KA9Q Amateur Packet Radio with SLFP mods
- PE1CHL Amateur Packet TCP/IP with conferencing and support for dual-port
KAM or KPC-4 TNCs
- Gulam, Gemini, Sozobon C, UnixTkit, tons of other utilities
- UUCP package
- etc, etc, etc. Over 100 disks worth of stuff!

$750 or best offer - you pay shipping outside of Metro Detroit
---------

Kantronics KAM TNC
- Full multi-mode TNC
- Supports simultaneous HF and VHF (or dual VHF) operation
- KISS mode
- Version 2.85 firmware
- 32K static ram with battery backup
- Smart Watch timekeeper
- Cables, manuals, original box!

$250 or best offer - you pay shipping outside of Metro Detroit
```

>>>>>>>>S P E C I A L<<<<<<< Buy both of the above together for a complete Packet Radio station for $900!

Heathkit HW-8 QRP CW
- Only modification is a BNC instead of an RCA antenna jack
- Original builder - original manual.

$65 or best offer - you pay shipping outside of Metro Detroit

----

Kenwood TR2200 portable 2-meter FM rig
- All 12 channels crystalled
- Manual
- Needs new NiCad packs

$45 or best offer - you pay shipping outside of Metro Detroit

----

Tandy CoCo 2 for parts - needs new 74LS783 Memory Controller
- 64K
- Extended BASIC

$25 or best offer - you pay shipping outside of Metro Detroit

All of the above in excellent condition except as noted.

Inquire by e-mail or call:

(313)484-9320 8:00AM to 4:00PM EST
(313)728-3930 6:00PM to 10:00PM EST weekdays, any time on weekends.

Help me clean out my stuff - make me an offer I can't refuse!
--
Bill Meahan WA8TZG | Watch
uunet!mailrus!umich!pmsmam!wwm | this
"I do NOT speak for anyone | space
but me, myself and I!" | !

3138. 16-bit (ST) meeting Wed Nov 14/90

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 19:47:14 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <1990Nov9.194714.9219@watmath.waterloo.edu>
Source record: 237357
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group
16-bit (ST) - Wednesday, Nov 14, 1990
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building, University of Waterloo
Room opens at 7:00 pm. Meeting starts at 7:30 pm.

The following is a list of new items that I personally will
be bringing to meeting. If they are not discussed in the formal
part of the meeting, they will be available for demonstration during
the casual segment.

* Megafile 44 removable hard drive

* NeoDesk 3
NeoDesk CLI (Command Line Interpreter)
NeoDesk Icon Disks

* Universal Item Selector III

* Mug Shot (police identification kit type program)

* Word Quest Powerpack (crossword and word search generators)

* Games Galore (4 STOS games)

* Telegram (Kid program)

These products and more will also be reviewed in this month's "The Hard Copy"
which should be our biggest issue ever.

Also in this month's issue:

* Report about Atari Canada at the last Brantford meeting.

* Report on the WAACE show in Washington (Hope to get video before meeting).

* Info on the Canadian Computer Show and Windsor/Detroit International
Atarifest

* Other news and reviews

Also, at this meeting members will receive a disk containing the catalog
of the newly re-organized library.

The ST meeting is also the deadline for article submissions in the Cordless
Mouse contest. The new item from Practical Solutions, the Video Key,
will also be at the meeting.

Dani Roloson
579-3695

3139. Lost files

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 19:58:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov9.195834.24206@math.lsa.umich.edu>
Source record: 237358

Sheesh. Kept a list of new files on PC7. Too bad we didn't keep all the new files themselves there as well. Here's a list of most of what's been lost. Things in the "new" directory as of last week or so probably aren't on this list. If you see something here that you uploaded, mebbe you could send it again?

From PC7:!CONF Printed on Nov09/90

New Stuff on atari.archive

```
Oct02/90 14:11
drwxrwxr-x jon 2560 Sep 19 09:39 ./games
drwxrwxr-x jon 5120 Sep 19 09:38 ./utilities
-rw-r--r-- weiner 6560 Sep 19 09:38 ./utilities/magic.lzh
-rw-rw-rw- ftp 8192 Sep 19 19:14 ./utilities/flxifast.lzh
-rw-rw-rw- ftp 8192 Sep 19 19:14 ./utilities/fuji.lzh
-rw-r--r-- weiner 210582 Sep 20 12:53 ./utilities/mint06b.zoo
-rw-r--r-- weiner 229427 Sep 20 12:53 ./utilities/mint06s.zoo
-rw-rw-rw- ftp 9984 Sep 19 19:14 ./utilities/pinhed17.lzh
drwxrwxr-x jon 1536 Sep 20 13:07 ./graphics
-rw-r--r-- weiner 206976 Sep 20 12:55 ./graphics/3d_512.lzh
-rw-r--r-- weiner 2176 Sep 20 12:56 ./graphics/anispec.lzh
-rw-r--r-- weiner 14976 Sep 20 12:57 ./graphics/avsplayr.lzh
-rw-rw-rw- ftp 395776 Sep 19 19:17 ./graphics/colawars.lzh
-rw-r--r-- weiner 135936 Sep 20 13:04 ./graphics/excite.lzh
-rw-r--r-- weiner 149504 Sep 20 12:57 ./graphics/walls.lzh
-rw-rw-r-- jon 187806 Sep 21 18:54 ./Index
-rw-rw-r-- news 5045 Sep 22 03:52 ./New0
drwxrwxr-x jon 2560 Sep 23 13:52 ./games
-rw-r--r-- weiner 69957 Sep 23 13:52 ./games/cooltetris.arc
-rw-r--r-- weiner 29888 Sep 25 09:19 ./games/fuzzball.lzh
-rw-r--r-- weiner 64879 Sep 25 09:19 ./games/gilgalad.lzh
-rw-r--r-- weiner 29888 Sep 25 09:19 ./games/fuzzball.lzh
-rw-r--r-- weiner 64879 Sep 25 09:19 ./games/gilgalad.lzh
drwxrwxr-x jon 1024 Sep 25 09:19 ./archivers
-rw-r--r-- weiner 24838 Sep 25 09:18 ./archivers/a2lswtc1.lzh
-rw-r--r-- weiner 12466 Sep 25 09:19 ./archivers/sfx_lzh.lzh
-rw-r--r-- weiner 24838 Sep 25 09:18 ./archivers/a2lswtc1.lzh
-rw-r--r-- weiner 12466 Sep 25 09:19 ./archivers/sfx_lzh.lzh
drwxrwxr-x jon 5120 Sep 25 09:16 ./utilities
-rw-r--r-- weiner 24832 Sep 25 09:16 ./utilities/cpanel.lzh
-rw-r--r-- weiner 24832 Sep 25 09:16 ./utilities/cpanel.lzh
drwxrwxr-x jon 1536 Sep 25 09:14 ./telecomm
-rw-r--r-- weiner 44766 Sep 25 09:14 ./telecomm/term4.lzh
drwxrwxr-x jon 2048 Sep 25 09:19 ./diskutils
```

```
-rw-r--r-- weiner 11194 Sep 25 09:19 ./diskutils/dmm.lzh
-rw-r--r-- weiner 2349 Sep 25 09:19 ./diskutils/driveoff.lzh
-rw-r--r-- weiner 59688 Sep 25 09:19 ./diskutils/hdx301.lzh
-rw-r--r-- weiner 7065 Sep 25 09:15 ./diskutils/parkhd.lzh
-rw-r--r-- weiner 7065 Sep 25 09:15 ./diskutils/parkhd.lzh
-rw-r--r-- weiner 11194 Sep 25 09:19 ./diskutils/dmm.lzh
-rw-r--r-- weiner 2349 Sep 25 09:19 ./diskutils/driveoff.lzh
-rw-r--r-- weiner 59688 Sep 25 09:19 ./diskutils/hdx301.lzh
drwxrwxr-x jrd 2560 Sep 25 09:10 ./8bit
-rw-rw-r-- jrd 3756 Sep 25 09:09 ./8bit/8-bit.cat
-rw-rw-r-- jrd 27128 Sep 25 09:09 ./8bit/8-bit.text
-rw-rw-rw- jrd 2374 Sep 25 09:10 ./8bit/sx212a.arc
drwxrwxr-x weiner 1536 Sep 26 09:08 ./sound
-rw-r--r-- weiner 14749 Sep 26 09:08 ./sound/convert.arc
drwxrwxr-x jon 1024 Sep 27 08:52 ./magazines/znet
-rw-r--r-- weiner 39915 Sep 27 08:51 ./magazines/znet/znet536.txt.Z
drwxrwxr-x jon 2560 Sep 28 20:36 ./games
-rw-r--r-- weiner 13431 Sep 28 20:36 ./games/monopool.lzh
drwxrwxr-x jon 1024 Sep 28 20:39 ./editors
-rw-r--r-- weiner 66769 Sep 28 20:39 ./editors/ke22.lzh
drwxrwxr-x jon 512 Sep 28 20:35 ./misc
-rw-r--r-- weiner 19760 Sep 28 20:35 ./misc/speak_ez.lzh
drwxrwxr-x jon 1536 Sep 28 20:38 ./telecomm
-rw-r--r-- weiner 7552 Sep 28 20:32 ./telecomm/ymg119.lzh
-rw-r--r-- weiner 25009 Sep 28 20:34 ./telecomm/xyz143.lzh
-rw-r--r-- weiner 44817 Sep 28 20:38 ./telecomm/grzsz14.lzh
drwxrwxr-x jon 5120 Sep 29 23:31 ./utilities
-rw-r--r-- weiner 149258 Sep 29 14:35 ./utilities/sysmon.lzh
-rw-r--r-- weiner 308752 Sep 29 23:31 ./utilities/mintlib.zoo
-rw-rw-r-- jrd 3756 Sep 30 12:35 ./8bit/8-bit.cat
-rw-rw-r-- jrd 27136 Sep 30 12:36 ./8bit/8-bit.text
-rw-rw-rw- jrd 27487 Sep 30 12:32 ./8bit/util.arc
drwxrwxr-x jon 5120 Oct 1 19:23 ./utilities
-rw-r--r-- weiner 430744 Oct 1 19:22 ./utilities/atarimgr.zoo
-rw-r--r-- weiner 621127 Oct 1 19:23 ./utilities/mgrdemos.zoo
-rw-r--r-- weiner 51730 Oct 1 19:16 ./utilities/gramslam.lzh
drwxrwxr-x jon 1536 Oct 2 09:27 ./graphics
-rw-r--r-- weiner 28742 Oct 2 09:26 ./graphics/picfmts.doc
drwxrwxr-x jon 1024 Oct 2 09:29 ./magazines/znet
-rw-r--r-- weiner 15363 Oct 2 09:12 ./magazines/znet/znet537.txt.Z
-rw-r--r-- weiner 27845 Oct 2 09:16 ./magazines/znet/znet539.txt.Z
- - - - -
Oct04/90 04:30
drwxrwxr-x jon 512 Oct 3 21:16 ./misc
-rw-r--r-- weiner 32640 Oct 3 21:16 ./misc/gimmicks.lzh
drwxrwxr-x jon 5120 Oct 3 21:14 ./utilities
-rw-r--r-- weiner 5120 Oct 3 21:14 ./utilities/machgun.lzh
drwxrwxr-x jon 1536 Oct 3 21:13 ./graphics
-rw-r--r-- weiner 23168 Oct 3 21:13 ./graphics/graphiti.lzh
- - - - -
```

```
Oct05/90 04:30
drwxrwxr-x jon 1024 Oct 4 13:09 ./archivers
-rw-r--r-- weiner 4237 Oct 4 13:09 ./archivers/packice.lzh
drwxrwxr-x jon 1536 Oct 4 09:26 ./telecomm
-rw-r--r-- weiner 16256 Oct 4 09:26 ./telecomm/xyz2_1b.lzh
drwxrwxr-x jon 2560 Oct 4 23:42 ./gnustuff/tos
-rw-r--r-- weiner 305825 Oct 4 23:42 ./gnustuff/tos/mntlib03.zoo
-rw-rw-r-- jon 191213 Oct 4 23:44 ./Index
- - - - -
Oct07/90 04:30
drwxrwxr-x jon 5120 Oct 6 14:20 ./utilities
-rw-r--r-- weiner 3394 Oct 6 14:20 ./utilities/24bit.arc
drwxrwxr-x jon 512 Oct 7 00:26 ./gnustuff
drwxrwxr-x jon 2560 Oct 7 00:22 ./gnustuff/tos
-rw-rw-rw- ftp 871987 Sep 5 17:19 ./gnustuff/tos/gccbin.zoo
-rw-r--r-- hyc 2528 Oct 7 00:06 ./gnustuff/tos/readme
- - - - -
Oct08/90 04:30
drwxrwxr-x jon 2560 Oct 7 16:22 ./games
-rw-r--r-- weiner 27396 Oct 7 16:22 ./games/pbmchess.arc
drwxrwxr-x jon 1024 Oct 7 16:00 ./tex
-rw-r--r-- weiner 143597 Oct 7 16:00 ./tex/dvidrvx.zoo
drwxrwxr-x jon 1556 Oct 7 16:00 ./graphics
-rw-r--r-- weiner 138798 Oct 7 16:00 ./graphics/gnupltx.zoo
drwxrwxr-x jon 2560 Oct 7 16:01 ./gnustuff/tos
lrwxrwxrwx weiner 26 Oct 7 16:01 ./gnustuff/tos/gnupltx.zoo ->
../../graphics/gnupltx.zoo
- - - - -
Oct10/90 04:33
drwxrwxr-x jon 512 Oct 9 22:31 ./music
-rw-r--r-- weiner 25983 Oct 9 22:30 ./music/midisq_u.lzh
- - - - -
Oct12/90 04:31
drwxrwxr-x weiner 3584 Oct 11 18:59 ./sound/sounds
- - - - -
Oct13/90 04:54
drwxrwxr-x jon 1024 Oct 13 02:30 ./magazines/znet
-rw-r--r-- weiner 14554 Oct 13 02:30 ./magazines/znet/znet540.txt.Z
- - - - -
Oct15/90 04:30
drwxrwxr-x jon 1024 Oct 14 12:15 ./magazines/znet
drwxrwxr-x jon 1024 Oct 14 12:32 ./programming
-rw-r--r-- weiner 20634 Oct 14 12:32 ./programming/pexec.arc
drwxrwxr-x jon 1024 Oct 14 12:30 ./printing
-rw-r--r-- weiner 720 Oct 14 12:30 ./printing/dskjethp.arc
-rw-rw-r-- jon 97549 Oct 14 12:29 ./Index
- - - - -
Oct17/90 04:30
drwxrwxr-x jon 2560 Oct 15 19:32 ./games
-rw-r--r-- weiner 11536 Oct 15 19:31 ./games/life.zoo
```

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-rw-r--r-- weiner 14198 Oct 15 19:31 ./games/lifeuniv.arc
drwxrwxr-x jon 1024 Oct 15 15:33 ./archivers
-rw-r--r-- weiner 6745 Oct 15 15:33 ./archivers/pfx.zoo
drwxrwxr-x jon 1536 Oct 15 19:59 ./magazines/zmag
drwxrwxr-x jon 2048 Oct 15 20:10 ./magazines/streport
drwxrwxr-x jon 5120 Oct 16 18:11 ./utilities
-rw-r--r-- hyc 141056 Oct 16 18:10 ./utilities/overscan.arc
drwxrwxr-x jon 2048 Oct 16 09:45 ./magazines/streport
- - - - -
Oct18/90 04:30
drwxrwxr-x jon 1536 Oct 17 18:02 ./telecomm
-rw-r--r-- hyc 9307 Oct 17 18:02 ./telecomm/tip.arc
- - - - -
Oct19/90 04:35
drwxrwxr-x jon 1024 Oct 18 20:19 ./archivers
-rw-r--r-- weiner 75534 Oct 18 20:18 ./archivers/arcgsh32.zoo
drwxrwxr-x jon 1536 Oct 18 20:17 ./applications
-rw-r--r-- weiner 21120 Oct 18 20:17 ./applications/firstbas.lzh
drwxrwxr-x jon 1024 Oct 18 20:18 ./printing
-rw-r--r-- weiner 9925 Oct 18 20:18 ./printing/djstuff.arc
-rw-rw-r-- weiner 9113 Oct 18 20:20 ./sound/sounds/Index
- - - - -
Oct22/90 04:30
drwxrwxr-x jrd 2560 Oct 21 13:01 ./8bit
-rw-rw-r-- jrd 3813 Oct 21 13:01 ./8bit/8-bit.cat
-rw-rw-r-- jrd 27309 Oct 21 13:01 ./8bit/8-bit.text
-rw-r--r-- jrd 8164 Oct 21 13:01 ./8bit/tvi925.arc
- - - - -
Oct23/90 04:30
drwxrwxr-x jon 1048 Oct 22 18:23 ./magazines/znet
-rw-r--r-- weiner 23292 Oct 22 09:32 ./magazines/znet/znet541.txt.Z
-rw-r--r-- weiner 21477 Oct 22 09:31 ./magazines/znet/znet542.txt.Z
- - - - -
Oct26/90 04:30
drwxrwxr-x jon 1024 Oct 25 20:09 ./demos
-rw-r--r-- weiner 58624 Oct 25 20:06 ./demos/dcudemo.arc
-rw-r--r-- weiner 211974 Oct 25 20:09 ./demos/neworder.lzh
- - - - -
Oct27/90 05:00
drwxrwxr-x jon 3072 Oct 26 09:17 ./games
-rw-r--r-- weiner 41096 Oct 26 09:13 ./games/ballzone.lzh
lrwxrwxrwx weiner 20 Oct 26 09:14 ./games/conquer.lzh ->
../demos/conquer.lzh
lrwxrwxrwx weiner 21 Oct 26 09:12 ./games/daythund.lzh ->
../demos/daythund.lzh
lrwxrwxrwx weiner 21 Oct 26 09:17 ./games/flyshark.lzh ->
../demos/flyshark.lzh
lrwxrwxrwx weiner 18 Oct 26 09:17 ./games/manix.lzh ->
../demos/manix.lzh
drwxrwxr-x jon 1536 Oct 26 09:20 ./demos
```

```
-rw-r--r-- weiner 18304 Oct 26 09:20 ./demos/ck_demo2.lzh
-rw-r--r-- weiner 156032 Oct 26 09:08 ./demos/dlxpaint.lzh
-rw-r--r-- weiner 105991 Oct 26 09:09 ./demos/monarch.lzh
-rw-r--r-- weiner 96128 Oct 26 09:20 ./demos/pl_demo.lzh
-rw-r--r-- weiner 51840 Oct 26 09:15 ./demos/tcbsound.lzh
-rw-r--r-- weiner 156032 Oct 26 09:08 ./demos/dlxpaint.lzh
-rw-r--r-- weiner 105991 Oct 26 09:09 ./demos/monarch.lzh
-rw-r--r-- weiner 198110 Oct 26 09:12 ./demos/daythund.lzh
-rw-r--r-- weiner 48773 Oct 26 09:14 ./demos/conquer.lzh
-rw-r--r-- weiner 51840 Oct 26 09:15 ./demos/tcbsound.lzh
-rw-r--r-- weiner 111167 Oct 26 09:16 ./demos/manix.lzh
-rw-r--r-- weiner 130457 Oct 26 09:17 ./demos/flyshark.lzh
-rw-r--r-- weiner 18304 Oct 26 09:20 ./demos/ck_demo2.lzh
-rw-r--r-- weiner 96128 Oct 26 09:20 ./demos/pl_demo.lzh
drwxrwxr-x jon 5120 Oct 26 09:20 ./utilities
lrwxrwxrwx weiner 21 Oct 26 09:20 ./utilities/ck_demo2.lzh ->
../demos/ck_demo2.lzh
lrwxrwxrwx weiner 20 Oct 26 09:20 ./utilities/pl_demo.lzh ->
../demos/pl_demo.lzh
drwxrwxr-x jon 2048 Oct 26 09:09 ./graphics
lrwxrwxrwx weiner 21 Oct 26 09:09 ./graphics/dlxpaint.lzh ->
../demos/dlxpaint.lzh
drwxrwxr-x jon 2048 Oct 26 09:07 ./diskutils
-rw-r--r-- weiner 34048 Oct 26 09:07 ./diskutils/cheetah3.lzh
- - - - -
Oct29/90 04:30
drwxrwxr-x jon 3072 Oct 28 01:54 ./games
-rw-rw-r-- weiner 62464 Oct 28 01:51 ./games/keno.arc
-rw-rw-r-- weiner 48512 Oct 28 01:52 ./games/awari.arc
-rw-rw-r-- weiner 215741 Oct 28 01:52 ./games/wanderer.arc
-rw-rw-r-- weiner 87434 Oct 28 01:54 ./games/aks.arc
-rw-rw-r-- weiner 26624 Oct 28 01:54 ./games/andurlin.arc
-rw-rw-r-- weiner 50176 Oct 28 01:54 ./games/dreissig.arc
-rw-rw-r-- weiner 26706 Oct 28 01:54 ./games/sherlock.arc
-rw-rw-r-- weiner 18368 Oct 28 01:54 ./games/wallball.arc
drwxrwxr-x jon 1536 Oct 27 11:39 ./demos
-rw-r--r-- weiner 78390 Oct 27 11:39 ./demos/qst22dem.lzh
drwxrwxr-x jon 5120 Oct 27 20:55 ./utilities
lrwxrwxrwx weiner 21 Oct 27 11:39 ./utilities/qst22dem.lzh ->
../demos/qst22dem.lzh
-rw-r--r-- weiner 9830 Oct 27 11:41 ./utilities/time.arc
drwxrwxr-x jon 1536 Oct 27 22:15 ./telecomm
-rw-r--r-- hyc 116157 Oct 27 22:15 ./telecomm/over_uni.arc
drwxrwxr-x jon 3072 Oct 28 11:10 ./games
-rw-r--r-- weiner 100194 Oct 28 11:10 ./games/puzzler.arc
- - - - -
Oct31/90 04:30
drwxrwxr-x jon 1536 Oct 29 08:55 ./magazines/znet
drwxrwxr-x jon 5120 Oct 30 19:32 ./utilities
-rw-r--r-- weiner 55562 Oct 30 19:32 ./utilities/fly_ex.lzh
```

```
drwxrwxr-x jon 512 Oct 30 09:34 ./music
-rw-r--r-- weiner 90606 Oct 30 09:34 ./music/rush.zoo
drwxrwxr-x jon 2048 Oct 30 19:31 ./diskutils
-rw-r--r-- weiner 32687 Oct 30 19:31 ./diskutils/fcpy_iii.lzh
-rw-rw-r-- jon 3065 Oct 31 02:11 ./Help
- - - - -
Nov02/90 04:30
drwxrwxr-x jon 1536 Oct 31 18:13 ./telecomm
-rw-r--r-- weiner 11259 Oct 31 18:13 ./telecomm/unitmacs.lzh
drwxrwxr-x weiner 512 Oct 31 18:12 ./sound/players
-rw-r--r-- weiner 20724 Oct 31 18:12 ./sound/players/tlc_play.lzh
- - - - -
Nov03/90 05:11
drwxrwxr-x daemon 1024 Nov 1 09:43 .
drwxrwxr-x jon 5140 Nov 1 18:05 ./utilities
-rw-r--r-- weiner 9505 Nov 1 09:41 ./utilities/qmenu2.lzh
-rw-r--r-- weiner 13522 Nov 1 09:41 ./utilities/filstuf.lzh
-rw-r--r-- weiner 7362 Nov 1 18:03 ./utilities/time.lzh
-rw-r--r-- weiner 9505 Nov 1 09:41 ./utilities/qmenu2.lzh
drwxrwxr-x jon 1536 Nov 1 22:34 ./applications
-rw-r--r-- weiner 259712 Nov 1 22:34 ./applications/opus231.lzh
- - - - -
Nov04/90 04:30
drwxrwxr-x jon 1024 Nov 3 12:32 ./editors
-rw-r--r-- weiner 52352 Nov 3 12:32 ./editors/emacs39.lzh
- - - - -
Nov05/90 04:30
drwxrwxr-x jon 512 Nov 4 10:53 ./music
-rw-r--r-- weiner 500199 Nov 4 10:53 ./music/stmzax01.lzh
drwxrwxr-x jon 1536 Nov 4 10:52 ./telecomm
-rw-r--r-- weiner 36736 Nov 4 10:52 ./telecomm/dterm99f.lzh
- - - - -
Nov07/90 04:30
drwxrwxr-x jon 1024 Nov 6 10:55 ./archivers
-rw-r--r-- weiner 31234 Nov 6 10:55 ./archivers/uz281a.lzh
drwxrwxr-x jon 1536 Nov 6 10:57 ./magazines/znet
-rw-r--r-- weiner 24839 Nov 6 10:44 ./magazines/znet/znet544.txt.Z
- - - - -
Nov08/90 04:30
drwxrwxr-x jon 2048 Nov 7 14:27 ./diskutils
-rw-r--r-- weiner 71508 Nov 7 14:26 ./diskutils/backupst.zoo
```

New from comp.binaries.atari.st

```
Oct02/90 14:11
v12i025: mercury -- UUCP package w/ mail and news support part06/14
v12i026: mercury -- UUCP package w/ mail and news support part07/14
v12i027: mercury -- UUCP package w/ mail and news support part08/14
v12i028: mercury -- UUCP package w/ mail and news support part09/14
v12i029: mercury -- UUCP package w/ mail and news support part10/14
v12i033: mercury -- UUCP package w/ mail and news support part14/14
```

v12i030: mercury -- UUCP package w/ mail and news support part11/14
v12i034: hdwboot -- Wait for hard disk to come online
v12i031: mercury -- UUCP package w/ mail and news support part12/14
v12i032: mercury -- UUCP package w/ mail and news support part13/14
v12i037: mint06 -- UNIXlike multitasking system part03/10
v12i038: mint06 -- UNIXlike multitasking system part04/10
v12i039: mint06 -- UNIXlike multitasking system part05/10
v12i035: mint06 -- UNIXlike multitasking system part01/10
v12i036: mint06 -- UNIXlike multitasking system part02/10
v12i040: mint06 -- UNIXlike multitasking system part06/10
v12i041: mint06 -- UNIXlike multitasking system part07/10
v12i042: mint06 -- UNIXlike multitasking system part08/10
v12i043: mint06 -- UNIXlike multitasking system part09/10
v12i044: mint06 -- UNIXlike multitasking system part10/10
v12i045: elvis -- vi clone part01/04
v12i046: elvis -- vi clone part02/04
v12i047: elvis -- vi clone part03/04
v12i048: elvis -- vi clone part04/04
- - - - -
Oct09/90 04:30
v12i049: meep60 -- Enhanced menu system for BBS Express
v12i050: mapmem -- Show info about XBRA vector chains
v12i051: steplay -- Play SoundTracker modules in stereo on STE
v12i052: player -- Play SoundTracker modules on a regular ST
v12i053: packice -- Shrink executable programs
- - - - -
Oct12/90 04:31
v12i054: dirsort -- Change directory ordering
v12i055: rhoconte -- Enhanced control panel (in English)
- - - - -
Oct18/90 04:30
v12i056: sysmon -- System monitor program part01/04
v12i057: sysmon -- System monitor program part02/04
v12i059: sysmon -- System monitor program part04/04
v12i058: sysmon -- System monitor program part03/04
- - - - -
Oct21/90 04:30
v12i060: bgacc -- Desk acc. to run background jobs under MiNT
- - - - -
Oct23/90 04:30
v12i061: 32kcolor -- Instructions for modifying ST to show 32768 colors
v12i062: fcat -- Fast "cat" for Gulam
v12i063: arcgsh32 -- Graphical arc/zoo/lharc/etc. shell, 3.2 part01/04
v12i064: arcgsh32 -- Graphical arc/zoo/lharc/etc. shell, 3.2 part02/04
v12i065: arcgsh32 -- Graphical arc/zoo/lharc/etc. shell, 3.2 part03/04
v12i066: arcgsh32 -- Graphical arc/zoo/lharc/etc. shell, 3.2 part04/04
- - - - -
Oct25/90 04:30
v12i067: fcat11 -- Fast "cat" for Gulam
- - - - -

Oct29/90 04:30
v12i068: cdecl -- Generate C declarations part01/02
v12i069: cdecl -- Generate C declarations part02/02
- - - - -
Nov03/90 05:11
v12i070: djstuff -- DeskJet configuration utilities
v12i071: n_fat -- Cache FAT sectors in RAM
v12i072: eplay20 -- STe sound sample player
- - - - -
Nov04/90 04:30
v12i073: etext -- Filter ASCII files into PageStream format
v12i073: etext -- Filter ASCII files into PageStream format

New from comp.sources.atari.st

Oct02/90 14:11
v04INF1: Introduction to comp.sources.atari.st
v04INF2: Index of previously-published sources
v03i098: hdwboot -- Wait for hard disk to come online
v04i001: mint06s -- UNIXlike multitasking system part01/11
v04i002: mint06s -- UNIXlike multitasking system part02/11
v04i003: mint06s -- UNIXlike multitasking system part03/11
v04i005: mint06s -- UNIXlike multitasking system part05/11
v04i004: mint06s -- UNIXlike multitasking system part04/11
v04i006: mint06s -- UNIXlike multitasking system part06/11
v04i007: mint06s -- UNIXlike multitasking system part07/11
v04i008: mint06s -- UNIXlike multitasking system part08/11
v04i009: mint06s -- UNIXlike multitasking system part09/11
v04i010: mint06s -- UNIXlike multitasking system part10/11
v04i011: mint06s -- UNIXlike multitasking system part11/11
- - - - -
Oct09/90 04:30
v04i012: mgrdiffs -- Diffs to MGR window manager, to run under MiNT
- - - - -
Oct23/90 04:30
v04i013: bgacc -- Desk acc. to run background jobs under MiNT
v04i014: fcat -- Fast "cat" for Gulam
v04i015: cdecl -- Generate C declarations part01/02
v04i016: cdecl -- Generate C declarations part02/02
- - - - -
Oct27/90 05:00
v04i018: popen -- popen(3) call for plain TOS
v04i017: fcat11 -- Faster "cat" for Gulam, v 1.1
- - - - -
Nov03/90 05:11
v04i019: eplay20 -- STe sound sample player
- - - - -
Nov04/90 04:30
v04i020: etext -- Filter ASCII files into PageStream format
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3140. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:11:16 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340026@hpfcso.HP.COM>
Source record: 237359

> I think most people will tell you on here, back me up people, the Spectre can
> do very serious work in spreadsheets, dtp, and even games.

Yo. Like the man says.

Regards
Ray "ooh! tough guy!" Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com
"not hardly. you should see him in person."

3141. Re: Neodesk on Rom?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:20:25 UTC
From: bill@mwca.UUCP
Message-ID: <1738@mwca.UUCP>
Source record: 237360

In article <1990Nov8.020506.26053@sisd.kodak.com> rg@sisd.kodak.com (Rich Gortatowsky) writes:
>I fuddled with Neodesk at a local atari store and was thoroughly un-impressed.
>...
>In fact, the lack of desktop alternatives that are decent are almost non-
>existant... DC desktop... Nope. NeoDesk. Nope. Gemini... The best by a long
>shot, and its shareware...
>...
>Jeff Gortatowsky {seismo,allegra}!rochester!kodak!elmgate!jdg

Personally, I don't think 'fuddling with' will give you a proper feel for an alternative desktop's value - it's the sort of product that you make judgements on after weeks of using and finding what works well and what seems poorly implemented.

After a couple of months with Neodesk 3 (sorry to those of you still waiting on upgrades!) I feel that it is an excellent operating environment. I used Gemini predominately before Neodesk 3 and was impressed, but Neodesk has implemented most of Gemini's features (except built-in CLI and 'small' icons, but the CLI accessory makes up some of the difference, and the icons in Neodesk are more easily edited).

Gemini simply took up to much memory (I have 1 meg), and GDOS was incompatible with too many programs.

Do you have any specifics of the Windows or Mac desktops that you think Neodesk lacks?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3142. SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:22:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1925780841@thelake.mn.org>
Source record: 237361

I'm seeing vague references to yet another ST multitasker on the Citadel BBS network. The name is SliccTop, and it supposedly multitasks GEM and TOS programs. If anyone has further info, especially a press release, I'd appreciate receiving a copy.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

3143. Re: HP Deskjet GDOS Driver

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:22:26 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340027@hpfcso.HP.COM>
Source record: 237362

MORAL GOES AT THE FRONT OF THE STORY: Don't buy [insert product name here]
from Neocept!

> I recently bought TurboJet from Neocept.

Ooh, bad move. (I retract all nice things I ever said about Neocept.)

> I was planning on using the
> Deskjet GDOS driver and fonts. However, since I bought the product
> mail-order, it seems that I need WordUP to even unpack the files on the
> TurboJet distribution disk.

Hi Wesley,

Yeah, I got burned by Neocept too. Exactly the same scenario you described.
I wrote them a "dissatisfied customer" letter, asking for a fix or my money
back, but I haven't heard from them yet.

MiGraph, in Federal Way, Washington, makes a bee-yoo-tiful set of DeskJet
fonts & drivers. It only costs $5 ($10?) more than TurboJet. Sorry I don't
have address & phone, but you can get the phone # from Directory Assistance.

MiGraph are the people that make EasyDraw and some other cool GDOS stuff.
We used their fonts and drivers at HP in Corvallis, when "evaluating" the
DJ series with [non-HP] computers. I recommend them highly. And as soon as
I get my money back from Neocept, I'm going to order my own set!

--
Regards
Ray Depew
HP -- IC's by Bill & Dave
rrd@hpfitst1.hp.com
DISCLAIMER: HP doesn't know I'm writing this. Besides, I'm on break!

3144. Re: Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:47:48 UTC
From: mjv@brownvm.brown.edu
Message-ID: <55871@brunix.UUCP>
Source record: 237363

In article <7340021@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
> Ah! You'll like your Spectre a lot better than your pcdittoII. Go ask
a
> Mac dealer about MacPrint. I know it supports several laser printers; it
> might support the old Epson standard as well. $99 retail, and worth it.
> [whack,whack]
> Ray Depew
> IC's by Bill and Dave
> rrd@hpfitst1.hp.com

Hi Ray,
I've tried e-mailing you before with other replies but I keep getting
bounced mail. Not sure why. Anyway...
I have MacPrint, and yes it is a very good software package, but it
does not support Epson printers. It only handles HP-PCL printers.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

3145. cpm emulator...

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:49:28 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <29497@boulder.Colorado.EDU>
Source record: 237364

Has anyone gotten the cpm emulator on atari.archive to work? The emulator
itself seems ok, but make_cpm bombs when I try to create a cpm disk.
And, yes I used it on a single-sided desktop formatted disk. It even bombs
when I boot "clean" (ie no accs, only foldrxxx in auto folder)

Any help would be appreciated.
- Todd
+--+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--+

3146. Re: Stacy

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 20:58:40 UTC
From: mjv@brownvm.brown.edu
Message-ID: <55874@brunix.UUCP>
Source record: 237365

In article <SUHONEN.90Nov9081358@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
> In article <7340022@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
> > > and can you
> > configure it so that it will have enough memory to run Multifinder, or
> > Think C in debug mode. This is about 2.5 Meg of Macintosh main memory
> > RAM.
> > I can't answer this one. Somebody else?
> > Yeah, you can buy the thing with 4 meg RAM, enough?? Well, at least here in
> Finland you can get it... dunno 'bout US of A.
> > --
> Timo Suhonen I am logged in, therefore I am
suhonen@funic.funet.fi

Oops, a little late in the conversation but I think I have an answer.
On my Mega4 w/Spectre I get 3800K of available Mac memory. I have a few inits with the largest being Adobe Type Manager. After ATM and MultiFinder loads, I'm left with about 2800K of Finder memory. So if all you need is 2500k for Think C and debugger then it should work (whether the debugger works, I don't know but could find out)

And yes, 4meg STacy's are available in the US. Go to your local, *ehem* regional dealer.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of Agnes Nutter, Witch

3147. Re: Menus and ACC

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 21:00:55 UTC
From: rosenkra@convex.com
Message-ID: <108492@convex.convex.com>
Source record: 237366

i have done this sort of thing before, albeit with apps not DAs. however, i ran into a problem with detecting mouse clicks in the top 19 pixels of the screen (i.e. menubar area). it is not tricky at all, and should be 100% legal to thro up a narrow dialog box at the top and simulate the panes with another dialog. tim oren's tutorials will help here.

i have also tried to fool GEM into thinking that the menubar was actually not at the top, but in some arbitrary location on the screen with limited success. it would be nice if GEM would allow the location of the menubar and its shape to be user specified...

i have developed a menuing system for generating arbitrary "ladder" menus with overlapping sub menus, ala workstations (sun, X, etc). one of these days i will post it (or sell it :-)...

-bill
rosenkra%c1yankee@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

3148. cooltet.arc

Newsgroup: comp.sys.atari.st
Date: 1990-11-09 22:52:01 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <8@bart.cs.mcgill.ca>
Source record: 237367

About a month ago, I came across (from where, I can't remember - maybe it was binaries, maybe it was atari.archive) a file called cooltet.arc, which contained a very nice version of tetris. It was shareware.

Unfortunately, when I reformatted my hard drive, I thought I had made a backup of that directory but it turns out I didn't, so I said to myself "that's ok - it will still be on terminator", but alas, it's gone!!!

If any of you have it, could you please upload it to atari.archive?

and if you haven't tried it, try it!! it is excellent.. As soon as I get it again I will find out what the author's address is and send in my contribution!

--
|S. Alan Ezust | depeche@quiche.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
All typos (C) 1990 by SAE - All rights reserved

3149. Re: Time Bandit...

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 00:03:08 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Nov10.000308.27835@ux1.cso.uiuc.edu>
Source record: 237368

I have finished 3 of the Lands: Arena, Excalibur, and Greymoon.
Arena does not have an artifact, the other two do.

3150. Re: Time Bandit...

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 01:25:05 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Nov10.012505.12986@hayes.ims.alaska.edu>
Source record: 237369

```
In article <9235@cg-atla.UUCP>, tremblay@cg-atla.UUCP (Ken Tremblay) writes...
>
> Sure this is an old game but I've been working at
> it recently and was just wondering. Does anyone
> know how many artifacts there are in the game ?
> And does Sentinel have an Artifact ? Has anyone
> completed the entire puzzle yet ? Just wondering.
>--

I finished Greymoon a long time ago, and got a unicorn on the 15th level.
Pacman also gives you an artifact for merely completing all 16 levels.
I have tried for quite a while to finish a couple of the other levels but
I stopped trying a long time ago.

------------------------------------------------------------------------------
David M. Braun FSDMB3@ALASKA.BITNET
Samurai and Lizards, Reptiles and Samurai. fsdmb3@acad3.fai.alaska.edu
------------------------------------------------------------------------------
```

3151. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 08:17:04 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov10.081704.7494@ecst.csuchico.edu>
Source record: 237371

steve@thelake.mn.org (Steve Yelvington) writes:

- I'm seeing vague references to yet another ST multitasker on the
- Citadel BBS network. The name is SliccTop, and it supposedly
- multitasks GEM and TOS programs. If anyone has further info,
- especially a press release, I'd appreciate receiving a copy.

I saw it at San Jose WOA. It wasn't much at the time, but it seems like he's (forget his name) fixed it up since then, from what I've heard. It wasn't doing anything at the show, and I don't even think he had multitasking implemented then. It was one of things that "will have this and that." The desktop was pretty plain-looking, but I guess he had something special under the hood.

I just pulled out the flyers I got at the show, and he calls it "priority-tasking," not multitasking. If you want, Steve, send me a SASE and I'll make a copy of the two flyers for you to drool on. :^) Leave me e-mail for my address. And I'll be away Thanksgiving week.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3152. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 12:13:55 UTC
From: askrid@netmbx.UUCP
Message-ID: <1382@netmbx.UUCP>
Source record: 237372

In article <1990Nov09.071859.27497@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
[lots of (quoted) stuff deleted]
>AAARRRRGGGGGHHHHHH! Don't you guys do any sort of backup?! As they
[lots of (quoted) stuff deleted]

Just read the summarys! We have to blame him to have hidden the most important fact in a seldom read place. Quoted here:
Subject: ATARI ARCHIVE CRASH
Summary: Anything after Sept. 20 is gone.....
==========
So please don't overreact!

Gruss Dirk
--
Askrid netmbx, Jabba the Hutt.
askrid@netmbx.UUCP dirk@opal.cs.tu-berlin.de AHRENS@TUBVM.CS.TU-BERLIN.DE
Dirk Ahrens - Danckelmannstr 46 - 1000 Berlin 19 - Federal Republic of Germs

3153. My Line-A Support

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 14:13:48 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov10.141348.29870@lsuc.on.ca>
Source record: 237373

```
Thanks to all who helped me with the Line-A stuff. Since
I've finished all that I intend to do for now, I'm declaring it
Public Domain. Those of you who are more proficient than me,
please don't laugh too hard -- the hospitals don't need more
hernia patients. :-)

#!/bin/sh
# This is a shell archive (shar 3.11)
# made 11/10/1990 14:09 UTC by jimomura@lsuc.on.ca
# Source directory /scr/jimomura/tempdir
#
# existing files WILL be overwritten
#
# This shar contains:
# length mode name
# ------ ---------- ------------------------------------------
# 1126 -rw-r--r-- Readme
# 4895 -rw-r--r-- grtest.c
# 1256 -rw-r--r-- line_a.h
# 5113 -rw-r--r-- line_a.s
#
touch 2>&1 | fgrep '[-amc]' > /tmp/s3_touch$$
if [ -s /tmp/s3_touch$$ ]
then
TOUCH=can
else
TOUCH=cannot
fi
rm -f /tmp/s3_touch$$
# ============= Readme ==============
echo "x - extracting Readme (Text)"
sed 's/^X//' << 'SHAR_EOF' > Readme &&
X1990/11/10
X
X I have finished working up the Line_A support as far as I
Xneed it for the time being. As such, I have no intention to
Ximpliment any more. In saying this, I should note that I don't
Xreally have enough information onhand to finish all the possible
Xfunctions anyway, though I have enough to do a fair bit more than
XI have.
X
X This file set includes the following:
X
X1. 'line_a.h' is the header file I'm currently using. It is based
```

```
X on information from "Atari ST Internals" (Data Becker).
X
X2. 'line_a.s' is the actual assembly source code for Sozobon C
X version 1.2. NOTE that the individual functions can be separated.
XThe transition marker lines are in the following format:
X
X; *** End of functionname ***
X
XIf you search for the 3 asterisks you'll find the transition markers
Xand just have to "cut out" what you need.
X
X3. 'grtest.c' is a crude test program I used to test the functions.
X There is some imbedded documentation in the file.
X
X All the files in this set are PUBLIC DOMAIN.
X
XCheers! -- Jim O.
X
X'jimomura@lsuc'
XJim Omura, 2A King George's Drive, Toronto, Ontario, Can., M6M 2G8
SHAR_EOF
chmod 0644 Readme || echo "restore of Readme fails"
if [ $TOUCH = can ]
then
touch -am 1110090990 Readme
fi
set `wc -c Readme`;Wc_c=$1
if test "$Wc_c" != "1126"
then echo original size 1126, current size $Wc_c;fi
# ============= grtest.c ==============
echo "x - extracting grtest.c (Text)"
sed 's/^X//' << 'SHAR_EOF' > grtest.c &&
X/* GrTest.C */
X
X/* Test A-Line Graphics Routines */
X
X#include <stdio.h>
X#include "line_a.h"
X
Xshort vplanes;
Xshort vlinwr;
X
Xshort *cntrl;
Xshort *intin;
Xshort *ptsin;
Xshort *intout;
Xshort *ptsout;
X
X/* The following for 'foregrnd()' if used: */
Xshort plane1;
```

```
Xshort plane2;
Xshort plane3; /* My correction -- Jim O. */
Xshort plane4; /* My correction -- Jim O. */
X
X/* The following for 'fgrnd() if used: */
Xshort colour; /* This is NOT a true A Line var. -- Jim O. */
X
X/* short lstlin; Not Used */
X
Xshort lnmask;
Xshort wrtmod; /* My correction -- Jim O. */
Xshort x1;
Xshort y1;
Xshort x2;
Xshort y2;
Xshort *patptr; /* "long" Pointer to "short" array */
Xshort patmsk;
Xshort multifill;
Xshort clip;
Xshort xmnclip;
Xshort ymnclip;
Xshort xmxclip;
Xshort ymxclip;
Xshort xaccdda;
Xshort ddainc;
Xshort tsclsts;
Xshort monostatus;
Xshort sourcex;
Xshort sourcey;
Xshort destx;
Xshort desty;
Xshort delx;
Xshort dely;
Xlong fbase;
Xlong fwidth;
Xshort style;
Xshort litemask;
Xshort skewmask;
Xshort weight;
Xshort roff;
Xshort loff;
Xshort scale;
Xshort chup;
Xshort textfg;
Xlong scrtchp;
Xshort scrpt2;
Xshort textbg;
Xshort copytran;
X
Xshort fillpat[] = { 0xffff,0xffff };
```

```
X
Xmain()
X{
X extern LINE_A *algtbase();
X char buffer[10];
X short fast; /* Switch for MCShow() */
X LINE_A *stpntr;
X
X stpntr = algtbase(); /* Get A-Line Data Struct Base */
X
X#ifdef DOCUMENTATION
X#include "line_a.h"
XLINE_A *algtbase();
X
XReturns pointer to A-Line Structure
X#endif
X
X printf("A-Line Data at %1ld\n",stpntr);
X
X/* Line Function Test: */
X
X#ifdef DOCUMENTATION
Xinclude <line_a.h>
Xvoid fgrnd(stpntr,colour);
XLINE_A *stpntr;
Xint colour;
X
XSets the foreground colour to "colour".
X
XALTERNATIVE CALL:
Xvoid foregrnd(stpntr,plane1,plane2,plane3,plane4);
Xint plane1, plane2, plane3, plane4;
X/* The lowest bit in a colour register corresponds to plane1 */
X
X There might be some advantage for using this
Xlatter call where 1 plane is specifically being changed
Xoften. The call has been tested and works.
X
X#endif
X
X colour = 1;
X
X fgrnd(stpntr,colour); /* Set Foreground Colour */
X
X wrtmod = 0;
X lnmask = -1;
X
X setlmsk(stpntr,wrtmod,lnmask);
X
X x1 = 39;
```

```
X y1 = 39;
X x2 = 55;
X y2 = 55;
X
X line(stpntr,x1,y1,x2,y2);
X
X/* Get Pixel Function test: */
X
X colour = getpxl(stpntr,x1,y1);
X
X printf("Colour %1d\n",colour);
X
X/* Horizontal Line Function Test: */
X
X patptr = fillpat;
X patmsk = 1;
X
X setfmsk(stpntr,wrtmod,patptr,patmsk);
X
X#ifdef DOCUMENTATION
Xinclude <line_a.h>
Xvoid setfmsk(stpntr,wrtmod,patptr,patmsk);
XLINE_A *stpntr;
Xshort wrtmod;
Xshort *patptr; /* The pointer itself is 'long' */
Xshort patmsk; /* Number of mask words -1 */
X If a mask is needed, 'patmsk' is the number of bit pattern
Xwords less 1. Therefore "0" means 1 word, "1" means 2 words, etc.
X'Patptr' points to the array.
X#endif
X
X x1 = 60;
X y1 = 60;
X x2 = 72;
X
X hline(stpntr,x1,y1,x2);
X
X/* Filled Box Function Test: */
X
X clip = 0;
X xmnclip = 0; /* Dummy values, unused */
X ymnclip = 0;
X xmxclip = 0;
X ymxclip = 0;
X
X setclip(stpntr,clip,xmnclip,ymnclip,xmxclip,ymxclip);
X
X#ifdef DOCUMENTATION
Xinclude <line_a.h>
Xvoid setclip(stpntr,clip,xmnclip,ymnclip,xmxclip,ymxclip);
```

```
XLINE_A *stpntr;
Xshort clip; /* Clip mode flag */
Xshort xmnclip; /* Upper Left X */
Xshort ymnclip; /* Upper Left Y */
Xshort xmxclip; /* Lower Right X */
Xshort,ymxclip; /* Lower Right Y */
X
X#endif DOCUMENTATION
X
X x1 = 3;
X y1 = 27;
X x2 = 7;
X y2 = 31;
X
X fbox(stpntr,x1,y1,x2,y2);
X
X#ifdef DOCUMENTATION
Xinclude <line_a.h>
Xvoid fbox(stpntr,x1,y1,x2,y2);
XLINE_A *stpntr; /* Pointer to Line-A variable structure */
Xshort x1,y1; /* Coordinates of upper left corner */
Xshort x2,y2; /* Coordinates of lower right corner */
X
XShort Explanation:
X Makes a FILLED BOX.
X
XAffected by:
X foregrnd() /* sets new drawing color */
X setfmsk() /* sets Fill mask */
X setclip() /* sets clip */
X
X#endif DOCUMENTATION
X
X/* Test Mouse Cursor Show and Hide */
X
X#ifdef DOCUMENTATION
X
Xvoid mchide()
X
XHide Mouse Cursor
X
XCalls to MCHide() are counted by the OS for MCShow().
X
X#endif DOCUMENTATION
X
X#ifdef DOCUMENTATION
X
X#include "line_a.h"
X
Xvoid mcshow(spntr,fast)
```

```
XLINE_A *spntr;
Xshort fast;
X
XShow Mouse Cursor
X If 'fast' = 0 then the mchide() count is bypassed
X If 'fast' != 0 then mchide() count is active and
X mouse will not be shown until "show" calls > "hide"
X
X#endif DOCUMENTATION
X
X printf ("0 = Fast Show, 1 = Show, 2 = Hide, 3 = Quit\n");
X fast = 0;
X for(;;)
X {
X fgets(buffer,10,stdin);
X switch( atoi(buffer))
X {
X case 0:
X mcshow(stpntr,0);
X continue;
X case 1:
X mcshow(stpntr,1);
X continue;
X case 2:
X mchide();
X continue;
X default:
X break;
X } /* Endswitch */
X
X break; /* Exit Loop */
X
X } /* Endloop */
X
X} /* End of main() */
X
X/* End of grtest.c */
SHAR_EOF
chmod 0644 grtest.c || echo "restore of grtest.c fails"
if [ $TOUCH = can ]
then
touch -am 1110085790 grtest.c
fi
set `wc -c grtest.c`;Wc_c=$1
if test "$Wc_c" != "4895"
then echo original size 4895, current size $Wc_c;fi
# ============= line_a.h ==============
echo "x - extracting line_a.h (Text)"
sed 's/^X//' << 'SHAR_EOF' > line_a.h &&
X/* Line_A.h */
```

```
X
X/* By Jim Omura */
X
Xtypedef struct /* According to info in "Atari ST Internals" */
X{
X short v_planes,
X v_lin_wr;
X short *CNTRL, /* Note that Pointers to 'short' are 'long' */
X *INTIN,
X *PTSIN,
X *INTOUT,
X *PTSOUT;
X short _FG_BP_1,
X _FG_BP_2,
X _FG_BP_3, /* My correction -- Jim O. */
X _FG_BP_4,
X _LSTLIN,
X _LN_MASK,
X _WRT_MOD, /* My correction -- Jim O. */
X _X1,
X _Y1,
X _X2,
X _Y2;
X short *_patptr; /* "long" pointer to "short" array */
X short _patmsk,
X _multifill,
X _CLIP,
X _XMN_CLIP,
X _YMN_CLIP,
X _XMX_CLIP,
X _YMX_CLIP,
X _XACC_DDA,
X _DDA_INC,
X _T_SCLSTS,
X _MONO_STATUS,
X _SOURCEX,
X _SOURCEY,
X _DESTX,
X _DESTY,
X _DELX,
X _DELY;
X long _FBASE,
X _FWIDTH;
X short _STYLE,
X _LITEMASK,
X _SKEWMASK,
X _WEIGHT,
X _R_OFF,
X _L_OFF,
X _SCALE,
```

```
X _CHUP,
X _TEXT_FG;
X long _scrtchp;
X short _scrpt2,
X _TEXT_BG,
X _COPYTRAN;
X} LINE_A;
X
X/* End of Line_A.h */
SHAR_EOF
chmod 0644 line_a.h || echo "restore of line_a.h fails"
if [ $TOUCH = can ]
then
touch -am 1110085190 line_a.h
fi
set `wc -c line_a.h`;Wc_c=$1
if test "$Wc_c" != "1256"
then echo original size 1256, current size $Wc_c;fi
# ============= line_a.s ==============
echo "x - extracting line_a.s (Text)"
sed 's/^X//' << 'SHAR_EOF' > line_a.s &&
X .text
X .globl _algtbase
X_algtbase:
X; int algtbase()
X; Get Pointer to A-Line Data Structure
X; Sozobon C Line-A Support By Jim Omura
X link a6,#-0
X;
X .dc.w $a000 ; A-Line pseudo-instruction
X; Return value is already in D0
X unlk a6
X rts
X;
X .data
X; *** End of algtbase ***
X .text
X .globl _fbox
X_fbox:
X; void fbox(spntr,x1,y1,x2,y2)
X; LINE_A *spntr;
X; int x1,y1,x2,y2;
X; Filled Box
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _x1
X;var 2 14 _y1
X;var 2 16 _x2
X;var 2 18 _y2
```

```
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),38(a0)
X move.w 14(a6),40(a0)
X move.w 16(a6),42(a0)
X move.w 18(a6),44(a0)
X;
X .dc.w $a005 ; Pseudo Instruction
X;
X unlk a6
X rts
X;
X .data
X; *** End of fbox ***
X .text
X .globl _fgrnd
X_fgrnd:
X; void fgrnd(spntr,colour)
X; LINE_A spntr;
X; int colour;
X; Set Foreground Colour
X; Sozobon C Line-A Support Function by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _colour
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X lea 24(a0),a0 ; A0 points at Plane 1
X move.w 12(a6),d1 ; D1 = Colour Reg.
X moveq #3,d2 ; D2 = Loop Counter
X;
XDISTLP: ; Start Loop "Distribute Bits"
X; *** Hugh Redelmeier's version:
X clr.w (a0)
X lsr.w #1,d1
X; NOTE: Last Bit shifted out sets CCR Carry and eXtend Flags
X roxl.w (a0)+ ; Store remainder in Bit Plane & incr.
X;
XNEXT:
X dbra d2,DISTLP ; End of Loop
X;
X unlk a6
X rts
X .data
X; *** End of fgrnd ***
X .text
```

```
X .globl _getpxl
X_getpxl:
X; int getpxl(spntr,x,y);
X; LINE_A *spntr;
X; int x,y;
X;
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _x
X;var 2 14 _y
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X lea 12(a0),a0 ; A0 points at PTSIN
X movea.l (a0),a0 ; A0 = PTSIN
X;
X move.w 12(a6),(a0)+ ; Store X
X move.w 14(a6),(a0) ; Store Y
X .dc.w $a002 ; Pseudo Instruction returns colour in D0
X;
X unlk a6
X rts
X;
X .data
X; *** End of getpxl ***
X .text
X .globl _hline
X_hline:
X; void hline(spntr,x1,y1,x2)
X; LINE_A *spntr;
X; int x1, y1; /* Start Point */
X; int x2; /* End point */
X;
X; Horizontal Line
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _x1
X;var 2 14 _y1
X;var 2 16 _x2
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),38(a0)
X move.w 14(a6),40(a0)
X move.w 16(a6),42(a0)
X;
```

```
X .dc.w $a004 ; Pseudo Instruction
X;
X unlk a6
X rts
X;
X .data
X; *** End of hline ***
X .text
X .globl _line
X_line:
X; void line(spntr,x1,y1,x2,y2);
X; LINE_A *spntr;
X; int x1,y1; /* Start Point */
X; int x2,y2; /* End Point */
X;
X; General Line Draw
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _x1
X;var 2 14 _y1
X;var 2 16 _x2
X;var 2 18 _y2
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),38(a0)
X move.w 14(a6),40(a0)
X move.w 16(a6),42(a0)
X move.w 18(a6),44(a0)
X;
X .dc.w $a003 ; Pseudo Instruction
X;
X unlk a6
X rts
X;
X .data
X; *** End of line ***
X .text
X .globl _mchide
X_mchide:
X; void mchide()
X; NO Variables
X;
X; Mouse Cursor Hide
X; Sozobon C Line-A Support by Jim Omura
X;
X link a6,#-0
X;
```

```
X .dc.w $a00a ; Pseudo Instruction
X;
X unlk a6
X rts
X;
X .data
X; *** End of mchide ***
X .text
X .globl _mcshow
X_mcshow:
X; void mcshow(spntr,fast)
X; LINE_A *spntr;
X; short fast; /* 0 = Fast, 0 != count MCHides */
X;
X; Mouse Cursor Show
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _fast
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X lea.l 4(a0),a1 ; A1 points at CONTRL
X movea.l (a1),a1 ; A1 = CONTRL
X move.w #0,2(a1) ; word CONTRL(1) = 0
X move.w #1,6(a1) ; word CONTRL(3) = 1
X;
X lea 8(a0),a1 ; A1 points at INTIN
X movea.l (a1),a1 ; A1 = INTIN
X move.w 12(a6),(a1) ; INTIN(0) = fast
X;
X .dc.w $a009 ; Pseudo Instruction
X;
X unlk a6
X rts
X;
X .data
X; *** End of mcshow ***
X .text
X .globl _setclip
X_setclip:
X; void setclip(spntr,clip,xmnclip,ymnclip,xmxclip,ymxclip)
X; LINE_A *spntr;
X; int clip;
X; int xmnclip, ymnclip; Upper Left Corner
X; int xmxclip, ymxclip; Lower Right Corner
X;
X; Sozobon C Line-A Support by Jim Omura
X;
```

```
X;var 4 8 _spntr
X;var 2 12 _clip
X;var 2 14 _xmnclip
X;var 2 16 _ymnclip
X;var 2 18 _xmxclip
X;var 2 20 _ymxclip
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),54(a0)
X move.w 14(a6),56(a0)
X move.w 16(a6),58(a0)
X move.w 18(a6),60(a0)
X move.w 20(a6),62(a0)
X;
X unlk a6
X rts
X;
X .data
X; *** End of setclip ***
X .text
X .globl _setfmsk
X_setfmsk:
X; void setfmsk(spntr,wrtmod,patptr,patmsk)
X; LINE_A *spntr;
X; short wrtmod, *patptr, patmsk;
X;
X; Set Fill Mask
X; Line-A Support Module By Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _wrtmod
X;var 4 14 _patptr
X;var 2 18 _patmsk
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),36(a0)
X move.l 14(a6),46(a0)
X move.w 18(a6),50(a0)
X;
X; No Pseudo Instruction -- Just setting parameters.
X;
X unlk a6
X rts
X;
X .data
X; *** End of setfmsk ***
```

```
X .text
X .globl _setlmsk
X_setlmsk:
X; void setlmsk(spntr,wrtmod,lnmask);
X; LINE_A *spntr;
X; int wrtmod;
X; int lnmsk;
X;
X; Set Line Mask
X; Sozobon C Line-A Support by Jim Omura
X;
X;var 4 8 _spntr
X;var 2 12 _wrtmod
X;var 2 14 _lnmask
X;
X link a6,#-0
X;
X movea.l 8(a6),a0 ; A0 = spntr
X move.w 12(a6),36(a0)
X move.w #-1,32(a0) ; _LSTLIN is always -1
X move.w 14(a6),34(a0)
X;
X; No Pseudo-Op needed -- Just setting data.
X;
X unlk a6
X rts
X;
X .data
X; *** End of setlmsk ***
SHAR_EOF
chmod 0644 line_a.s || echo "restore of line_a.s fails"
if [ $TOUCH = can ]
then
touch -am 1110084790 line_a.s
fi
set `wc -c line_a.s`;Wc_c=$1
if test "$Wc_c" != "5113"
then echo original size 5113, current size $Wc_c;fi
exit 0
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura
```

3154. Re: diff files

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 15:18:55 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov10.151855.17690@lonex.radc.af.mil>
Source record: 237374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After 3 weeks sweating to get NetNews support in out lab, I finally get it working.....and 1 month later---our main mail-serving machine, the one I was getting my NNTP newsfeed from, goes public with NetNews for all its users to use!! Isn't that the way it always works with computers??

Anyway, the purpose of this posting is to see if anyone can steer me to an alternate source for the GNU-C ATARI<->Sun cross-compiler. As we all seem to have discovered, Jwahar Bammi seems to have been transported out of this galaxy by aliens looking to use his prolific programming skills for their own purposes (in other words, he hasn't been heard from on the net in a long time) and he maintained the complete set of programs I needed.

Could some kind soul please point me in another direction for this information?? FTP is the prefered means of getting the files!

Capt Jeff Long
longj@lonex.radc.af.mil or jlong@cassiopeia.radc.af.mil

PS: the purpose of this repost is to make sure the transition locally of the News program didn't keep my last plea for help from making it outside of our own local domain.

3155. Re: uniterm and delete key

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 15:22:19 UTC
From: rcdsdgx@dutrun.UUCP
Message-ID: <3639@dutrun.UUCP>
Source record: 237375

In article <7340024@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
>> Uniterm 2.0e
>
Can anybody tell me how to send a delete-character (ASCII hex 7F, octal 177)
to the serial port from the definition of a function-key ?
I am using V2.0e11. I tried using the delete-key, but it deletes the last
char from the definition. I tried send('\177') , which gives an error, since
the char foillowing the backslash is not zero. I tried send('\0177'), which
sends ctrl-N followed by the character 7, since \0 can only be followed by
2 more digits.

Thanks ahead for sharing your knowledge.

Dik Groot, Delft UofT, computer centre. rcdsdgx@dutrun.tudelft.nl
RCDSDGX AT HDETUD1

--
{ - disclaimer : I usually lie. }
Dik Groot, Delft University of Technology, Rekencentrum, DUneT.
Postbox 354, 2600 AJ Delft. ptt: (31)-15-781938 fax: (31)-15-786522
RCDSDGX@HDETUD1.BITNET rcdsdgx@dutrun.tudelft.nl

3156. Re: memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 15:45:37 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.90Nov10164537@fb14vax.sbsvax.uucp>
Source record: 237376

In article <67996@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:

> What have people found to be the best way to upgrade a 1040st to 4 meg?

I'm also very interested in a comparison of the various memory upgrades.
Is it better to look for DRAMs, SIPs or SIMMs or whatever? Which method
is more reliable (soldered, pluged-in, ...)?
The number of ads in some magazines I read is more and more increasing -
and prices are sinking, will they become even cheaper in the (near) future?

As there's a discussion about ROM-based vs. disk-based TOS upgrades:
I would rather spend, say $250, to upgrade to 2.5 or 3 MB and then will
be able to use all the free TOS enhancements (loaded from hard disk) and
still have enough memory for applications than get a new ROM TOS, which
costs >$100 and nethertheless requires some more patches to be loaded from
disk.

Back to the original question: anyone any opinion/experience/advice about
RAM upgrades that he/she will pass to those poor 1M ST owners? :-)

Thank you in advance

Wolfgang

Wolfgang Huwig FB14 Informatik IV Universitaet des Saarlandes
Internet address: wolf@cs.uni-sb.de

3157. Missing files in atari/Binaries/volume6/opus22

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 17:03:21 UTC
From: si0_tb90020@debet.nhh.no
Message-ID: <1990Nov10.180321.323@debet.nhh.no>
Source record: 237377

Could someone please add the missing files to OPUS 2.2 on the
atari.archive? There seems to be missing a few...

terjeb@eik.ii.uib.no - si0_tb90020@debet.nhh.no

3158. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 17:49:51 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7734.273bf76f@uwovax.uwo.ca>
Source record: 237378

> I'm seeing vague references to yet another ST multitasker on the
> Citadel BBS network. The name is SliccTop, and it supposedly
> multitasks GEM and TOS programs. If anyone has further info,
> especially a press release, I'd appreciate receiving a copy.
>

The last ST Report had a press release. The brief intro to the press release raved about how this went beyond RTX and MiNT by providing multitasking to GEM programs. Curiously, though, the press release itself says:

... "TOS" and "TTP" programs are a special case. Without SLICCDOS installed, queued processing is suspended while "TOS" and "TTP" programs are executing. With SLICCDOS installed, "TOS" and "TTP" programs run directly on the desktop in user sizable windows; and queued processing continues just as it would for any desktop application.

["Another product, SLICCDOS, which will be released in 4 to 5 months, will completely replace the file management system on the Atari." from earlier in the press release]

... Yes, now there is true multitasking on ATARI . . . and a system far superior to any other in the marketplace. But, that does not mean that your system is now capable of executing multiple Atari programs concurrently. Many of the developers who designed software for use on the Atari have designed it in such a way as to prevent efficient multitasking, and in some cases, even made their software totally incompatible with a multitasking system by use of what may be termed as system-hacking technology.
... To avoid the disasters of system crashes resulting from attempting to multitask conflicting hacker software, SLICCWARE has chosen to run the entire Atari operating system as though it were a single task. To further avoid problems, the major operating system functions such as disk access and window control are constantly monitored, even if the major portion of SLICCTOP has been swapped out at the user's request while an Atari program is executing. The result, the user may only run one Atari program at a time. He may, however, run that program while queued processing is taking place.

In other words, SLICCTOP doesn't multitask ANY Atari programs! What it does seem to provide are background file copies, disk formatting, and printing. Modules are promised to do other applications in the background; but the bottom line is that you have to buy these modules from SLICCWARE. You can't do a compile in the background and play a game in the foreground unless either the compiler or the game is written specifically for SLICCTOP.

This, of course, can be very useful; but it's hardly a new situation. RTX and MiNT both provide essentially the same facilities, with the added bonus of not requiring you to buy another product 4 or 5 months from now to multitask TOS and TTP programs.

--

Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3159. which is best desktop pub. soft?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 18:07:34 UTC
From: rosalia@max.physics.sunysb.edu
Message-ID: <1990Nov10.180734.21694@max.physics.sunysb.edu>
Source record: 237379

Someone asked me for advice on a good word processor and/or desktop
publishing system for an Atari. They have a mega-4.

Any suggestions? Please reply by mail, since I don't read this newsgroup.
Thank you very much,
--
{These opinions are mine, and should be everybody else's :-)}
Mark Galassi rosalia@dirac.physics.sunysb.edu
rosalia@mozart.UUCP rosalia@sunysbnp.BITNET

3160. Re: Falcon on a hard drive

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 19:06:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov10.190648.16290@math.lsa.umich.edu>
Source record: 237380

In article <1990Nov9.025618.12645@relay.wpd.sgi.com> pdc@sgi.com (Paul Close) writes:
>I have an old copy of a program called HD_FALC5 that loads Falcon (or the
>first mission disk) from your hard drive. This is a neat program, but now
>there are two mission disks! Does anyone know if the author has updated the
>program? From the readme, the author is John Harris (Genie J.HARRIS32).
>--
>Paul Close pdc@sgi.com ...!{ames, decwrl, ucbvax}!sgi!pdc
>
> You are in an open field west of a big white house with a boarded
> front door. There is a small mailbox here.

Just rename the program files from the second mission to the same name as the
old mission. It loads fine. Both games use the same sound files and such...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3161. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 19:11:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov10.191158.16422@math.lsa.umich.edu>
Source record: 237381

In article <118.272c101f@npe.isnet.inmos.co.uk> isodonovan@npe.isnet.inmos.co.uk writes:
>A friend of mine has recently bought the PC-Ditto software. He had some
>trouble obtaining it and has since been led to believe that the producers
>have gone bust.

>My questions are:

> (1) Is it true?

Last we heard, yep, Avant-Garde has gone away.

> (2) If so, what does this mean for anyone else wanting to buy PC-Ditto
> - if there is no one to buy it from does the software slide into
> the Public Domain? - or does it simply cease to be available? - or ??

Copyrights last something like 27 years. Of course, the cynics among you will
point out that since the company has vanished, there's no one around who will
prosecute you for violating their rights. I think in the case of PC-Dittio it
will simply cease to be available.

>And sort-of related:

> (3) Is there a PD PC emulator? (PD-Ditto???)

Probably not. I have written an 8086 simulator, but you need a lot more than
that to emulate a PC. (You also need a lot more speed to make it worthwhile...)
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3162. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 19:12:09 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov10.191209.28668@rodan.acs.syr.edu>
Source record: 237382

In article <1990Nov10.081704.7494@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>steve@thelake.mn.org (Steve Yelvington) writes:
>
>- I'm seeing vague references to yet another ST multitasker on the
>- Citadel BBS network. The name is SliccTop, and it supposedly
>- multitasks GEM and TOS programs. If anyone has further info,
>- especially a press release, I'd appreciate receiving a copy.
>I saw it at San Jose WOA. It wasn't much at the time, but it seems
>like he's (forget his name) fixed it up since then, from what I've
>heard. It wasn't doing anything at the show, and I don't even think
>he had multitasking implemented then. It was one of things that
>"will have this and that." The desktop was pretty plain-looking, but
>I guess he had something special under the hood.
>I just pulled out the flyers I got at the show, and he calls it
>"priority-tasking," not multitasking. If you want, Steve, send me a
>SASE and I'll make a copy of the two flyers for you to drool on. :^)
>Leave me e-mail for my address. And I'll be away Thanksgiving week.
> Ed Krimen .....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
Better yet, Ed, why not post the address of (forgot his name)
and that way everyone can get the info...that is, of course,
if there is some sort of contact address on the flyers.
--Gerry

3163. Re: Should I switch to Minix St?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 19:21:06 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov10.192106.16612@math.lsa.umich.edu>
Source record: 237383

In article <1990Nov9.182852.14628@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>I have read the info sheet on Minix ST 1.5 from comp.os.minix, but
>I still have a couple of reservations. People like David Beckemeyer and
>Eric Smith have been working very hard to stretch TOS to its limits,
>but TOS is not (and will never be) Unix. I'm wondering if, instead of
>spending all my time getting everything to run under MiNT, I should
>just take a couple of partitions (I have 115 MB of disk space now)
>and install Minix ST.

I set aside 50 meg of disk for Minix on my system, and I'm finding that it's at least 30 meg of wasted space. The applications I want to run have all been written for TOS, and it's a lot of effort to support both TOS and Minix simultaneously. I am probably going to trim the Minix stuff off sometime soon. (Maybe not entirely, but who knows. I haven't booted it up in months...)

>How many of you are using Minix? I know that there have been many
>improvements in the new version. Minix is supposed to be V7 compatible.
>Does that mean that -DBsd in a cc command line is enough to compile
>Unix code for Minix? Is job control possible? Is this a stupid idea?
>I'd hate to have to shell out $200 (Canadian, approximately) for Minix,
>but I guess it's really quite cheap.

BSD is several generations beyond plain 7th Edition Unix. ST Minix is a pretty good clone of V7, but not enough to make things that easy. Both BSD and SysV Unix are derived from V7, but generally it seems to be easier to port SysV flavor programs to Minix. It takes a fair bit of editing, regardless. There are a lot of good ideas in Minix, but performance-wise I think TOS is still faster. I'm kind of torn between working on MiNT and RTX and adding new features to Minix, but I think since MiNT and RTX allow me to continue using things like Uniterm, I'm eventually going to give up on Minix.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3164. Can I transfer data between my Mac II si and Mega4 over Serial? HOW?

Newsgroup: comp.sys.atari.st
Date: 1990-11-10 19:24:18 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Nov10.192418.7891@cunixf.cc.columbia.edu>
Source record: 237384

I have the IIsi and Mega 4 sitting next to each other. i would like to
be able to transfer data, esp. text files or MIDI data fromone to th other.
How to do that?

Imran

3165. Cartridge Port

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 01:24:59 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <26838.273c621c@kuhub.cc.ukans.edu>
Source record: 237385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know, well I know someone knows, but could someone tell me
how to toggle the ROM4 and ROM3 lines of the cart port?

I also will need to know how to put an address on the cart port lines,
and also read one.

Thanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

3166. Gnu emacs and multitasking on the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 01:37:53 UTC
From: jones@ils.nwu.edu
Message-ID: <2525@anaxagoras.ils.nwu.edu>
Source record: 237386

I would like to use an ST to run a more or less complete version of gnu emacs in a Unix-like environment with multi-tasking, (I hear that MiNT provides this kind of environment). However, I currently own only a basic 1040 ST and no hard disk, which is almost certainly insufficient to this task. Therefore, I'm considering replacing my ST with an STe with 2 or 4 megabytes of memory and a hard disk. However, I am not sure that all of my information is correct. Some questions:

** Is gnu emacs in fact available for the ST? The full distribution, or some restricted subset of it?
** Is any additional software needed to run it, e.g. Minix? To build it? Does gnu emacs run under MiNT?
** How much main memory is needed?
** How much disk space does the distribution take up?
** Does it run acceptably fast? (A related question: What are the CPU specs for the STe?)

On another front, I have some questions about price:
** What is fair market price for my old 1040 ST, (mono, 1 meg, single floppy drive)?
** What is a reasonable price for an STe, used, mono, with a hard disk and 2 or 4 meg of memory?

I would greatly appreciate answers to any of these questions. Please reply by email to jones@ils.nwu.edu .

Thanks,

Eric Jones.

3167. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 02:34:52 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov11.023452.10777@ecst.csuchico.edu>
Source record: 237387

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

- Better yet, Ed, why not post the address of (forgot his name) and
- that way everyone can get the info...that is, of course, if there is
- some sort of contact address on the flyers.

:^) Good idea. Unfortunately, there isn't any address or phone
number on either of the flyers I have.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3168. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 05:49:43 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov11.054943.7029@menudo.uh.edu>
Source record: 237388

Actually, the 'priority tasking' erally doesn't mean too much to the real world GEM/TOS user. It boils down to that you can do desktop functions enmasse and simultaneously, and even when you are in a program (supposedly), but you can only run one GEM app, and you can't even multitask TOS programs, because it isn't a TOS multitasker like MicroRTX or MiNT.

To get any special GEM multitasking, you'd have to right for his specific library calls.

Don't get me wrong, he has spent a _great_ deal of time working on it, but I fear it is too late to be accepted as the multitasking answer...

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3169. Re: Which terminal-software ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 14:52:44 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov11.145244.21153@daffy.cs.wisc.edu>
Source record: 237389

Is there a X TERM program for the ST? Or X Windows support?

---GC

3170. Smith Corona HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 17:46:32 UTC
From: bannermanb@merrimack.edu
Message-ID: <20511.273d8e78@merrimack.edu>
Source record: 237390

Does anyone use a Smith Corona printer with their ST? I have a D200 (I think...) and I am unable to use the NLQ... I have the manual and know the code to put it, but I can't find any software to implement it with... I have 1st Word, but I don't know how to edit to printer configuration file...

any help would be greatly appreciated!

Beau
bannermanb@merrimack.edu

3171. STart Magazine

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 19:45:10 UTC
From: tdrga@walt.cc.utexas.edu
Message-ID: <39525@ut-emx.uucp>
Source record: 237391

Is STart magazine still going strong? I haven't seen a new issue in quite
a bit more than a month and hope they haven't vanished (with my subscription
money :-))

The other explanation is that someone is stealing my mail :-{

Thanks

= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= ' You're still beautiful baby / Nobody can take that away... =
= You're still beautiful baby / Baby, don't believe what you see... ' =
= _You're Still Beautiful_, The Church =

3172. Astra's Rack Mounted (RM-120) HD case for sale!

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 20:47:02 UTC
From: stevela@beach.csulb.edu
Message-ID: <1990Nov11.204702.27946@beach.csulb.edu>
Source record: 237392

I have an Astra's hard disk case (no power supply, just the medal, heavy duty case) for sale. It's a very nice black medal case with 2 busy LEDs and 1 power LED in front. The ON/OFF power switch is also located in the front panel. It's also perfect for monitor stand HD style, had room for two hard disks, stil in the Astra orginal box. I was planned to put together a hard disk system for my MegaST, but never have time to do it. Make me an offer! If you are interested, please send email to SteveLa@csulb.edu.
Thanks
-Steve SteveLa@csulb.edu

3173. Keyboard Boxes

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 21:17:47 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <26849.273d79ab@kuhub.cc.ukans.edu>
Source record: 237393

Does anyone have the address of a U.S. company that is making housings for the 1040 so that we too can have detached keyboards and such? Or, has anyone done this themselves in a home-brew sort of way? What kind of results were you able to acheive?

Thanks for any info,
Chris

==========
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==========

3174. Atari ST, PC Emulators and the Portfolio

Newsgroup: comp.sys.atari.st
Date: 1990-11-11 21:17:47 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3804@vela.acs.oakland.edu>
Source record: 237394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.laptops,comp.sys.handhelds

I am interested to know if anyone has ever used the PC emulator equipment
for the Atari Portfolio on an Atari ST with a PC emulator?

I am getting the developers package from atari, and I will be trying
to use the machines at school. I just need to know if the PC emlators
will allow me to use my ST?

swood

By the way, anyone interested in getting in on the atari Portfolio mailing
list that I just started, let me know....

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3175. buy

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 00:26:24 UTC
From: jgm8260@ritvax.isc.rit.edu
Message-ID: <1990Nov12.003224.10137@isc.rit.edu>
Source record: 237395

Hey, just saw that Atari stock is down to 2 1/8! Maybe all Atari owners should pull together some cash, get a lot of stock and finally get the company to listen!

Even Nolan Bushnell's working for Commodore now.............:(

If you ever have nothing to do, try copying a DS disk with TOS 1.0.........

Someone above mentioned how nice the Mac desktop is. I'm not too familiar with them, but when I was using one it seemed impossible to name folders and you couldn't directly copy files or decide what you wanted a name of a backup to be or.............. maybe I was using an old Mac, but I'd probably still prefer the intuitive but annoying TOS 1.0...................

-Joe

Any bets as to when Atari will fold or merge or who might buy it?

3176. GEMINI & FONTS

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 03:07:56 UTC
From: clive@aldetec.oz.au
Message-ID: <291@aldetec.oz.au>
Source record: 237396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some cleverer person tell me why the GEMINI console window fonts work
under AMCGDOS but are garbled when I try to usr G+DOS??

..Clive

--

____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____________< Got to think of something to put in here! >_____________

3177. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 05:01:11 UTC
From: boyd@fsucs.UUCP
Message-ID: <639@fsucs.UUCP>
Source record: 237397

In article <EbCeZYT0BwwuJF1FAS@transarc.com>, Bill_von_Hagen@TRANSARC.COM writes:
>I got the package from the site mentioned by Edwin (archive.cs.ruu.nl
>[131.211.80.5]), but I plan to forward a copy to
>atari.archive.umich.edu. Could someone please tell me how to do this.
>It's in your best interests!!!!
>

I have already done so. I agree that this is a great package! I also uploaded
the following:
antibomb - replaces bombs with a dialog detailing the error.
stevie39 - new(er) version of this vi clone. No bugs found yet!

I got these both from the site metioned above. They have some really neat
stuff!
--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3178. Re: Are there any original screen blankers out there?

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 09:59:36 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <930@accucx.cc.ruu.nl>
Source record: 237398

Has anyone ever seen After Dark for the Macintosh? It's a screen blanker with all the features, it's modular, so you can add your own favourite gimmick... and on my Mac IIci the program, even without all the modules available, takes up some 600 kB of disk space. Does this sound like a screen saver you'll want to use on a daily basis? Nope.

I'm glad on the ST there still are screen savers that only use 120 bytes of memory, that don't need half your hard disk, that don't waste 20% of your computer time...

I now, it's me, I have a bug about these things... I'd like programmers to spend
their precious time on other (useful?) things; there's lots and lots of work to be done yet out there of a higher priority, I think.

Let's not quarrel over screen savers when even the ultimate word processor is not available.

3179. TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 10:06:51 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov12110641@mowitz.pdc.kth.se>
Source record: 237399

Hi everybody....

Do you know the TT Tos is available in France for ST Series ? This
is one file called NEWDESK.PRG and that's all... Wonderful !

Glazou (glazou@mowitz.pdc.kth.se)

3180. Re: Darek M - a warning (PLEASE READ)

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 10:47:38 UTC
From: ebinger@num2.informatik.uni-stuttgart.de
Message-ID: <5782@ifi.informatik.uni-stuttgart.de>
Source record: 237304

In article <2416@wn1.sci.kun.nl> ge@wn3.sci.kun.nl (Ge' Weijers) writes:
>techno@lime.in-berlin.de (Frank Dahnke) writes:
>
>]Today I received an email of 50K despite the plea in my .sig that no
>]mail be sent to me from outside Germany. The contents ? A short notice
...
>]Germany is free) and thus Dareks misbehavior COST ME $12 !!!
>
>It's like giving someone your credit card with the
>4-digit PIN code. You are even more to blame for hiding

I think it's just like publishing your Fax -number and receiving
illegal advertising. You don't have to pay the sender's phone bill,
but your own fax paper. This is one of the reasons why advertising
via Fax is illegal.

>inside a LOUD signature which everyone would skip. Put it at the
>TOP of each message.

I think the signature is the right place, but big signatures are bad.

>--
>Ge' Weijers Internet/UUCP: ge@cs.kun.nl
>Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
>University of Nijmegen, Toernooiveld 1
>6525 ED Nijmegen, the Netherlands tel. +3180652483 (UTC-2)

University members (like me) my have the imagination, that email is free.
But there are people who have to pay for mail (outgoing and incoming), if
they want email access. We should respect this.

Werner Ebinger
--
Werner Ebinger ebinger@informatik.uni-stuttgart.de
IfI Uni Stuttgart, Azenbergstr 12, D 7000 Stuttgart 1 Tel 0711/121-1401

3181. PcDitto][- what now?

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 11:30:56 UTC
From: isodonovan@npe.isnet.inmos.co.uk
Message-ID: <122.273e87f0@npe.isnet.inmos.co.uk>
Source record: 237400

Silly question time (maybe).

If the company responsible for PcDitto][no longer exists, what happens to
the copyright, availability etc?

A friend of mine was wondering if the s/w inevitavbly becomes Public Domain
(PDditto?) but I tend to think that this is unlikely...!

Any thoughts, anyone?

Thanks

Brian
--
o---------------o---o
: # # # # : Brian O'Donovan - I.T., Inmos, Newport, Wales, UK, NP9 1YJ. :
: # # # # # # # : Tel : (+44 or 0)-633-810121-X383 o----------------------:
:# # # # # # # # #: Fax : (+44 or 0)-633-810820 :(o)-(o) NISC: The NO :
:# # # # # # # # #: Telex: 497053 : | Instruction-Set:
:# # # # # # # # #: eMail: Isodonovan@Isnet.Inmos.Co.Uk : v Computer. :
:# # # # # # # # #:-----------------------------------o----------------------:
: # # # # # # # : "When the chips are down we play our aces, :
: # # # # : hiding them in our broken places." -- The Roches. :
o---------------o---o

3182. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 11:37:46 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Mon.Nov.12.11
Source record: 237301

I'm hoping (!!) for a reply from someone from Atari about this...but I realise they probably won't reply.

What I want is some more info about this new Atari Jaguar machine that I've been hearing about. It's supposedly going to cost 700 UK pounds and be based on a 68020 running at 16MHz.

I've heard it's basically a cut-down TT.

It's only a very big rumour..but can Atari shed any light on it?

Your Hopefully
Richard

3183. Gemini v1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 11:39:18 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Mon.Nov.12.11
Source record: 237302

Oh...and does anyone know if Gemini v1.2 is available yet?
If so..can anyone post it to atari.archive?

It's supposedly very much improved on v1.1

Richard

3184. znet

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 11:41:39 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Mon.Nov.12.11
Source record: 237303

Can anyone tell me where to e-mail to subscribe to znet?
Also...will it cost me anything for them to mail it to the UK?

Also...are there any ftp sites that keep ST Report online?

Richard

3185. Re: Screen Res and MWC

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 15:03:02 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <273EB9A7.6545@maccs.dcss.mcmaster.ca>
Source record: 237305

In article <1990Nov9.192002.3248@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>I'm still teaching myself C and I use MWC. Can some one help me with
>changing the Screen Res? I want to use hotkeys to change res, does anyone
>have code in MWC that will do this, and that I can have?
>Matthew

I would have thought that people would have been all over you to
tell you that this is impossible.
The XBIOS call Setscreen() will change the resolution alright, but
it will not tell the AES to change the resolution. The AES and VDI need to
know that the resolution is being changed, and in current TOS versions, the
only time this kind of stuff is initialised is during boot-up.
I thought of automating the desktop features via hotkeys too, but
I quickly realized that this isn't something that mere mortals were meant
to do.
This what I know about GEM. If what I said isn't true, please
don't hesitate to correct me.

>[...]

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3186. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 15:07:07 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Nov12.150707.25595@stretch.cs.mun.ca>
Source record: 237306

glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
> Hi everybody....
> Do you know the TT Tos is available in France for ST Series ? This
>is one file called NEWDESK.PRG and that's all... Wonderful !

I FTP'ed a file called TOS2.0 from a site in Germany. I wonder if its the same thing. This one is just a new desktop, allowing the change of icons, etc. I don't know if it's a legal atari product or not. Maybe someone's idea of a joke.
--
Carlos (Miguel) Borges | "My name is Ozymandias, king of kings:
carlos@stretch.cs.mun.ca | Look on my works, ye Mighty, and despair!"
--

3187. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 15:39:42 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov12163930@mowitz.pdc.kth.se>
Source record: 237307

In article <GLAZOU.90Nov12110641@mowitz.pdc.kth.se> I wrote :

> Do you know the TT Tos is available in France for ST Series ? This
> is one file called NEWDESK.PRG and that's all... Wonderful !

I found on an finnish ftp site a interestinf file in pub/atari :

-rw-r--r-- 1 548 mat 99459 Oct 21 21:33 TOS20.ARC

/Enjoy/
Daniel.

--

+-------------------------------------+-----------------------------------+
Daniel Glazman	e_mail in Sweden :
Telecommunications & Computer Science	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	e_mail in France :
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+-------------------------------------+-----------------------------------+

| "Dieu a dit : tu aimeras ton prochain; de toute maniere, Dieu ou pas, j'ai |
| horreur que l'on me tutoie..." |
| Pierre Desproges. |
| |
| "OS/2 is just half of an Operating System..." |
| /usr/games/fortune |
+---+

3188. FANTASIA (STe Demo) Question

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 16:11:55 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Nov12.161155.26979@stretch.cs.mun.ca>
Source record: 237308

Anyone know what the music in this demo is? Sounds a lot like The Cure.
What song is it?
--
Carlos (Miguel) Borges | "My name is Ozymandias, king of kings:
carlos@stretch.cs.mun.ca | Look on my works, ye Mighty, and despair!"
--

3189. floating point package for GCC

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 16:52:34 UTC
From: tasayco@phoenix.Princeton.EDU
Message-ID: <4007@idunno.Princeton.EDU>
Source record: 237309
Cross-posted to: comp.os.minix,comp.sys.atari.st

Hi! I know people in these groups is not very numerically-oriented, but maybe somebody is interested.

After having had many problems with the floating point routines which came with the GNU C compiler (I am using version 1.37.1), like, for example, the comparison between single floats being broken, the printing routines given too many digits, etc, I decided to write my own routines and try to support the IEEE standard. At the moment I have written the arithmetical (add, sub, mul, div, neg and cmp) routines for both single and double floats, with full support of denormalized numbers and infinity. They can be used as they are to replace the GCC routines (just pull out the corresponding routines from the library and install mine). I have been testing them and they seem to be OK, but I would appreciate other people's tests. Things I haven't yet done, but will in the near future: conversion routines (from single to double and back, and to int and back), a new printing routine which works, exception handling (maybe I will implement this in Minix, inside the kernel), support for different rounding modes (the hooks are there, though). I also haven't made extensive speed tests, although the single float routines I think are a little bit faster than the GCC ones (and they support denormalized and infinities, which the other do not!), and the double will probably be also, since I wrote them in assembler (yes, I am a bit crazy) instead of in C.

If somebody is interested please send me mail, since I don't want to use bandwith unnecessarily. If I see that there is enough interest I will post them to the net, though.

Francisco Figueirido
e-mail: tasayco@phoenix.princeton.edu

3190. Re: Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 17:16:01 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340028@hpfcso.HP.COM>
Source record: 237310

/ hpfcso:comp.sys.atari.st / mjv@brownvm.brown.edu (Marshall Vale) / 1:47 pm Nov 9, 1990 /
In article <7340021@hpfcso.HP.COM> rrd@hpfcso.HP.COM (Ray Depew) writes:
> Ah! You'll like your Spectre a lot better than your pcdittoII. Go ask
a
> Mac dealer about MacPrint. I know it supports several laser printers; it
> might support the old Epson standard as well. $99 retail, and worth it.
> [whack,whack]
> Ray Depew
> IC's by Bill and Dave
> rrd@hpfitst1.hp.com

Hi Ray,
I've tried e-mailing you before with other replies but I keep getting
bounced mail. Not sure why. Anyway...
I have MacPrint, and yes it is a very good software package, but it
does not support Epson printers. It only handles HP-PCL printers.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

3191. Re: Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 17:26:00 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340029@hpfcso.HP.COM>
Source record: 237311

> I have MacPrint, and yes it is a very good software package, but it
> does not support Epson printers. It only handles HP-PCL printers.

> Marshall

Thanks. It's been a while since I read the documentation.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3192. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 17:30:55 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340030@hpfcso.HP.COM>
Source record: 237312

> ... Or as Bill and Ted
would say in unison, "Bogus."

"This is a most heinous development, dude."

Ray

3193. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 18:50:04 UTC
From: bill@mwca.UUCP
Message-ID: <1739@mwca.UUCP>
Source record: 237313

In article <EbCeZYT0BwwuJF1FAS@transarc.com> Bill_von_Hagen@TRANSARC.COM writes:
>This is an enthusiastic recommendation for the new (freeware) backup
>program called BackupST and its front end Bfront...

> Bill
> (wvh@transarc.com)

Can someone who is using this post some data transfer times (hopefully in megabytes/minute, though I realize accuracy will be poor if the program doesn't calculate this for you)...

I have Beckmeyer's backup software, and it isn't bad, but there aren't many frills (incremental backups must have fresh disks, partial restores are difficult, no index of files is kept in text-readable format). Does BackupST do any of these?
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

3194. AES Support

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 18:52:37 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov12.185237.8817@lsuc.on.ca>
Source record: 237314

Having successfully added the graphic display I wanted
in the program I'm working on, I decided to try to add
some mouse support. Again I faced the question of deciding
the level to work on. In this case the decision was again
simple, but the opposite of my earlier Line-A approach. My
documentation of the low level mouse call is very sketchy
and not sufficient to program with. So I decided to finally
give a try at programming on the AES level.

I have the "Compute!'s Technical Reference Guide
Atari ST Vol. 2" by Sheldon Leemon and it looked fairly
complete, so having read all that I expected I'd needed, I
started into the programming. The first thing I found was
that the Sozobon C 1.2 DLIBS library didn't have any bindings
for "appl_int()" and "appl_exit()". So I couldn't even
get started. Nor was there a "GEMDEFS.H" file, which
didn't bode well. So I checked the libraries as best as
I could and came to the conclusion that GEM AES calls are
simply not supported by Sozobon C. I looked again at the
Leeman book and I'm not sure yet if there really is enough
information for me to build the support functions.

If anybody has sources for support functions, again,
I'd appreciate it. If not, well, I'm going to start in
coding my own for now. And that leads me to my most
immediate problem. I've coded what I think are valid
implimentations for an 'appl_init()' equivalent function
and an 'appl_exit()' equivalent function. These are
deliberately a bit different then the functions described
as being "standard". In the "standard" versions, the
AES Base Pointer Structure is a global that is presumed
by the function calls and thus, *no* arguments are passed.
In my versions I pass a pointer to the structure. I won't
go into why I wrote it this way. I'll simply say that it's
my personal opinion that this is probably a better idea.

But having written the functions, and a test program,
I ran it and found that the 'ap_id' returned is always 0.
This doesn't sound right to me, though it could be. Does
anybody know if this is a reasonably possible result?
The following is my source:

```
.text
.globl _apinit
_apinit:
```

```
; int apinit(aespb);
; AESPB *aespb; /* aespb is a pointer to an array of pointers */
;
; Initializes AES support and returns 'ap_id';
; Sozobon C AES Support by Jim Omura
;
;var 4 8 _aespb
;
link a6,#-0
;
movea.l 8(a6),a0 ; A0 = 'aespb'
movea.l (a0),a1 ; A1 = 'contrl'
move.w #10,(a1) ; 'opcode' = 10
move.w #0,2(a1) ; 'sintin' = 0
move.w #1,4(a1) ; 'sintout' = 1
move.w #0,6(a1) ; 'saddrin' = 0
move.w #0,8(a1) ; 'saddrout' = 0
;
movea.l 4(a0),a1 ; A1 = 'aesglob'
move.l #0,14(a1) ; 'ap1resv' = 0
move.l #0,18(a1) ; 'ap2resv' = 0
move.l #0,22(a1) ; 'ap3resv' = 0
move.l #0,26(a1) ; 'ap4resv' = 0
;
move.l a0,d1 ; D1 = 'aespb'
move.w #$c8,d0 ; AES routines
trap #2
;
; Store ap_id in globals:
movea.l 8(a6),a0 ; A0 = 'aespb'
movea.l 12(a0),a1 ; A1 = 'intout'
movea.l 4(a0),a2 ; A2 = 'aesglob'
move.w (a1),4(a2) ; 'gl_apid'
;
; Store the Return Value:
move.w (a1),d0 ; D0 return 'ap_id'
;
unlk a6
rts
;
.data
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura
```

3195. Atari earnings

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 19:38:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Nov12.193812.268@chinet.chi.il.us>
Source record: 237315

Atari reported net earnings of 5 cents a share for the most recent quarter. From the brief summary in the Wall Street Journal, the quality of the earnings looked a bit questionable, but the trend of improvement seems clear. This is not too surprising, given that in this quarter a year ago Atari had hardly any product to sell.

The only significance of this to ST users is that as long as the earnings stay positive, Atari isn't about to be forced out of business.

Steve J.

3196. Re: New TT Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 19:52:20 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov12.195220.26076@daffy.cs.wisc.edu>
Source record: 237316

HA! I would just love to know the guys(Sammy's that is) email address
and just barrage him with all kind of hate mail.

OOOOOOOFFFF course, now, the Tramelly's could be posing as ORDINARY users
and actually be reading this stuff we type in daily!

WE KNOW YOUR OUT THERE BIG T. And if you can read this you better pay
attention!!!

But anyway, I posted a rather arcane(or was it innane?) message about
atari's seemingly GROSS under production, any production?, of MEGA 4
machines. I am a developer and ordered one of thier machines last Oct
2 or 5th, and I STILL haven't gotten the thing yet!

Must be that stock price!!! Gosh, I would hate to see Atari GO UNDER
with my check IN HAND!

--Gregory

(No fancy fotter, or footer, excuse me, just an average user, undergrad,
here in Madison Wisconsn....I WISH I had a non destructable account!)

3197. Atari Mega 2 ST W/SC1224 W/85 meg Hardrive!

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 20:48:13 UTC
From: wngai@net1.ics.uci.edu
Message-ID: <273F0A8D.15120@ics.uci.edu>
Source record: 237317
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers

Okay, I am posting this for a friend. He have the following for sale:

Atari Mega 2 System for sale

System include:

Atari Mega 2 ST (w/ 25 ft. keyboard extension and keybaord)
Atari SC1224 Color Monitor
ICD FAST style/case HD w/ 85 meg Seagate HD
Super Charger (w/ 1 meg RAM)
Replay 4 sound digitizer

Lots programs (both PD/Shareware/Commercial)

Total worth when new:~3000.00

Asking $2700.00 or best offer.

send mail to:

wngai@paris.ics.uci.edu

3198. Mega 2 ST w/80meg harddrive forsale!

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 20:56:46 UTC
From: wngai@net1.ics.uci.edu
Message-ID: <273F0C8E.15602@ics.uci.edu>
Source record: 237318

I am posting this for a friend please send inquires to me.
He has the following forsale:

Atari Mega 2 System for sale

System include:

Atari Mega 2 ST (w/ 25 ft. keyboard extension and keybaord)
Atari SC1224 Color Monitor
ICD FAST style/case HD w/ 85 meg Seagate HD
Super Charger (w/ 1 meg RAM)
Replay 4 sound digitizer

Lots programs (both PD/Shareware/Commercial)

Total worth when new:~3000.00

Asking $2700.00 or best offer.

send mail to:

wngai@paris.ics.uci.edu

3199. Re: VideoKey

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 21:57:55 UTC
From: whoffman@bertha.jpl.nasa.gov
Message-ID: <4139@mahendo.Jpl.Nasa.Gov>
Source record: 237319

In article <68179@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>Does anybody know what the supplied power supply for a Practical Solutions'
>Video Key is? I lost my power supply, and it doesn't say it anywhere in the
>manual.

The power supply for the VideoKey is a 12VDC, 300 mA plug-in transformer.
You should be able to get a replacement from Radio Shack or similar stores.

Walt Hoffman, JPL Pasadena, CA

3200. Re: Screen Res and MWC

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 22:31:06 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov12.223106.12291@lsuc.on.ca>
Source record: 237320

In article <273EB9A7.6545@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>In article <1990Nov9.192002.3248@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>>I'm still teaching myself C and I use MWC. Can some one help me with
>>changing the Screen Res? I want to use hotkeys to change res, does anyone
>>have code in MWC that will do this, and that I can have?
>>Matthew
>
> I would have thought that people would have been all over you to
>tell you that this is impossible.
> The XBIOS call Setscreen() will change the resolution alright, but
>it will not tell the AES to change the resolution. The AES and VDI need to
>know that the resolution is being changed, and in current TOS versions, the
>only time this kind of stuff is initialised is during boot-up.

I don't understand the problem. Why will the AES and VDI need
to be reinitialized in the other resolution and more than that, why
can't you just 'appl_exit()' and then 'appl_init()' again if it's
necessary? I've just finished adding a resolution change in a
program to do graphics and I wrote information to the screen without
problems, so that much seems to work ok. As for the mouse routines,
I don't know how they'll react. I haven't gotten that far yet.
Is it the windowing subroutines that'll muck up?

Cheers! -- Jim O.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3201. Another Atari dealer is dying

Newsgroup: comp.sys.atari.st
Date: 1990-11-12 23:35:19 UTC
From: darekm@microsoft.UUCP
Message-ID: <59034@microsoft.UUCP>
Source record: 237321

This is NOT an advertizement. A couple of months ago I posted a phone number where people could call to order Quick ST by phone. This phone number was the number of Xanth Computers, a local Seattle computer dealer that came to me and offered to handle my phone and credit card sales. They apparently have been mailing out orders as promised, but I have started receiving email from people that have been waiting several weeks for their orders. When they phone Xanth they are told by one of the salesmen that they cannot ship anything because they are waiting for me to restock them. I am at Xanth everyday to check on their supply, and when I checked a few days ago they had several copies of Quick ST on the shelf. I have also been trying to get paid for all these orders. Their excuse for the last 3 weeks has been that they have had bills to pay and don't have the money. Their store is pretty empty almost all of the time. If I do not get my check this week, I am taking them to small claims court to salvage what I can. My suspicion is that Xanth is yet another Atari ST dealer about to go belly up, and they came to me to make some quick cash to pay their bills. They now owe me several thousand dollars, which they do not seem to want to give to me. I am no longer stocking them with any product, and am posting this message to all the boards and services to warn people to not do any business with them. Phone orders, or walk ins. Do not call (206)-643-9697 to order _anything_. I recommend placing orders with a large mail order dealer such as Joppa or BRE Software.

- Darek

3202. atari st fidonet point?

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 01:04:34 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Nov13.010434.8006@ux1.cso.uiuc.edu>
Source record: 237322

I'm interested in trying to set up a fidonet point on my st. Can this be done, and where can I get the software.

thanks

chuck@mrcnext.cso.uiuc.edu

chuck bridgeland

3203. Re: STart Magazine

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 01:35:27 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <obDorTi00VIFQsW1wP@andrew.cmu.edu>
Source record: 237323

I called them and they said the November issue is running a bit late. Funny, I just saw it in the local computer store, but I, a subscriber (for three years!) still don't have it. I dunno, seems like you hafta pull teeth from these people to get anything lately... hopefully all the confusion from the "reverse expansion" will die down soon.

I'm turning my ST into a Mac with Spectre GCR anyway, so I'm just gonna let my subscription expire when it runs out. The ST is a dying machine... too bad, considering how good it is price/performance wise.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3204. For sale: Atari 520ST, printer, software

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 04:55:20 UTC
From: steve@thelake.mn.org
Message-ID: <A3068794220@thelake.mn.org>
Source record: 237324
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,ctdl.sys.atari.st

```
For sale:
Atari 520ST (original model)
2 external disk drives
Atari high-resolution monochrome monitor
Panasonic KX-P-1080 dot-matrix printer
Software, including
Publishing Partner desktop publishing
Personal Pascal compiler
Mark Williams C
Atari VT220 emulator
Price: $450
Contact: Jeff Johnson, 612-785-0034 (Minnesota-Twin Cities area)

-------------------------
The above information is posted for someone who doesn't have net access.
Please do not contact me. If you want to buy or if you want to argue
about the price, call the seller.
----
Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
```

3205. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 07:23:07 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2788@laura.UUCP>
Source record: 237325

In article <1990Nov9.172614.4330@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
|> At any rate, only uploads made after SEPT. 19, 1990 are lost.

Hmm, that's still nearly two months. Don't you really do a daily or at
least weekly backup?

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3206. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 07:27:41 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Nov13082741@tukki.jyu.fi>
Source record: 237326

In article <GLAZOU.90Nov12163930@mowitz.pdc.kth.se> glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:

I found on an finnish ftp site a interestinf file in pub/atari :

-rw-r--r-- 1 548 mat 99459 Oct 21 21:33 TOS20.ARC

Yeah! It's there, and it is a demo of the new TT TOS. Go on and try...

BTW: the site in question is nic.funet.fi
--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3207. MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 08:09:42 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1154@ssp18.idca.tds.philips.nl>
Source record: 237327

Hi,

Last month my original Atari mouse died (after three years intensive use),
and I have to replace it.
Is it possible to connect a MicroSoft mouse? What additional hardware
(and software ?) do I need?
I own a 1040ST / TOS 1.4.
If it is not possible, what would be a good replacement for the Atari mouse?

Thanks in advance.

Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl

3208. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 09:00:14 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov13100126@mowitz.pdc.kth.se>
Source record: 237328

Waouuuuu. I receive in one night more than twenty questions about
TT TOS on disk... Read carefully:

1) this TT TOS (this is the official name) is one file which is about
290 KBytes long. The name of the file is NEWDESK.PRG

2) this TT TOS a ST-disk-version of the TOS I saw running on a TT.

3) I don't think this version is free of distribution. Maybe it has been
distributed free of charge to *some* developpers in France because the
TT computer is only available since some DAYS in France... One of them
did not keep it secret !!!

4) there is one file called TOS20.ARC available on the finnish ftp site :

jyu.fi

this file is in the directory /pub/atari.

-rw-r--r-- 1 548 mat 99459 Oct 21 21:33 TOS20.ARC

I don't know what it is ... Try !

5) I cannot send my version to the net because
* it is in France and I'm now in Sweden
* I cannot access comp.sys.atari.st in France

6) One thing is missing in my version : the TT Control Panel Acc with its CPX.
can someone send it to me ?

7) jk44+%andrew.cmu.edu@po10.andrew.cmu.edu wrote :

>> could it be sent to atari.archives?
>> I'm sure the entire (U.S.) Atari community would be eternally grateful.

I know, but read 5)... If you send me a e_mail with your **postal** address,
I will send you a copy when I will be back in France (end of December)

/Enjoy/ Daniel.

"Melanger la fumee de sa pipe a celle de ses amis est un des rares plaisirs de
l'existence"
Martin Milan, bande dessinee de Godard, Editions du Lombard.

--
+--------------------------------------+-----------------------------------+
Daniel Glazman	e_mail in Sweden :
Telecommunications & Computer Science	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	e_mail in France :

```
| S-100 44 STOCKHOLM, SWEDEN | glazman@inf.enst.fr |
+------------------------------------+------------------------------------+
| "Dieu a dit : tu aimeras ton prochain; de toute maniere, Dieu ou pas, j'ai |
| horreur que l'on me tutoie..." |
| Pierre Desproges. |
| |
| "OS/2 is just half of an Operating System..." |
| /usr/games/fortune |
+-----------------------------------------------------------------------------+
```

3209. Re: Spreadsheet for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 09:41:14 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov13094114@ghiggins.hpl.hp.com>
Source record: 237329

```
++ I think most people will tell you on here, back me up people, the Spectre
++ can do very serious work in spreadsheets, dtp, and even games.

spreadsheets, yes
dtp, yes
programming environments, yes
graphics, yes
hi-level programming, yes

games, games !?!? --- ST games are *much* better!!

Cheers

Gray
====
```

3210. Re: AES Support

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 13:01:58 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Nov13.130158.1@simvax.labmed.umn.edu>
Source record: 237330

In article <1990Nov12.185237.8817@lsuc.on.ca>, jimomura@lsuc.on.ca (Jim Omura) writes:
> started into the programming. The first thing I found was
> that the Sozobon C 1.2 DLIBS library didn't have any bindings
> for "appl_int()" and "appl_exit()". So I couldn't even
> get started. Nor was there a "GEMDEFS.H" file, which
> didn't bode well. So I checked the libraries as best as
> I could and came to the conclusion that GEM AES calls are
> simply not supported by Sozobon C.

Sozobon C does not contain GEM support. There -are- GEM Bindings and support libraries (for AES/VDI), written by Ian Lappore. You should check the archives for the GEMFAST archives (atari.archive.umich.edu has the version 1.2 bindings in "/atari/Binaries/volume05/gemfst12.arc" -- meaning they were posted to comp.binaries.atari.st at one time.

The latest version is 1.3 or 1.4. I didn't see them in the 'programming' subdirectory. Good luck.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3211. undump and dvieps

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 13:28:52 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <726@utrcu1.UUCP>
Source record: 237331

I have three questions.
1) I am trying to generate a new version of LaTeX.ttp with dutch hyphenationrules. To achieve this, I use the program "undump" from the mail-server in Utrecht. However, this program aborts almost immediatly, after an errormessage like "virtex.ttp: can't load". As far as I know, I entered all pathnames correctly. Has someone an idea how to solve this?

2) I am using "dvieps" to print TeX-output on my Epson-printer. This program quickly gives the errormessage "readfont: not enough memory to read fonts". Is there a way to increase the amount of memory it uses?

3) There is a program called "dvie72", which prints TeX-output on an Epson-printer in draft-mode. The printing, however, is far to wide on my printer. Is there a solution to this problem, or a correct working program that does the same?

If anyone can answer one (or more) of these questions, please mail me at "hvdberg@math.utwente.nl" or at "uttwkt@utrcu1.UUCP".

Thanks!!

Harmen van den Berg
University of Twente
The Netherlands

3212. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 13:37:30 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Nov13143730@tukki.jyu.fi>
Source record: 237332

In article <GLAZOU.90Nov13100126@mowitz.pdc.kth.se> glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:

4) there is one file called TOS20.ARC available on the finnish ftp site :

I don't know what it is ... Try !

I know: It is the same file Atari folks has told to be illeagal. I really hope it will get removed as soon as possible from jyu.fi.

My earlier posting under the same subject was misleading, sorry.
nic.funet.fi has nothing to do with this file.

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3213. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 13:52:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aw217u@jonh.wimsey.bc.ca>
Source record: 237333

In <sent.Mon.Nov.12.11:37:46.GMT.1990.via.CS.TARDIS>, dh@tardis.cs.ed.ac.uk writes:
>
>I'm hoping (!!) for a reply from someone from Atari about this...but I
>realise they probably won't reply.
>
>What I want is some more info about this new Atari Jaguar machine that
>I've been hearing about. It's supposedly going to cost 700 UK pounds
>and be based on a 68020 running at 16MHz.
>
>I've heard it's basically a cut-down TT.
>

I'm not from Atari. but perhaps this Zflash from Comdex may clear
up what you've heard. Note, this is not a 68020, but the rest fits.

This is a Z*NET SPECIAL SHOW REPORT: COMDEX FALL 1990 #1

```
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ZCOMDEX1.TXT

Sunday Morning, November 11, 1990 - John Nagy

Setup continues at the ever-more massive COMDEX computer exposition
here in Las Vegas, Nevada. I visited the new show floor at the
Sands Convention facility on Saturday afternoon to see the Atari
exhibit being built. It is the largest floor area for a COMDEX that
I have seen Atari have yet, with a mixed color scheme that clearly
illustrated the differentiation of the Atari Personal/Home computer
products from the Atari Business products. The Home area is
accented by rainbow colored banners, rich in flourescent oranges,
while the Business area is a dignified Black and White.

Yes, the MEGA/STE is REAL, and I am writing this first report on
one! The configuration is as predicted weeks ago in Z*Net, identical
construction to the TT, although in Grey rather than off-White. A
pair of Serial ports are offered, as well as the local area network
(Appletalk compatible) port, although the LAN and Serial 2 appear to
share internal harware connections and cannot be used
simultaneously. There is no SCSI port on the Mega/STE as on the TT,

but all the other ports are the same. A VME bus cart slot is accessable through a panel on the back of the machine. Most of the MEGA/STE machines here have an additional serial port card installed there.

The Mega/STe will have a base unit featuring 2 MEG of RAM, a switchable 16/8 Mhz acceleration (yes, SPECTRUM compatible) with or without RAM cache, and an internal 40 megabyte hard drive, the new TT style TOS/Desktop (which shows on test programs to be calling itself TOS 2.2)... and will be available "after the first of the year" for a price that is to "knock out the Mac Classic". That may be UNDER $1200! All the Mega/STe units here on display are hooked to the new Phillips 15" color monitors, the STERO SOUND units, model SC1435. This is VERY nice, large screen unit that will replace the SC1224 monitors completely, and should retail at or just above the current color monitor price. It IS a step UP.

At least five Mega/STe units are set up in the Atari booth, along with more than seven TT/030 units. The TT's are running the new SC1434 color monitors that offer the new TT resolutions ($450), and at least two are on the new Phillips 19" monochrome monitors... VERRRRY impressive at under $1,000 each. The bad news is... no FCC number for the TT yet. This means NO promises on WHEN they can be shipped, despite the early assurances of "immediately after COMDEX."

In keeping with the business flavor of COMDEX, the "Home" part of the Atari booth is small... featuring twin setups of 1040STe units on modems for CompuServe and GEnie. Side by side. It looks like the ONLY computer that Atari considers as a HOME unit now is the 1040STe. It may, in fact, become availble to ALL dealers of any hardware or software if plans to place the 1040STe line with national distributors come to fruition.

Portfolios are all over the place, with hookups to a couple "alien" computers... a Mac SE and an IBM PS/2. It was a bit odd to see those computers in the Atari booth, but they are there to demonstrate connectivity with the palmtop Portfolio computer.

Developers are arriving to populate the wide isles of the Atari exhibit, and this COMDEX again promises lots to see... starting Monday. Z*Net will offer VIDI-ST pictures as we can convert them and get them online.

I expect to have additional COMDEX reports from Z*NET each day, with a complete wrapup in the next regular Z*NET issue on Friday, November 16. Don't miss it!

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Jersey 08846-0059. Voice (908) 968-2024, BBS (908) 968-8148 at
1200/2400 Baud 24 hours a day. Compuserve at PPN 71777,2140
GEnie at address: Z-Net.
~~~~~~
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~~~~~~

3214. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 14:09:11 UTC
From: ge@wn3.sci.kun.nl
Message-ID: <2446@wn1.sci.kun.nl>
Source record: 237334

jvl@idca.tds.PHILIPS.nl (J. van Loenen) writes:

>Hi,

>Last month my original Atari mouse died (after three years intensive use),
>and I have to replace it.
>Is it possible to connect a MicroSoft mouse? What additional hardware
>(and software ?) do I need?
>I own a 1040ST / TOS 1.4.

It is possible. I've got a flaky but usually working driver for a Genius mouse
in 3-button mode, but rewriting it for the MicroSoft mode is almost trivial.
I have not figured out how to make the driver more stable, though.

Source code in Turbo-C + assembler available on request.

Ge' Weijers
--
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180652483 (UTC-2)

3215. RE: Slicctop address

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 14:29:19 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <895.273fa0cf@sleepy.bmd.trw.com>
Source record: 237335

On page 26 of the October 1990 issue of STart is an add for Slicctop. I think you guys would be interested in the last paragraph which reads as follows "...add to this thr capabilities of Priority Tasking; and watch any number of specially written applications** share the desktop, share the data, and run cuncurrently!

**Applications sold seperately."

The list price is $49.95.

Their mailing address for more info is:

SLICCWARE
PO BOX 2609
Kirkland, Wa 98083

or call (206) 867-1786

Jim Harres jharres@doc.bmd.trw.com

3216. Atari Archive Update

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 14:36:15 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Nov13.143615.12271@terminator.cc.umich.edu>
Source record: 237336

Well, as far as I can tell, we have most of the files back that we lost in
the crash. Thanks to everyone who uploaded.
If anyone notices something missing, please let me know and I'll try
to find a copy.

Also, there is one thing I noticed that is definately gone, and that
is mint06b.zoo. If anyone have this file on-line, please upload it.

Thanks,
weiner
--
weiner@atari.archive.umich.edu
'Tis far better to have failed at Michigan,
than have graduated from Ohio-State.....

3217. HD controllers

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 15:18:53 UTC
From: daniel@hexagon.se
Message-ID: <1603@hexagon.se>
Source record: 237337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a good SCSI controller for my 1040 STfm. Any
suggestions? Are there any rewiews?

Replies by e-mail. I'll summarize if something new comes up.

Regards,
Daniel

--
Daniel Deimert Fidonet 2:204/117
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

3218. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 15:22:35 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27248@cs.yale.edu>
Source record: 237338

In article <1739@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I have Beckmeyer's backup software, and it isn't bad, but there aren't many
>frills (incremental backups must have fresh disks, partial restores are
>difficult, no index of files is kept in text-readable format). Does
>BackupST do any of these?

Try the Vault. It does all of these things.

```
==================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
==================================================

--
==================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
==================================================
```

3219. Re: Screen Res and MWC

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 16:47:09 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov13.164709.19351@rodan.acs.syr.edu>
Source record: 237339

Well thankfully nobody is "all over me" for my QUESTION. I did get help,
and cleared up. If someone could explain how I can run microemacs in
low res and then end up in med res till I'm done editing, I'd be happier.

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

3220. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 17:21:58 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov13.172158.23415@ecst.csuchico.edu>
Source record: 237340

jvl@idca.tds.PHILIPS.nl (J. van Loenen) writes:

- Last month my original Atari mouse died (after three years
- intensive use), and I have to replace it. Is it possible to
- connect a MicroSoft mouse? What additional hardware (and software ?)
- do I need? I own a 1040ST / TOS 1.4. If it is not possible, what
- would be a good replacement for the Atari mouse?

The available replacement mice don't need addition software.

I think I heard here that the Konyo mouse is a Microsoft mouse
adapted for the ST. Otherwise, a lot of people like the Golden Image
mouse.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3221. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 17:22:17 UTC
From: manes@vger.nsu.edu
Message-ID: <235.273ff389@vger.nsu.edu>
Source record: 237341

In article <7734.273bf76f@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> ... Yes, now there is true multitasking on ATARI . . . and a system far
> superior to any other in the marketplace. But, that does not mean that

Before I go out and throw my Amiga into a great pond somewhere, could you possibly tell me why this multitasking system for the atari is "far superior to any other in the marketplace"?

If you meant this as a snide comment, then err, why did you bother?

> --
> Eric R. Smith email:
> Dept. of Mathematics ersmith@uwovax.uwo.ca
> University of Western Ontario ersmith@uwovax.bitnet
> London, Ont. Canada N6A 5B7
> ph: (519) 661-3638

-mark=

+--------+ ==
| \/ | Mark D. Manes "Mr. AmigaVision"
| /\ \/ | manes@vger.nsu.edu
| / | (804) 683-2532 "Make up your own mind! - AMIGA"
+--------+ ==

3222. Re: metafont and .tfm problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 17:49:52 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90317.194952GERLOFF@DB0TUI11.BITNET>
Source record: 237342

In article <1990Nov8.180706.11854@doe.utoronto.ca>, david@doe.utoronto.ca (David egginson) says:
>
>You are right, you need to run inimf only once. However, the standard
>pk fonts do not come out well on the SLM804 atari laser, and I want
>to darken them up a bit. I need to define a new mode, and it's a pain
>loading the file in by hand every time.
>
>Thanks for the help. Does anyone else here know about an inimf for
>the ST? Or does anyone else have further information? Thanks.
>

Hello David!
I didn't use your implementation of Metafont, but the manual of my MF says that there are no great differences between INIMF and MF. You can't exchange the base-files between different implementations of MF. I would try to load the plain definitions with 'metafont plain.mf' after a little time MF should come with an asterisk as prompt. There you should give the command 'dump'. Now you will get a file which can be used as a new base-file.
That's the way I would try. I don't know if it will work ok for your MF.

Try it and tell me your results.

Greetings, Olaf

3223. Software for an ST Hard Drive???

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 19:35:50 UTC
From: don@col.hp.com
Message-ID: <16830004@col.hp.com>
Source record: 237343

I'm setting up a hard drive for my sister to use with her ST for school stuff (specifically writing papers, and eventually her dissertation). What I'd like to know is what programs I should put in the auto folder, and what utilities I should provide to help her maintain her system. She is not really computer literate, and sees her ST strictly as a writing tool, but she does have some (limited) knowledge of the basic operations required to use the system.

Since she is running TOS 1.0 on a 1 meg ST, I assume I should include the 40 folder fixer program, and I suppose I should also include some sort of hard disk backup program, as long as it isn't too hard to run. What else? Any suggestions for other "necessary" utilities, "bug fix" programs, or speedup routines? Free/cheap is better since she isn't gung-ho about spending money on computer stuff, but as long as the benefit/cost ratio is high enough, she's willing to consider anything.

Basically, could people send me lists of what they have in their auto folders for TOS 1.0 machines, and what utilities they find indispensible? If there is enough interest, I'll summarize what I find out.

Thanks,
Don Allison
don@col.hp.com

I would just duplicate my setup, but 1) I am running hacked up hardware and TOS 1.4 with it's different set of problems, and 2) I'm also running a bunch of commercial stuff that I don't think she needs, and so am not excited about spending the money to buy another copy for her to give her features she'd never use.

3224. proff for the Atari

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 20:31:46 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Nov13.203146.13063@watdragon.waterloo.edu>
Source record: 237344

Does proff exist for the ST?

I have just downloaded the 'progem' tutorial from atari.archive and
have discovered that they are written in a format no human can
understand. Of course none of the UNIX machines I have access
to seem to have proff.

Could someone please e-mail me an Atari version of proff or point
me to where one exists? (If you tell me atari.archive please give
me an idea of what directory it might be in.)

Thanks in advance.

--

Steven W. Klassen
University of Waterloo

3225. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 22:11:45 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.658534305@peun33>
Source record: 237345

In <1990Nov06.213749.13906@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>- Differing Opinion:
>-
>- - I happen to like having TOS in ROM. The machine boots faster and
>- is less susceptible to viruses. (This is a MAJOR benifit, IMHO.)
>
>I agree. I thought this was one of the advantages of having the OS
>in ROM: fewer viruses. Isn't this why there are so many in the Mac
>and IBM world?

Well, you'd better NEVER power up with any disk in drive A. If the boot sector is executable, it'll be executed. And that's with a ROM OS!
If the boot sector is a virus, you'll get hit by a virus. That's all there is to a boot sector virus. It's true though, that there probably won't be many link viruses infesting command.com, cause there's no command.com.

Up to now, I haven't been hit by viruses (viri ? Argh, not again. :-) even though I use PCs with disk based OSes and STs with ROM based OSes, so in my opinion the danger is exaggerated.

So much for safety arguments.

Bye bye data,
Martin
--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

3226. Re: Gemini v1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 23:08:09 UTC
From: chris@ethz.UUCP
Message-ID: <6604@ethz.UUCP>
Source record: 237346

dh@tardis.cs.ed.ac.uk writes:

>Oh...and does anyone know if Gemini v1.2 is available yet?
>If so..can anyone post it to atari.archive?
>It's supposedly very much improved on v1.1

YES, it is available, but you'll probably have to wait for the english
version ... ask the authors!
And YES, it IS improved ...

--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

3227. Pc-Ditto][

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 23:21:20 UTC
From: selick@bucsf.bu.edu
Message-ID: <68532@bu.edu.bu.edu>
Source record: 237347

Well, my brother resoldered every connection on his pc-ditto][board,
and it worked! Anybody that's having trouble with the board is encouraged
to try this, or get a friend to do it for you.
He also asks if anybody has any updates on the software since the
company is out of business, there is no way for him to get them.
thanx,
steve (really Bill...)
selick@bucsf.bu.edu

3228. Re: Falcon on a hard drive

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 23:36:17 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Nov13.233617.4490@arc.ab.ca>
Source record: 237348

In article <1990Nov10.190648.16290@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1990Nov9.025618.12645@relay.wpd.sgi.com> pdc@sgi.com (Paul Close) writes:
>>I have an old copy of a program called HD_FALC5 that loads Falcon (or the
>>first mission disk) from your hard drive. This is a neat program, but now
>>there are two mission disks! Does anyone know if the author has updated the
>>program? From the readme, the author is John Harris (Genie J.HARRIS32).
>>--
>
>Just rename the program files from the second mission to the same name as the
>old mission. It loads fine. Both games use the same sound files and such...
>--

So where can I get this HD_FALC5 program?

Bob

3229. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-13 23:52:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4dfda9bc.20b6d@apollo.HP.COM>
Source record: 237349

In article <sent.Mon.Nov.12.11:37:46.GMT.1990.via.CS.TARDIS> dh@tardis.cs.ed.ac.uk writes:
>I'm hoping (!!) for a reply from someone from Atari about this...but I
>realise they probably won't reply.
>
>What I want is some more info about this new Atari Jaguar machine that
>I've been hearing about. It's supposedly going to cost 700 UK pounds
>and be based on a 68020 running at 16MHz.
>
>I've heard it's basically a cut-down TT.
>
>It's only a very big rumour..but can Atari shed any light on it?

Setting aside the question of how likely such a configuration is...

Surely you realize that an official Atari response is not only
unlikely, but actually a bad thing? Isn't this (pre-announcement
of product-turned-vapor) one of the things you hated most about
Atari in the late 80's? If real, let it appear on the shelves
before anyone from Atari says boo about it.
--
"I feel lightheaded, Sam. I think my | (Steve) rehrauer@apollo.hp.com
brain is out of air. But it's kind of | The Apollo Systems Division of
a neat feeling..." -- Freelance Police | Hewlett-Packard

3230. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 01:07:13 UTC
From: n8742883@unicorn.wwu.edu
Message-ID: <1990Nov14.010713.5829@unicorn.wwu.edu>
Source record: 237350

In article <1154@ssp18.idca.tds.philips.nl> jvl@idca.tds.PHILIPS.nl (J. van Loenen) writes:
>Hi,
>
>Last month my original Atari mouse died (after three years intensive use),
>and I have to replace it.
....
>If it is not possible, what would be a good replacement for the Atari mouse?

My Atari mouse died last week, and I swore that I would never buy similar one: Often the buttons on it would not work without spending a lot of time adjusting the two philips screws on the back, and I had a constant problem with the sensors in the mouse going out-- I have spent many hours twiddling around with the innards, attempting to get the mouse to stop converting "down" movements to "up" movements. Very frustrating.

Last week I ordered the Golden Image mouse for about $52.00, including two-day delivery from a mail order company (I believe it was Computability) I wish I had ordered this mouse *years* ago. It weighs hardly anything, literally floats on the mouse pad, has at least three feet of mouse cable, and the buttons have a definate "click" to them; they are "true" mechanical buttons as opposed to the Atari's plastic "push-me-downs". The mouse also has a built-in accellerator; the movements are fantastically speeded up, esp. with software accelerators. I am one happy user with this mouse, and my only regret with the Golden Image mouse is that I didn't buy it years ago, even when my Atari Mouse was working.

BTW, I am not associated with Golden Image, or any other computer firm whatsoever. I just know what I like.

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-2536
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

3231. Need help, please read

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 05:05:30 UTC
From: 2flolump@kuhub.cc.ukans.edu
Message-ID: <26911.27408a4a@kuhub.cc.ukans.edu>
Source record: 237251

Hello, I have a friend with a Atari 520ST with 1 MEG memory.
She has just recently learned how to use her modem and wants to use
it to get pd software and games. I am not to knowledgable about
the networks, but I was wondering if you could Email some anonymous
guest access systems that can be used for this purpose. Please
list the name of the system, how to log on, and maybe some brief
instructions.

Thank You.
(Please respond via EMAIL)
Jason Wilson

3232. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 07:48:42 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2792@laura.UUCP>
Source record: 237252

In article <639@fsucs.UUCP>, boyd@fsucs.UUCP (Mickey Boyd) writes:
|>I agree that this is a great package!

It really is. Yesterday I tried it out to fully backup my Megafile44. There were about 25 MB which took 35 diskettes.

Here a suggestion for future development to increase enthusiasm: A cute compression feature would be nice! Perhaps I would have needed only 20 diskettes.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3233. *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 09:00:51 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov14100040@mowitz.pdc.kth.se>
Source record: 237253

Hello, Hej, Salut, Hola, Ciao...

I'm looking for a virus-killer able to cure Link-Viruses infections...
The programs I use can only cure *normal* (ie boot-strap) viruses.

Also looking for the TT Control Panel Accessory with its CPX's.

Can someone send me these files by e_mail ???
Thanks a lot...

/Daniel/

--

+--------------------------------------+-----------------------------------+
Daniel Glazman	e_mail in Sweden :
Telecommunications & Computer Science	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	e_mail in France :
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+-----------------------------------+

| "Dieu a dit : tu aimeras ton prochain; de toute maniere, Dieu ou pas, j'ai |
| horreur que l'on me tutoie..." |
| Pierre Desproges. |
| |
| "OS/2 is just half of an Operating System..." |
| /usr/games/fortune |
+---+

3234. TOS 1.4 ROM checksums

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 09:51:30 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Nov14.095130.424@ioe.lon.ac.uk>
Source record: 237254

I recently bought the TOS 1.4 (UK) upgrade kit. On each of the chips is a checksum. Does anyone know how this is calculated? I tried obvious things such as summing alternate bytes of the first 64K, but couldn't get anything like the correct values.

(I have no reason to believe my ROMS are corrupt - they seem to work fine. I'm just curious as to how the checksums are calculated).
--

==========
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.

3235. Re : Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 09:52:39 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Wed.Nov.14.09
Source record: 237255

Someone mail me about the new Atari Jaguar but I can't reply to them cos my mail is unintelligent!

Anyway...they said that they thought what I meant about the Atari Jaguar was the new Atari Panther.

This is not so...the Atari Panther is a cut down games console based on the ST...basically a ST without a keyboard or disc drive. Apparently it will be launched at Comdex this week.

However, the Jaguar is a different machine....it will be 68020 based with fancy graphics hardware probably. As I said, it will be a completly different machine from the Panther Console.

Oops....just noticed..the second word in this letter should read "mailed"!

Anyway..can anyone shed any light on Atari's new naming policy <grin>

First the Lynx, then the Panther (console), and now the Jaguar.

Richard

3236. pbmtopi3 conversion program?

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 09:55:52 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1990Nov14.095552.7016@eua.ericsson.se>
Source record: 237256

Does anybody have a program that can convert between the PI3
format and pbm format and vice versa??? I have programs
for PI1,SPC and SPU to/from ppm byt nothing for PI3 to/from pbm.

Arto.Nummelin@eua.ericsson.se

3237. VIDEO GAME RATINGS REPORT #1 [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 11:00:05 UTC
From: erc@radon.berkeley.edu
Message-ID: <39560@ucbvax.BERKELEY.EDU>
Source record: 237257
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see
the end of this posting.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..0011112. 18 6.8 Blue Lightning
0.0001301. 24 6.3 California Games
..0.010221 22 7.9 Chip's Challenge
..0221110. 18 5.7 Electrocop
1...11220. 18 6.3 Gates Of Zendocon
0..11310.. 16 5.6 Gauntlet III
......1025 12 9.1 Klax
.....1423. 10 7.7 Slime World
* ....3.33.. 3 6.7 Xenophobe

ATARI ST
New Distribution Votes Rank Title
* ....*. 1 9.0 Cadaver
* ....55 2 9.5 Dungeon Master
* ....*.. 1 8.0 Falcon
* ......*... 1 7.0 Flight Simulator
* ....55 2 9.5 Populous
* ....*. 1 9.0 Simcity

In this list, games have been rated on a scale of 1 to 10, 10 being the
best and 1 being the worst. For each game, the total number of votes,
the average rating, and the vote distribution are shown. New games are
indicated by a "*" before their entry. If a "(C)" appears after the
title it means that the game is a CD-ROM or disc system title. If a
"(J)" appears after the title it means that the game is currently only
available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested
in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the
percentage of votes for each ranking. The following character codes can

appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

To cast your votes, send mail to either of the below addresses:
video@irss.njit.edu
..!uunet!irss.njit.edu!video

In your mail, any line beginning with the word "vote" will be considered a vote. ALL OTHER LINES ARE IGNORED. Votes should be in the form:

vote [rating] [system code] [title]

where [rating] is an integer between 1 and 10, [system code] is a TWO-LETTER code describing the system the game is for, and [title] is everything on the line after [system code]. The system codes are:

AL = Atari Lynx AM = Commodore Amiga
GB = Nintendo Game Boy GS = Apple II GS
MA = Apple Macintosh NE = Nintendo NES and Famicom
PC = IBM PC, PS/2, and compatibles SG = Sega Genesis and MegaDrive
SM = Sega Master System ST = Atari ST
TG = NEC TurboGrafx-16, TurboExpress, and PC Engine

PLEASE NOTE THAT SEVERAL THINGS HAVE CHANGED WITH THIS SYSTEM. First, the system code is now a TWO-LETTER code, not a one-letter code. Second, the Atari 2600/7800 was removed as a system and the Commodore Amiga, Apple II GS, Apple Macintosh, IBM PC and PS/2, and Atari ST were added. Future additions include the SNK Neo Geo and the Nintendo Super Famicom.

Also note that the Nintendo Entertainment System and the Famicom are similair but NOT compatible. Same goes for the NEC TurboGrafx-16 and PC Engine. TG-16 CD-ROM games will most likely NOT work with the TurboExpress (but don't quote me on that).

Range of systems available subject to change based on volume of votes.

Case is not considered in game titles or system codes. Valid votes might be:

vote 8 sG Ghouls 'N Ghosts
vote 1 Ne friday the 13th

To make things easy, the reply-to field of this posting is set to the rating server. Simply hit "r" to send in your votes.

The code for this rating service, and much of this text, was provided by Chuck Musciano. John Leo modified the code to support video game ratings. Eric Ng, the new maintainer, added personal computers and provided for sub-dividing the list into pieces for easier reading, and is the one to blame now.

Questions, comments, and problems should be directed to the list
maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request
--
eric ng 1906 milvia street berkeley california 94704
..!ucbvax!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

3238. ST => Transputer???

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 11:07:30 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Nov14.110730.5236@warwick.ac.uk>
Source record: 237258

For those of you who don't/can't get it, month's edition of ST Format has a 'World Exclusive' on a new ST add-on which sounds *extremely* cool. It's a plug in transputer, which they claim is going to cost about the price of a printer, which I would read as 300-400 pounds. Who needs blitters and dedicated sound chips when you can have dedicated graphics/sound PROCESSORS??? I haven't got the magazine with me - if people want more details (there weren't that many anyway, except that it is expected about mid to late 1991), let me know and I will put a more detailed post out.

Cheers,
Jas.

Answers on the back of a postcard to:

csual@uk.ac.warwick.cu

3239. OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 11:25:49 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <SUHONEN.90Nov14122549@tukki.jyu.fi>
Source record: 237259

In article <mboen.658534305@peun33> mboen@nixdorf.de (Martin Boening) writes:

Well, you'd better NEVER power up with any disk in drive A. If the boot
sector is executable, it'll be executed. And that's with a ROM OS!
If the boot sector is a virus, you'll get hit by a virus. That's all there
is to a boot sector virus. It's true though, that there probably won't be
many link viruses infesting command.com, cause there's no command.com.

At least my ST boots from hd weather or not I have a bootable disk in
drive A: (assuming that my hd is turned on and is running at full speed).
So there is no way a virus can infect at the boot time.

Those miserable Messy-Dog systems DO boot from disk if there is a bootable
disk in drive A:

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3240. Re: A-Line Solution, AES and VDI

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 13:36:39 UTC
From: davidli@coral.labmed.umn.edu
Message-ID: <1990Nov14.133639.1@coral.labmed.umn.edu>
Source record: 237260

In article <1990Nov14.161216.7677@daffy.cs.wisc.edu>, gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
> ... I and a few
> of my friends are pondering just what good a blitter chip actually is on
> the ST, and if it offers any advantages over the software blitters.

I can't answer your question directly, but I can point you to the last two issues of STart magazine (October, which has 'September' on the cover, and November 1990). Both have had programming articles related to the blitter chip and demo some of the supposed advantages of the chip.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3241. Re: OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 14:06:43 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Nov14.140643.15703@cs.utk.edu>
Source record: 237261

In article <SUHONEN.90Nov14122549@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>At least my ST boots from hd weather or not I have a bootable disk in
>drive A: (assuming that my hd is turned on and is running at full speed).
>So there is no way a virus can infect at the boot time.
>

That's interesting... I happen to have a hard disk too, and my floppy
is viri-protected (I assume by a program in the boot sector) by George
Woodside's vkiller. Anyway, even though I boot from the hd, it always
executes the boot sector on the floppy !
One of us has to be wrong, then...

-andrew krzywdzinski (andrew@cs.utk.edu)

3242. Sozobon C - The Sun Version. Coming soon to a newsgroup near you.

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 15:05:00 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Nov14150500@zappa.FtCollins.NCR.com>
Source record: 237262

```
Since interest in the diffs to make Sozobon C operate as a
cross-compiler on SunOS/BSD UNIX was so high, I've decided to post it to
the comp.sources.atari.st newsgroup. The only catch is I don't know
what the procedure for posting to the sources group. Could someone
please fill me in?

--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

3243. How do I tell Rwabs() I've got a DS disk

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 15:10:21 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Nov14.151021.7946@ioe.lon.ac.uk>
Source record: 237263

I've noticed that if I use Rwabs() to write to the floppy in drive B, and no access of drive B has been made since reset, TOS assumes the disk is single sided. Hence, attempting to write higher numbered blocks cause the heads to seek beyond the end of the disk (ouch!). This is presumably because the BPB isn't correctly set up at the time of calling. Normally, I would just call Getbpb(), except in this case I've haven't written the boot sector yet, so it isn't valid. Since the BPB isn't in a fixed place across TOS versions, is there any way of locating it without calling Getbpb(). Even if this can be achieved, is it then safe to start changing the contents? There appears to be some extra structure members at the end that aren't documented.

Any suggestions?
--

==========
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.

3244. Kbshift() during startup

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 15:27:43 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Nov14.152743.8373@ioe.lon.ac.uk>
Source record: 237264

Since upgrading from TOS 1.0 to 1.4 I've been having some problems with programs in the \AUTO folder. Specifically, I have a couple of programs in there that react to modifier keys (Shift, Control, etc) being held down. Under 1.0, I'd simply hold down the key immediately after turning on the power, and the programs would respond accordingly. Under 1.4 this doesn't seem to work. I wrote a short test program and it seems that Kbshift() isn't telling the truth. Further investigation suggests that it does sometimes work if you press the modifier key shortly after turning on. This is difficult to time correctly as the program is the first one in the \AUTO folder. Has anyone else had similar experiences? Any advice?

--

==========
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.

3245. TRS-80 and TIPC equipment for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 15:29:57 UTC
From: hoenig@osage.csc.ti.com
Message-ID: <1990Nov14.152957.19038@csc.ti.com>
Source record: 237265
Cross-posted to: misc.forsale.computers,rec.ham-radio.swap,comp.sys.atari.st

I have the following equipment for sale:

2 ea. TRS-80 Model 4P computers with LS-DOS and Montezuma Micro CP/M

1 ea. TRS-80 10M hard disk for Model 4

1 ea. TIPC plus much software

1 ea. KAYPRO 10 computer (CP/M) with much software

1 ea. DWP-210 printer

1 ea. Dataproducts LZR-1300 laser printer (only 1932 pages printed)

Model 4's: asking $350 each

Hard disk: asking $100

TIPC: asking $500

KAYPRO: Make me an offer I can't refuse

Laser printer: $1300 firm, I'll cover shipping.

Replies to:
Mike Hoenig
214-727-2832 (h)
214-995-0712 (w)

3246. Re: A-Line Solution, AES and VDI

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 16:12:16 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov14.161216.7677@daffy.cs.wisc.edu>
Source record: 237266

Hello!

I am getting a MEGA 4...whenever the DAM THING GETS HERE, and I and a few of my friends are pondering just what good a blitter chip actually is on the ST, and if it offers any advantages over the software blitters.

Some of the technical stuff I have seen suggests that the blitter is mainly meant to off load cpu time so the 68000 can be doing other things instead of doing blit's.

Thats the only advantages I can see over the software blitters, anyone get this impression from line-A SALAD stuff???

--Gregory

3247. dx7 patch librarian wanted

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 16:44:52 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3325@jaytee.East.Sun.COM>
Source record: 237267

Anyone have Dx-droid from Hybrid Arts that they would be willing to
part with?

How about any other Dx-7 (vintage) patch editor?

Joe
-=-

3248. Re: SliccTop: What is it?

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 17:21:40 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7777.274136d4@uwovax.uwo.ca>
Source record: 237268

In article <235.273ff389@vger.nsu.edu>, manes@vger.nsu.edu writes:
> In article <7734.273bf76f@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>> ... Yes, now there is true multitasking on ATARI . . . and a system far
>> superior to any other in the marketplace. But, that does not mean that
>
> Before I go out and throw my Amiga into a great pond somewhere, could you
> possibly tell me why this multitasking system for the atari is "far
> superior to any other in the marketplace"?
>
> If you meant this as a snide comment, then err, why did you bother?

The quote above comes from the press release about SLICCTOP; I'm sorry
if this is unclear. My own opinion is that SLICCTOP's claim is pure
hyperbole. It sounds like an interesting product, but not necessarily
any "superior" to RTX (which at the least has the advantage of being
a mature product) or to my own MiNT system.

In any event, I think the context makes it clear that the discussion is
about *atari* multitasking systems only, i.e. SLICCTOP is claiming that
their system is the best multitasking system *for the atari*. I doubt
that even SLICCWARE would claim that their system is better than, say,
NeXTStep.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3249. GFA BASIC and C

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 17:30:48 UTC
From: tasayco@phoenix.Princeton.EDU
Message-ID: <4058@idunno.Princeton.EDU>
Source record: 237269

I received the following message from a person who needs help in
interfacing GFA BASIC with C, and cannot post to the net. If somebody
can help him please send mail to 21c19@titan.hts.hsa.nl

Hi !
I have a problem using C in GFA-basic and since you seem to know quite a lot
of C-language, I mailed you. (We are not allowed to post articles).
The problem is that I have a certain basic-program, which uses a routine
very much, so I have written this routine in C.
(The routine calculates the determinant-value of a matrix).
You can call a C-routine in gfa by the command :
var = C:adress(param1,param2,param3 etc)
where adress is the starting-adress of the C-compiled program.
This command does not seem to work quite well, the c program is not executed
and the interpreter returns with the error "three bombs bus error."
So I made a very simple program just to test the command. The program :

```
adress=MALLOC(2000) ! reserve 2kbytes of memory for program
BLOAD "A:\PROGRAM.PRG",adress ! Load program in reserved memory
result = C:adress() ! No parameters, execute c program
dummy=MFREE(adress) ! release reserved memory
```

The c-source :

```
#include <stdio.h>

float main()
{
printf("This is a c program");
}
```

I am using the Turbo-C compiler.
Do you know a solution to this problem ?
If not, would you please be so kind to post the article on comp.sys.atari.st ?

Thanks in advance,
Roland (HTS Alkmaar, The Netherlands)

Please send replies to: e21c19@titan.hts.hsa.nl

3250. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 18:05:55 UTC
From: apratt@atari.UUCP
Message-ID: <2739@atari.UUCP>
Source record: 237270

carlos@stretch.cs.mun.ca (Carlos Borges) writes:
>I don't know if it's a legal atari product or not.

It's not. No RAM-loadable part of the OS has EVER been an official Atari product except the original RAM TOS back in 1985, and GDOS. Everything else is either hacked out of the ROMs and made into a PRG, or was an internal test release that should have stayed internal. In any case such programs are NOT official, are probably PRE-RELEASE, TEST versions, and they are likely to have BUGS. What good is a cool new desktop if it eats your files when you try to copy them one day?

>Maybe someone's idea of a joke.

We're not laughing.

Earlier, Derek Mui from Atari posted a message saying, in part, "If you want to use this (potentially buggy) thing, that's fine with us." He misspoke. It is not fine with us. It is illegal, and in fact you are probably dealing with stolen property. He meant something more akin to "If you want to use it, it's your funeral," meaning Atari (and by extension Derek himself) wouldn't take responsibility for the results.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3251. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 18:10:48 UTC
From: towns@atari.UUCP
Message-ID: <2740@atari.UUCP>
Source record: 237271

in article <GLAZOU.90Nov12163930@mowitz.pdc.kth.se>, glazou@mowitz.pdc.kth.se (Daniel Glazman) says:

>
>
>
> In article <GLAZOU.90Nov12110641@mowitz.pdc.kth.se> I wrote :
>
>> Do you know the TT Tos is available in France for ST Series ? This
>> is one file called NEWDESK.PRG and that's all... Wonderful !
>
>
> I found on an finnish ftp site a interestinf file in pub/atari :
>
>
> -rw-r--r-- 1 548 mat 99459 Oct 21 21:33 TOS20.ARC
>
>
> /Enjoy/
> Daniel.
>
> --
> +--------------------------------------+-----------------------------------+
> | Daniel Glazman | e_mail in Sweden : |
> | Telecommunications & Computer Science | glazou@mowitz.pdc.kth.se |
> | The Royal Institute of Technology | e_mail in France : |
> | S-100 44 STOCKHOLM, SWEDEN | glazman@inf.enst.fr |
> +--------------------------------------+-----------------------------------+
> | "Dieu a dit : tu aimeras ton prochain; de toute maniere, Dieu ou pas, j'ai |
> | horreur que l'on me tutoie..." |
> | Pierre Desproges. |
> | |
> | "OS/2 is just half of an Operating System..." |
> | /usr/games/fortune |
> +---+

That version is a PIRATED and beta version of TOS. Please don't use it. It's a violation of Atari's copyrights on TOS and it had some bugs in it that could cause you endless grief.

Also, please ask the ftp site to STOP distributing it. It's illegal.

-- John Townsend ..ames!atari!towns
Atari Corp.

3252. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 18:14:23 UTC
From: towns@atari.UUCP
Message-ID: <2741@atari.UUCP>
Source record: 237272

in article <sent.Mon.Nov.12.11:37:46.GMT.1990.via.CS.TARDIS>, dh@tardis.cs.ed.ac.uk says:
>
>
> I'm hoping (!!) for a reply from someone from Atari about this...but I
> realise they probably won't reply.
>
> What I want is some more info about this new Atari Jaguar machine that
> I've been hearing about. It's supposedly going to cost 700 UK pounds
> and be based on a 68020 running at 16MHz.
>
> I've heard it's basically a cut-down TT.
>
> It's only a very big rumour..but can Atari shed any light on it?
>
> Your Hopefully
> Richard

This is just that a rumor. To my knowledge, there is no such machine
in the works.

-- John Townsend ..ames!atari!towns
Atari Corp.

3253. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 18:25:01 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Nov14.182501.21513@cbnewsm.att.com>
Source record: 237273

STUFF DELETED
> The available replacement mice don't need addition software.
>
> I think I heard here that the Konyo mouse is a Microsoft mouse
> adapted for the ST. Otherwise, a lot of people like the Golden Image
> mouse.
>
> --
> Ed Krimen ....
MORE STUFF DELETED
Does anyone in net land have any first hand knowledge of the Golden
Image Optical Mouse. Is it better then the BEST mouse etc.

Thanks
Bill Oswald
aloft!wao

3254. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 18:44:49 UTC
From: trh@atari.UUCP
Message-ID: <2742@atari.UUCP>
Source record: 237274

carlos@stretch.cs.mun.ca (Carlos Borges) writes:

>glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
>> Hi everybody....
>> Do you know the TT Tos is available in France for ST Series ? This
>>is one file called NEWDESK.PRG and that's all... Wonderful !

>I FTP'ed a file called TOS2.0 from a site in Germany...
>... I don't know if it's a legal atari product or not. Maybe someone's
>idea of a joke.
>--

To add one more Atari voice into the fray :: THE USE AND DISTRIBUTION
OF THESE PROGRAMS IS SIMPLY AND BLATANTLY ILLEGAL!! It is THEFT!

If you found a copy of Mark Williams "C" on a BB, would you spread the
word so everybody could get a free copy? Maybe a copy of Turbo "C"? How about
PC Ditto's sitting out on the loading dock of a warehouse? How about Spectre
GCR's, also from a loading dock?

Until you hear an announcement from us, the use of any such programs
is simply theft. Even after such an announcement, you should get such copies
legally.

Look, many of you are software/hardware developers for Atari products.
How would you feel if it were early, unreleased, (or released, for that matter)
versions of YOUR product?

Irregardless of the theft issue, you (like we) would probably not want
to inflict an early, buggy, piece of software onto the Atari "community".

Instead of gleefully spreading this around, how about showing some
professionalism and integrity, and help put an end to it?

TRH

[If you don't like my attitude, send me mail rather than cluttering up the
newsgroup. Also recognize that this is from a HARDWARE developer's point of
view rather than SOFTWARE]

3255. UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 19:00:56 UTC
From: david10@stretch.cs.mun.ca
Message-ID: <1990Nov14.190056.1444@stretch.cs.mun.ca>
Source record: 237275

I'm sure this has been asked before, but . . . how does one get z-modem
and UniTerm to work together? For example, I've tried running rz.ttp from
a function key using "%run('rz.ttp, '')". It asked for the commandline, and
then I received TOS error #39. Running it from "run prg..." in the menu
did the same thing. What am I doing wrong?

I am using UniTerm 2.0c 010, and have placed rz.ttp and sz.ttp in the same
directory as uniterm.prg.

Thanks in advance,

Dave C.

--
Dave Churchill * * * "Worried about missing
Internet : david10@stretch.cs.mun.ca * * * the boat?
* * * Remember the Titanic."
My opinions are just that - mine. * * * - unknown

3256. Re: OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 19:38:37 UTC
From: psurge@cs.utexas.edu
Message-ID: <14648@cs.utexas.edu>
Source record: 237276

In article <1990Nov14.140643.15703@cs.utk.edu>, andrew@cs.utk.edu (Andrew Krzywdzinski) writes:
>
> That's interesting... I happen to have a hard disk too, and my floppy
> is viri-protected (I assume by a program in the boot sector) by George
> Woodside's vkiller. Anyway, even though I boot from the hd, it always
> executes the boot sector on the floppy !
> One of us has to be wrong, then...
>
> -andrew krzywdzinski (andrew@cs.utk.edu)

The ST will look to the boot sector of the floppy disk to see if it is executable before booting the HD. However, this does not mean that the HD needs to have the floppy in the drive. I read an article not long ago that stated the boot up procedure was like this: (I think Dave Small wrote it)

1. The ST looks to the floppy and checks to see if it is autobooting. (try putting a autobooting game and see if your hard drive starts up.)

2. If the disk is not autobooting, or the disk IS NOT THERE, then it will try to boot the hard drive. (this happens on systems with no HD also)

3. If the hard drive is not autobooting, or there is no hard drive then control returns to the floppy drive and the auto folder.

4. If there is still no floppy disk, then the default desktop comes up.

Note: This is for TOS in ROM.

So Yes, the Hard drive does check the boot sector, but it is not needed to boot a hard drive that is Autobooting. Note that it will take slightly longer if there is not disk in the drive because the floppy drive must time out before control passes to the Hard drive.

You can see this process at work on your own system by setting up cases that fail one of the above conditions (ie put a autobooting game disk, or turn off your hard drive and boot without a floppy in the drive).

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3257. Re: Pc-Ditto][

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 19:45:14 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440134@hplsla.HP.COM>
Source record: 237277

Steven Selick writes:
| Well, my brother resoldered every connection on his pc-ditto][board,
| and it worked! Anybody that's having trouble with the board is encouraged
| to try this, or get a friend to do it for you.
| He also asks if anybody has any updates on the software since the
| company is out of business, there is no way for him to get them.
| ----------

The most recent issue of Current Notes (December, I believe) arrived yesterday and it contains a pretty extensive article on how to get pc-ditto II working if you are one of the many stuck with a non-working unit. It looked like a well-written and comprehensive article. I don't have pc-ditto myself, but anyone still mucking with one might want to check this out.

%%%

3258. ATARI 1040st for sale with extras

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 20:25:58 UTC
From: arrasjid@acsu.buffalo.edu
Message-ID: <46298@eerie.acsu.Buffalo.EDU>
Source record: 237278

For sale:
Everything is in perfect working condition
Great as a midi system....

Atari 1040ST (internal DS/DD floppy drive)
Atari Color Monitor SC1224
With software
$650
NOTE---- I will lower the price if you don't want some software
I WILL LOWER PRICES IF YOU BUY everything (computer,extra memory, extra drives)

Below prices negotiable depending on quantity...

Z-ram 2/4 meg memory expansion board (with 2 meg 70ns installed)
$170

Atari SF314 DS/DD disk drive $80

Supra Hard drive interface $80

SEAGATE ST157-N-1 48MEG 28MS Hard Drive $250

(another)Atari Color Monitor SC1224 $175
With software

Software: All original bought software with manuals
NeoDesk
Quick ST II
Dungeon Master
GoldRunner
Rogue
Guantlet
Pinball Wizard
PrintMaster Plus
A-Copier
The Pawn
WordPerfect
TDI-Modula-2 Developers Pakage
Flash
And More .....

PUBLIC DOMAIN:
Uniterm 2.0e Gulam Emacs
Sozobon C Showdvi
All the GNU utilities
Mint multitasking system and MGR windowing system
Minix multitasking/multiuser unix system (with minix gnu utilities)

And Much more.... (about 100 more disks, and 30 megs on HD)

OFFICE: (716)833-8863 (Eddy or Bernie)

arrasjid@cs.buffalo.edu

3259. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 20:42:34 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Nov14.164234.7395@umiami.ir.miami.edu>
Source record: 237279

In article <4b5T8dC00Vor8OekRA@andrew.cmu.edu>, jk44+@andrew.cmu.edu (John Knight) writes:
> Apple may offer "big" discounts to students, but Apple will have to
> reduce the s*it out of its prices in order to compete with Atari or
> Amiga. With my student discount, a 1Meg, 1 disk drive SE costs about
> $1500. My 1040STe and mono monitor kick some serious ass over that Mac
> configuration. I don't know what the TT will cost, so I can't really
> compare it to the higher end Macs, but I think (hope...) it will be
> competitive.
>
> I'll wait and see what Apple gets out the door for a low end system (and
> how *low* end, and at what prices). Apple has been talking for a long
> time about getting a low end system out the door and hasn't delivered
> yet. I kind'a hope they *do* get a low end system out the door at really
> competitive prices since that would tend to drive A3000 and TT prices
> more into my range :-).
>
> Jack Knight
> ARPA: jk44@andrew.cmu.edu

I heard that Atari offers Student discounts as well. I don't know much about it as I bought my MEGA well over 2 and a half years ago. What Atari should do if it wants to attempt to get into schools with the ST/E/STacy/TT is hit all the big MUSIC schools. Donate a few machines to the campus and then put up booths at the computer forums on campus to sell them. Against the Mac and IBM they should easily win, especially with the GCR and PC Speed out there. Think how well Atari could do with a small push like this!

Mark Santora
DLK0MS9S @ UMiami

3260. Why won't GCC work ???

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 20:43:15 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov14.204315.14160@lonex.radc.af.mil>
Source record: 237280

I am having a heck of a time getting GCC working on our 4 Meg 1040ST
with TOS1.2 here at work. After convincing my fellow workers that GCC would
be the greatest thing since sliced bread, I grabbed the executables, incl,
libs and installed it all. I modified the sample gnu.g file to conform
to the setup and whenever I run the obligitory hello.c test, I get the
following in response to my commands:

```
>cc -v hello.c -o hello.prg

gcc version 1.37.1
c:\gnu\bin\gcc-cpp.ttp -v -undef -D__GNUC__ -Datarist -Dgen -Dm68k
e:\hello.c d:/cc10000.cpp
^^^^^^^^^^^^^^^^
...
...
...
d:/cc10000.cpp : file not found
d:/cc10000.s : file not found
```

I suspect the problem has to do with the forward slashes in the temp dir
d:/ (my gulam.g has TEMP=d:)

Can anyone help me save face soon??

Capt Jeff Long
RADC/DCLD longj@lonex.radc.af.mil or jlong@cassiopeia.radc.af.mil
(315)330-7751

3261. Re: How do I tell Rwabs() I've got a DS disk

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 21:06:51 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27274@cs.yale.edu>
Source record: 237281

In article <1990Nov14.151021.7946@ioe.lon.ac.uk> teexand@ioe.lon.ac.uk (Andrew Dawson) writes:
>I've noticed that if I use Rwabs() to write to the floppy in drive B, and no
>access of drive B has been made since reset, TOS assumes the disk is single
>sided. Hence, attempting to write higher numbered blocks cause the heads to
>seek beyond the end of the disk (ouch!). This is presumably because the BPB
>isn't correctly set up at the time of calling. Normally, I would just call
>Getbpb(), except in this case I've haven't written the boot sector yet, so it
>isn't valid. Since the BPB isn't in a fixed place across TOS versions, is there
>any way of locating it without calling Getbpb(). Even if this can be achieved,
>is it then safe to start changing the contents? There appears to be some extra
>structure members at the end that aren't documented.
>
>Any suggestions?

Number of sides isn't the only thing Rwabs() needs to know in order to write to your disk. It also needs to know number of tracks, number of sectors per track, sector size, and so forth. These things are determined when the disk is formatted and stored in the boot sector. They are read by TOS when you do Getbpb(). I can't imagine why you want to write to a disk without reading its boot sector first. It seems like a really bad idea to make assumptions about the disk that happens to be in the drive instead of reading what is actually there.

On the other hand, if the disk isn't a TOS disk at all and you just want raw access to the sectors which you believe and hope are there, then use Floprd() and Flopwr() directly. You specify side, track, and sector and they do the rest.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3262. Re: OS in ROM/RAM & viruses

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 21:13:18 UTC
From: Erik-jan.Vens@samba.acs.unc.edu
Message-ID: <1630@beguine.UUCP>
Source record: 237282

Well, my 1040ST (and I'm working right now on it) when linked to my MegaFile 60 (and it always is), always boots from the harddisk. Whether or not there is a floppy in the drive. But I am told this is TOS specific. I use TOS 1.4.

Erik-Jan. Vens@Rug.NL

3263. Re: Kbshift() during startup

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 21:42:11 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1990Nov14.214331.3819@engage.enet.dec.com>
Source record: 237283

In article <1990Nov14.152743.8373@ioe.lon.ac.uk>, teexand@ioe.lon.ac.uk (Andrew Dawson) writes...
>Under 1.0, I'd simply hold down the key immediately after turning on the power,
>and the programs would respond accordingly. Under 1.4 this doesn't seem to
>work.
You need to wait for the floppy light to go on and then press the
shift/ctrl/alt keys.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3264. My ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 22:03:15 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <QbEPwX_00WBMM3m8tq@andrew.cmu.edu>
Source record: 237284

Greetings fellow Atari users.

A while back, I advertised a bunch of ST software I wanted to (re) sell here (totally legal, original copies with all docs-- stuff I don't use anymore, basically.) I have sold all but:

Mark Williams C v. 2.0 available for $40
Manhunter: NY available for $15 (cool game, includes hint book too)

I now have 2, soon to be 3, satisfied customers (okay, McDonalds isn't worried) so's you guys know I am trustworthy.

If you want any of the aforementioned stuff, email me here at CMU. Oh, and BTW, I have found that COD is too expensive to be worth it. So if you're placing an order, please be aware that I'll need to receive a check from you before I mail the stuff, and that the software will be shipped USPS third class. Enables me to keep the prices low.

____
|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3265. Re: OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 23:33:50 UTC
From: apratt@atari.UUCP
Message-ID: <2744@atari.UUCP>
Source record: 237285

A "bootable" floppy is one with an executable boot sector (checksum $1234). If you have a "bootable" floppy in the drive, the boot sector will be executed before the hard disk is hit. The executable code in the boot sector can, for example, install a virus, then end with "rts" to return to the ROMs, at which time the hard disk will boot. This is how the Key virus (and all other boot-sector viruses) work.

You are safe from them if you have a disk in the drive which does NOT have an executable boot sector, or no disk at all. It's best to write-protect this disk, so nothing can write a virus into the boot sector.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3266. Re: humanitarian request

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 23:49:51 UTC
From: davea@col.hp.com
Message-ID: <16830005@col.hp.com>
Source record: 237286

The following appeared on rec.aviation regarding this same "humanitarian request". Who can you believe any more?

In article <1586@beguine.UUCP> rslugg@uncmed.med.unc.edu () writes:
>The kid with cancer is a hoax that has been sent out many times on many
>different lists etc. Don't respond. Guiness doesn't list this as a
>record anymore due to the difficulties it has caused in the past. Ask
>around, others will verify. Please send this or a similar note to any
>list you see it posted on. I suspect all lists were sent the original
>message.

dave allen

3267. Customer Service

Newsgroup: comp.sys.atari.st
Date: 1990-11-14 23:51:33 UTC
From: asanceau@ecst.csuchico.edu
Message-ID: <1990Nov14.235133.200@ecst.csuchico.edu>
Source record: 237287

This was the answer I got after requesting that a bad disk be
replaced. I received a bad copy of Quick ST II several months ago, I
promptly returned it with a request for a replacement. They have
repeatedly ignored my reasonable requests for a working replacement.
What kind of customer support is this? Would Mr. Mihocka prefer that
everyone pirated his software?

- Allan Sanceau

Message 1/1 from darekm@uunet.UU.NET Nov 7 '90 at 6:32 pm

Return-Path: <microsoft!darekm@uunet.UU.NET>
To: uunet!ecst.csuchico.edu!asanceau@uunet.UU.NET
Subject: Bad Disk
Date: Wed Nov 7 18:32:13 1990

Stop whining. You'll get your disk when I feel like sending it to you.

- Darek

3268. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 00:12:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov15.001223.388@ecst.csuchico.edu>
Source record: 237288

mboen@nixdorf.de (Martin Boening) writes:

- Well, you'd better NEVER power up with any disk in drive A. If the
- boot sector is executable, it'll be executed. And that's with a ROM
- OS! If the boot sector is a virus, you'll get hit by a virus.
- That's all there is to a boot sector virus.

Well, I ALWAYS power up with a disk in drive A. The boot sector on my disk is never executable. On the other hand, I accidentally booted a disk last night with a virus on it, and as soon as I accessed the disk, I got a skull on the left side of my screen. The skull is the result of a program in HOSPITAL.ARC which checks for viruses. If a virus is loaded into memory, the skull appears and locks up the machine. I couldn't do a hardware reset with the reset button, nor a coldboot with CTRL-ALT-RightSHIFT-DEL.

Another trick to avoiding viruses is looking for the 'E' on the information line of NeoDesk 3. This will tell you if a disk has an executable boot sector on it. I've found quite a few viruses, mostly the Key/Signum virus, this way.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3269. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 00:15:17 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov15.001517.451@ecst.csuchico.edu>
Source record: 237289

glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:

- I'm looking for a virus-killer able to cure Link-Viruses
- infections... The programs I use can only cure *normal* (ie
- boot-strap) viruses.

The only program that I know of that looks for link-viruses is Atari Virus Killer (AVK). It's a commercial product that's up to version 3.9.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3270. color, IMG editer?

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 00:36:02 UTC
From: fsdmb3@acad3.fai.alaska.edu
Message-ID: <1990Nov15.003602.11129@hayes.ims.alaska.edu>
Source record: 237290

I am looking for a program (public domain or most likely comercial) that will allow me to edit and save IMG (and possibly other) graphics files. I do not need the likes of Touch-Up, just a simple bit editer that will handle varriable sized IMG files. But it must work in med-res color!
I have heard of a few like MultiViewer Graphica but I don't believe it (they) run in color. Can anyone help me or know anything about one of these products? - Thanks 8-)

David M. Braun FSDMB3@ALASKA.BITNET
Samurai and Lizards, Reptiles and Samurai. fsdmb3@acad3.fai.alaska.edu
---

3271. What is a good PC emulator

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 00:43:15 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3862@vela.acs.oakland.edu>
Source record: 237291

I was looking real interestingly at the MichTron IBM PC emulator, but I just called accrossed town, and the MichTron number is disconnected, and the phone company has not listing at all for MichTron. So, I either need to know if there is a new location for MichTron, or what are some good emulators?

I would prefer something that I can switch back to use my ST as an ST. I don't know much about emulators, or how they work for the ST, so this may be a standard option, or may be a possibility. I have heard that most of the better emulators are teh hardware versions that are installed internally into the ST. Does that mean that it no longer uses the mac Processor?

I have a need arising in the future to use a PC with a 80?88 processor, and would also like to know if there are any emulators that would allow for 80?88 type processing for assembly code.

If there are any suggestions, I would appreciate it.

Thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3272. Gnu binaries at cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 00:56:59 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov15.005659.13929@doe.utoronto.ca>
Source record: 237292

I have ordered the GCC binaries from cs.uni-sb.de three times, and the archive has been contaminated (CRC error) every time. I DID set BINARY mode each time (I never have problems with atari.archive). The following files arrived each time:

gcc-progs.zoo.aa
gcc-progs.zoo.ab
gcc-progs.zoo.ac
gcc-progs.zoo.ad

However, when I enter

cat gcc-progs.zoo.* > gcc-progs.zoo

on the Sun SparcStation, then type

zoo -test gcc-progs

There is always a CRC error. Is the archive OK at uni-sb? Am I doing something wrong? Thank you for any help.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3273. How to hook-up a MicroSoft mouse to an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 03:41:49 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Nov15.034149.15109@onion.pdx.com>
Source record: 237293

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an Microsoft mouse to an Atari ST. No software changes are required. All it takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now [Note, it's been 2 years now!] with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari.

```
Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button
```

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side, with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

3274. Re: Re : Atari Jaguar/Panther - COMDEX

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 06:33:50 UTC
From: kimes@cbnewsc.att.com
Message-ID: <1990Nov15.063350.29502@cbnewsc.att.com>
Source record: 237294

From article <sent.Wed.Nov.14.09:52:39.GMT.1990.via.CS.TARDIS>, by dh@tardis.cs.ed.ac.uk:
>
> This is not so...the Atari Panther is a cut down games console based on the
> ST...basically a ST without a keyboard or disc drive. Apparently it
> will be launched at Comdex this week.

Has anyone on the net been to ComDex this week? Exactly what has
Atari announced? Supposedly, the Atari Advantage package was to
be announced. Was it? What does it include?

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

3275. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 07:32:09 UTC
From: boyd@fsucs.UUCP
Message-ID: <642@fsucs.UUCP>
Source record: 237295

In article <GLAZOU.90Nov14100040@mowitz.pdc.kth.se>, glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
> I'm looking for a virus-killer able to cure Link-Viruses infections...
>The programs I use can only cure *normal* (ie boot-strap) viruses.

Does this mean you have found such a virus? I was under the impression that this type has not yet been seen on the ST. George Woodside would probably like to get a copy of it if you have found one, so he can incorporate it into his VKILLER program (an excellent piece of software). Yeeesh, another thing to worry about!

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3276. Re: Kbshift() during startup

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 07:35:58 UTC
From: boyd@fsucs.UUCP
Message-ID: <643@fsucs.UUCP>
Source record: 237296

On MegaST's, one must wait until the drive light comes on before holding down any hot keys (for auto folder programs). Something to do with the keyboard memory or something. Hope this helps!!

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3277. Re: Kbshift() during startup

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 08:43:48 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov15.084348.20195@rodan.acs.syr.edu>
Source record: 237297

In article <1990Nov14.152743.8373@ioe.lon.ac.uk> teexand@ioe.lon.ac.uk (Andrew Dawson) writes:
>Since upgrading from TOS 1.0 to 1.4 I've been having some problems with
>programs in the \AUTO folder. Specifically, I have a couple of programs in
>there that react to modifier keys (Shift, Control, etc) being held down.
>Under 1.0, I'd simply hold down the key immediately after turning on the power,
>and the programs would respond accordingly. Under 1.4 this doesn't seem to work.
>I wrote a short test program and it seems that Kbshift() isn't telling the
>truth. Further investigation suggests that it does sometimes work if you press
>the modifier key shortly after turning on. This is difficult to time correctly
>as the program is the first one in the \AUTO folder. Has anyone else had
>similar experiences? Any advice?

Don't ask me why, but it should work if you do the following:

Turn on the machine (of course!) and wait for the floppy light to come on. The instant it does, THEN hit your modifier keys.

---jb

>
>--
>
>==
>Andrew Dawson, Computer Centre, University College London, Gower Street,
>London WC1E 6BT, England.

3278. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 09:18:37 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov15101825@mowitz.pdc.kth.se>
Source record: 237298

In article <2742@atari.UUCP> trh@atari.UUCP (T R Hall) writes:

> To add one more Atari voice into the fray :: THE USE AND DISTRIBUTION
> OF THESE PROGRAMS IS SIMPLY AND BLATANTLY ILLEGAL!! It is THEFT!

Ok. If this is the official point of view from Atari Corp., the file
I have will stay in my hard disk and ONLY in my hard disk...

Sorry for all the people who sent me their *postal* address...

/Dan/

--

+--------------------------------------+-----------------------------------+
Daniel Glazman	e_mail in Sweden :
Telecommunications & Computer Science	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	e_mail in France :
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+-----------------------------------+

| "Dieu a dit : tu aimeras ton prochain; de toute maniere, Dieu ou pas, j'ai |
| horreur que l'on me tutoie..." |
| Pierre Desproges. |
| |
| "OS/2 is just half of an Operating System..." |
| /usr/games/fortune |
+---+

3279. ATonce

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 09:46:16 UTC
From: Erik-jan.Vens@samba.acs.unc.edu
Message-ID: <1636@beguine.UUCP>
Source record: 237299

Hi,

I bought ATonce a week ago and had a friend (who is doing this professionaly) build it into my 1040ST. I also installed 3Meg of X-tra RAM. The RAM seems to be OK. I had the CheckRAM program run all night and it didn't encounter problems.

But, I am having problems with ATonce. Booting from floppy works OK. But it doesn't seem to work with my harddisk. I have partitioned my harddisk (MegaFile 60) in 6 partitions: 3 times 1 small and 1 big partition. The small ones being 'boot partitions' (one for TOS, one for DOS and one for MINIX), the big ones 'work partitions'. Now you can configure ATonce to recognize any partition as C:. And since E: and F: are my DOS disks, I have configured E: to be DOS' C:.

So far, so good. I boot PC-DOS 3.30 from floppie. I now have to make the DOS' C: drive bootable, so I do a FORMAT C:/S which should do the trick. It starts formatting then asks for a DOS system disk in drive A: to install COMMAND.COM (and IBMBIO I guess). These are present on the disk when I check. Now I changedir to C: and I make a directory SYS and SYS\TOOLS. I copy all DOS commands to SYS and the ATonce specific files to SYS\TOOLS. And now the trouble begins.

The directory listing of SYS contains noise: strange characters etc. So, if I change back to TOS and take a look at the directory, it looks pretty messy. (You know the: +=8*-3%$ bytes used in 1676453 items).

If I make the system clean, then repeat the procedures, but fill the directories under TOS (that should give the same result), I get the same trouble.

Has anyone encountered such a problem before? How should I proceed? Is it the DOS I am using? Maybe it should be not PCDOS but MSDOS? I do not know how the BIOS is handled under ATonce.

Erik-Jan. Vens@Rug.NL

3280. Re: Disk based TOS2.0, Viruses, etc...

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 10:15:57 UTC
From: dac@ukc.ac.uk
Message-ID: <6156@harrier.ukc.ac.uk>
Source record: 237300

After all the comments about the possibility of virus infection when using a hard disk based TOS I think it's time to take a step back to remember the real issue... TOS2.0. I would like to see the Atari OS and future upgrades on disk - maybe not exclusively, but as an option for people who want it.

We can discuss for ever the problem of viruses - the fact is that no matter how you load your OS, a determined person could write a virus which could take your system down. If a virus infected your OS image on disk and then, after a while, trashed the whole of your hard disk then that's obviously bad news. But with a ROM OS the same thing could happen only instead of infecting your OS the virus would infect something else... there is no 100% security... ever. If you get PD/shareware software then you're at risk. If you buy commercial software there's still a possibility of infection. Viruses exist and trojans exist and that's that... and whether your OS is in ROM, RAM, booted from ROM, DISK, tape, punched cards or a hex entry keypad, it won't beat a determined virus. Let's be paranoid for a moment... That copy of Gulam you use... or Uniterm, Mint, MicroRTX or whatever... Did you download that from an archive or copy it from a friend? A friend? Hmmm... Did your friend have it on floppy? If so, does he ever let other people borrow these disks? Are you sure the 8th person before you didn't have a virus in his machine when he took his copy? If you got your software from an archive, who else has write permission on that archive? When's the last time the administrator changed his password?

Viruses are a real problem, but I don't think they are an issue in the disk based TOS argument. I feel that a disk based OS from Atari would be a plus in that a) it would be cheap, b) it wouldn't involve opening up your machine or sending it off for eight weeks and c) it would be possible to distribute via usenet at, effectively, no distribution cost to Atari.

Maybe I've got a naive or simplistic attitude, but I'd like to think there's a level of support for this idea.

Dave.

3281. Re: OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 10:44:20 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Nov15114420@kunto.jyu.fi>
Source record: 237151

In article <1990Nov14.140643.15703@cs.utk.edu> andrew@cs.utk.edu (Andrew Krzywdzinski) writes:

That's interesting... I happen to have a hard disk too, and my floppy
is viri-protected (I assume by a program in the boot sector) by George
Woodside's vkiller. Anyway, even though I boot from the hd, it always
executes the boot sector on the floppy !
One of us has to be wrong, then...

If I got you right, your system (if floppy inserted in drive) executes floppy's boot sector and then boots from hd, right? I have not tested that... Maybe mine do the same thing... I just thought that if it excutes boot sector from a floppy, it can't anymore go on booting from hd.

Assume that your boot sector on a floppy has code to load disk-based TOS (really old one) from a floppy. Will your system still somehow boot from hd? How?

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

3282. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 11:17:19 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Nov15.111719.1@simvax.labmed.umn.edu>
Source record: 237152

```
Last update: 15 November 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

(Thanks to Dr. Roland Waldi for his PC-disk tip, to John Henders for his
ST-related books list, and to Joachim Vance for his suggestions about
searchable keywords.)

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
* PD Where can I get Public Domain/Shareware software?
* ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
TEX Is TeX/LaTeX available on the Atari ST?
* LANG Public Domain/Shareware languages...
* GNUC Is GNU C available on the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
* BOOKS What books are available for the Atari ST?
* TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
```

==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========
Thanks go out to Russ Evans, Rainer Klute, and Edgar Roeder for the European information.

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: unido.informatik.uni-dortmund.de
[129.217.64.60]

Some selected Atari ST software is in the directory pub/comp/atari-st

There is also the info-server, a mail server which (among other things) mirrors the panarthea archives. Unfortunately it is not up to date and presently contains only volumes 1-10. You can get more info about the server by sending any mail to info-server@unido.informatik.uni-dortmund.de. It will reply with usage instructions.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh31.arc - European in origin
located in /atari/Binaries/volume12/arcgsh31
arcsh197.arc - US in origin
located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9

```
Write fault.....................10
Read fault......................11
General error...................12
Write protect...................13
Media change....................14
Unknown device..................15
Bad sectors on format...........16
Insert other disk...............17
Invalid function number.........32
File not found..................33
Path not found..................34
No handles left.................35
Access denied...................36
Invalid handle..................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error....................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
```

Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

Darryl May
Tech Specialist

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The
file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files with
many commercial programs, such as Degas Elite, WordUp!, etc. You might also
want to check your local user group to see if they received a copy of the
WordFlair demo program (also available on GEnie). The demo program appears to
have the GDOS system and font files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex, or the dsrgsun server under
pub/atari/StTeX (not accessible as of this date). Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version

forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems. For more than minor programming, you may need to upgrade to 2 or more megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also available via anonymous FTP on cs.uni-sb.de [134.96.7.254]

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
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TIPS

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

3283. St info

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 13:15:55 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <UbEdI=200WAu02VEx_@andrew.cmu.edu>
Source record: 237153

Hello netland.

Just two quick questions:

1) Does anyone happen to know of any mailorder houses that seal in ST hardware/software.

also

2) What ST mags are still in publication. I have been out of the ST world for a while and have not been able to find any in the places that used to carry them.

Thanks,

Mark Hamill
mh4x@andrew.cmu.edu

3284. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 13:41:16 UTC
From: chris@tharr.UUCP
Message-ID: <1425@tharr.UUCP>
Source record: 237154

In article <2739@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>What good is a cool new
>desktop if it eats your files when you try to copy them one day?

That is what we have been wondering about the UK STe machines
with their faulty DMA chips. Atari UK still released them, then
for many months *insisted* that a problem didn't exist.

It is only now, after extensive articles in the computer press
we read that Atari UK has admitted there is a problem.
Apparently they are marking all STe machines with a red dot after
the serial number if they contain the new [fixed] DMA chip.
In spite of this, more than one large retailer has stopped selling
Atari computers altogether, and others have dropped their Atari
hard disks after Atari refused to change DMA chips for any customers
except those who had bought a Megafile. Thanks for the support, Atari.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr free public access to Usenet in the UK 0234 261804 -->

3285. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:10:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aw5rdi@jonh.wimsey.bc.ca>
Source record: 237155

In <1990Nov14.182501.21513@cbnewsm.att.com>, william.a.oswald writes:
>STUFF DELETED
>Does anyone in net land have any first hand knowledge of the Golden
>Image Optical Mouse. Is it better then the BEST mouse etc.
>
>Thanks
>Bill Oswald
>aloft!wao

I bought the Golden Image mouse after my fourth Atari mouse went
uncontrollably berserk. I like it a lot. It was difficult to get used to
at first. It sends pulses so fast the keyboard chip can get confused and
the mouse pointer won't go where you tell it too. It takes a while to get
the feel right.
I don't know how many people have had trouble with the ST Mouse,
but a friend of mine who works for Triuf here in BC has found the problem
for one common problem. If the mouse slowly starts to lose one direction
(refuse to go left in all the mice I've had) it is caused by the opto-
transistor's bias wandering from spec.(cheap part). The biasing resistor
for that transistor can be replaced with one with a slightly different
resistance, and the mouse will work again for a while until the transistor
deteriorates further. I kept my last mouse working for about six extra months
by increasing the resistance when it started to screw up again.
If there's sufficient interest,I'll try to get my friend to work
up a file describing the fix. Interestingly enough, this only seems to happen
with the Tiawanese mice. Two people I know have the Japanese and German
mice and they haven't had any problems. Both of thtose mice are 3+ years old.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

3286. Re: Re : Atari Jaguar/Panther - COMDEX

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:32:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aw5se8@jonh.wimsey.bc.ca>
Source record: 237156

In <1990Nov15.063350.29502@cbnewsc.att.com>, Kit Kimes writes:
>
>Has anyone on the net been to ComDex this week? Exactly what has
>Atari announced? Supposedly, the Atari Advantage package was to
>be announced. Was it? What does it include?
>
>Kit Kimes
>AT&T Bell Labs
>Naperville, IL
>...!att!iwtsa!kimes

I wasn't there, but here's a second report from Comdex. courtesy
of Znet.

This is a Z*NET SPECIAL SHOW REPORT: COMDEX FALL 1990 #2
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ZCOMDEX2.TXT

Day One, Report Two: Monday, November 12, 1990
By John Nagy for Z*NET, LIVE AT COMDEX, Not just Message Reprints.

The first day of Comdex is over, and I now sit wearily in the plush
Caesar's Palace, ruminating over the day's events. It has been
pretty good for Atari.

This Fall Comdex spans 2.2 MILLION square feet, and perhaps even
MORE than 2.2 million SORE feet. The crowds are at least as large as
ever, although there was much more traffic in the "established"
convention halls than there was in the Sands Exposition and
Convention Center (SECC), the brand new facility that helps make
this Comdex 20% larger than any ever before. Unfortunetly, Atari
Corp is in the new SECC, and enjoyed less than throngs of people
today. The traffic grew throughout the day, however, and most of us
expect that the newness of the facility (this is the FIRST show of
any kind in it, they just opened days ago) will wear off and that
Comdex "regulars" will visit the hall later in the week.

The Atari exhibit looked even better today, with the last of the
boxes and plastic carpet protectors put away, revealing further

division between the "Home Computing" and "Business" areas of the booth. The Home area is about 20% of the booth, separated by a wide isle of burgundy carpet that exactly matches the regular isles. The visual impact is that Atari has two adjacent booths. As mentioned in the last report, I am told that at CES, the same concept will be used, with the proportions reversed.

Third party developers are again the focus of much of the booth. It was worthwhile coming to this COMDEX if only to see BOTH Dave Small AND Charles F. Johnson in sport coats and ties... that aren't just painted on t-shirts! They were showing the Mac emulator SPECTRE GCR (with version 3.0 software) and the Codehead products, respectively. And you should see SPECTRE flying on the TT030! Dave estimates that it runs about four times the speed of the GCR on a ST, clocking in right at about MAC II performance. Simultaneous demos on a TT and a Mega (old version) made me think a 4 factor is too low... it was FAST.

I have been asked for QUICKINDEX numbers for the new TT and 16 Mhz MEGA/STE, and I will comply in my next report. So far, the numbers look a bit odd to my eye, and I want to verify the levelness of the playfield.

Also present: Gribnif with NEODESK 3, also showing a new CLI (still beta testing) that will run ANY .TOS program IN A GEM WINDOW, even LHARC! Goldleaf was showing the beta version of WordFlair 2 that will ship at the end of the year. It DOES include an integrated spell checker. TALON is showing their IBM emulators... yes, emulatorS. Earl Miller says he now is the exclusive US distributor of PC-SPEED (now at only $199!!) and AT-SPEED, and is co-distributor of both ATonce and Supercharger. Talk about cornering a good market!

Nathan Potechin has several workstations going showing Calamus and Dynacadd (in color!) on TT030 units. The new Phillips-built 19" monitor really looks good, and the Atari SLM605 laser printer produced some of the most flawless, fastest first copies I have seen. Forget about the 605 being 6 instead of 8 copies a minute (as the old SLM804 was rated). The first copy is FASTER... dunno why, but I don't care either. Just gimme one.

I'll have more on the attending vendors in the next report.

Atari showed their new FSM GDOS, to be released this winter, perhaps as a freeware update to the world! This outline font technology updates the old and limited GDOS system to provide completely scalable and rotatable GDOS fonts. The outlines will be standard Ultrascript outlines, although from the IBM family of fonts rather than the Atari ST Ultrascript family. The added interchangability is probably worth the inconvenience to existing ST Ultrascript users. WordFlair really looked GOOD and FAST with the new GDOS.

On hand were Jack Tramiel, Sam Tramiel, Garry Tramiel, new General Manager Greg Pratt, and the Atari regulars including Bob Brodie, Art Morgan, Mel Stevens, Dan MacNamee, J.Patton, Don Thomas, Ceazar Dennis, Diana Goralcyzk (I KNOW I blew that spelling... sorry Diana!), and the new guy, Bill Rhebock. Greg Pratt is younger than I expected, and is very approachable. His enthusiasm for Atari shows in every word... and Greg is no newcomer to Atari, having been head of the Financial division for some years. It looks like he must have reason for optimism. I remain ready to believe. I expect to talk to him at greater length tommorrow.

Yes, Atari looks GOOD at this COMDEX, and has more square footage in the largest hall of the convention than any vendor except JVC. While one developer observed that they wished some of the COMDEX show dollars were going to support the developer and dealer network, in a very real way, they ARE. Here at COMDEX, in the largest computer resellers convention in the world, ATARI is making sure that NO ONE thinks that ATARI is a second class manufacturer. THAT MATTERS, friends. Across the board.

Next report: Fourth Quarter BUNDLES to be announced... !!!

Don't miss the first four sets of VIDI-ST pictures from COMDEX, available online now... from Z*NET, VISIBLY BETTER NEWS COVERAGE!

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Compuserve at PPN 71777,2140 ... GEnie at address: Z-Net.
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Z*NET Atari Online Magazine
FIRST WITH THE REAL NEWS... BUT YOU KNEW THAT!
~~~~~~
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders
~~~~~~

3287. Re: AES Support

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:39:02 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3262@medusa.informatik.uni-erlangen.de>
Source record: 237157

jimomura@lsuc.on.ca (Jim Omura) writes:

> But having written the functions, and a test program,
>I ran it and found that the 'ap_id' returned is always 0.
>This doesn't sound right to me, though it could be. Does
>anybody know if this is a reasonably possible result?

The main application always gets 0 as its ID. Try to start
it as a DA, and you'll get other values.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

3288. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:40:34 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov15.144034.7163@cunixf.cc.columbia.edu>
Source record: 237158

In article <A0aw217u@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <sent.Mon.Nov.12.11:37:46.GMT.1990.via.CS.TARDIS>, dh@tardis.cs.ed.ac.uk writes:
>>
>>I'm hoping (!!) for a reply from someone from Atari about this...but I
>>realise they probably won't reply.

I would prefer that. It seems more prudent in light of past events
for them to just keep their mouths shut until the thing is shipping.

>>
>>What I want is some more info about this new Atari Jaguar machine that
>>I've been hearing about. It's supposedly going to cost 700 UK pounds
>>and be based on a 68020 running at 16MHz.
>>
>>I've heard it's basically a cut-down TT.

Oh come on. This rumour isn't remotely believable. Why did this
guy post this?

> I'm not from Atari. but perhaps this Zflash from Comdex may clear
>up what you've heard. Note, this is not a 68020, but the rest fits.
>
>
>
> This is a Z*NET SPECIAL SHOW REPORT: COMDEX FALL 1990 #1
>
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Gads, it lives...

[stuff deleted]

> Yes, the MEGA/STE is REAL, and I am writing this first report on
> one! The configuration is as predicted weeks ago in Z*Net, identical
> construction to the TT, although in Grey rather than off-White. A
> pair of Serial ports are offered, as well as the local area network

> (Appletalk compatible) port, although the LAN and Serial 2 appear to
> share internal harware connections and cannot be used
> simultaneously.

What good is that? That doesn't make any sense. You can't use your
serial devices and the network at the same time??? Hehe...

>There is no SCSI port on the Mega/STE as on the TT,
> but all the other ports are the same.

That's really too bad. It makes more sense to include an SCSI
port into the box. It seems the standard for the home/small business
machines these days (although IDE seems to be catching on as well).

> A VME bus cart slot is
> accessable through a panel on the back of the machine. Most of the
> MEGA/STE machines here have an additional serial port card installed
> there.

A VME slot on an ST? Now THAT makes sense. It is about time that
the ST has some sort of stadard slot.

>
> The Mega/STe will have a base unit featuring 2 MEG of RAM, a
> switchable 16/8 Mhz acceleration (yes, SPECTRUM compatible) with or
> without RAM cache, and an internal 40 megabyte hard drive, the new
> TT style TOS/Desktop (which shows on test programs to be calling
> itself TOS 2.2)

So far so good. Sounds like a decent low-end home unit if the pricing
is right.

>... and will be available "after the first of the
> year" for a price that is to "knock out the Mac Classic". That may
> be UNDER $1200!

HAHAHAHA! I should remind you that Atari said the same things
about the TT when they showed it for the first time (about 2 years ago!).
I would take statements like this with a BIG grain of salt judging
from Atari's previous antics (no pun intended...hehe).

As for being competition for the Mac Classic...It would seem to be
a very good contender IF the pricing is reasonable and IF they get it
out the door before the next ice age.

All the Mega/STe units here on display are hooked to
> the new Phillips 15" color monitors, the STERO SOUND units, model
> SC1435. This is VERY nice, large screen unit that will replace the
> SC1224 monitors completely, and should retail at or just above the
> current color monitor price. It IS a step UP.

That is interesting. Is it a multisync? What resolutions will it
support?

Cheers,

Chris

Chris Mauritz |D{r det finns en |l, finns

```
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
-----------------------------+--------------------------
```

3289. Re: inimf and mf

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:42:03 UTC
From: Erik-jan.Vens@samba.acs.unc.edu
Message-ID: <1640@beguine.UUCP>
Source record: 237159

Hi there.

First of all, the SLM804 is a write white printer. That's the main point why it doesn't print correct with just any .pk files.

But first. There is a big difference between inimf and virmf (what you call mf). inimf stands for initial mf, and virmf for virgin mf. inimf can do most of the things virmf can do, but it uses a lot of memory to build a fast loadable dump of it's set of macro's. Now virmf can not dump the macros, but it has all the memory to do it's calculations.

Usual invocations:
inimf plain \dump
and:
virmf &plain cmr10

Now for the Atari Laserprinter. I do have some documents on write white printers. There is also a set of macros to add to plain.mf that can take care of the right things to do with a ww printer engine. I can send those if you like. Just yell.

Erik-Jan. Vens@Rug.NL

3290. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:47:31 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov15.144731.18865@cunixf.cc.columbia.edu>
Source record: 237160

In article <90311.201626MBERNAR@ERENJ.BITNET> MBERNAR@ERENJ.BITNET writes:
>To those people complaining about taking 20-45 seconds to book a hard
>disk based system:
>
> HOW MANY TIMES DO YOU NEED TO TURN YOUR COMPUTER ON EACH DAY? I
>usually turn mine on in the morning and off at the end of the WORK
>day. I think it's well worth waiting the extra seconds to boot for
>the convenience and flexibility of switching operating systems.
>I don't need to bring my Mac IIci to the dealer just to upgrade to a
>new OS. And if there's a problem with the new OS, I can always just
>easily reload the old system back.
>

I agree completely. Honestly, how many times does an average person
power up and down in a day? It simply isn't worth the hassle of a
ROM based OS to save you a few seconds once or twice a day. Marcelino
brings up another good point that you can always go back to the old
OS if you have to (in case it breaks your favorite software or whatever)
just by reloading it to your hard drive or by using something like
Apple's system switcher. ST users would have to open up their machines
and carefully pry out the TOS1.X ROMs and carefully put the old ones
back in and then re-assemble the machine. A MAJOR pain in the ass if
you ask me.

>Regards,
>Marcelino Bernardo
>mbernar@erenj.bitnet

Cheers,

Chris

```
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Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3291. Re: RAM disk

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 14:54:02 UTC
From: Erik-jan.Vens@samba.acs.unc.edu
Message-ID: <1642@beguine.UUCP>
Source record: 237161

My friend Tom Hageman, author of a good many UN*X utilities, has also written a good resetable, resizable, configurable RAMdisk. Tom is sort of a guru in our local Atari community and we are thinking about releasing all his programs in the public domain. They already are really, but they are not on the net.

He has also done a port of JOVE (Jonathan's Own Version of Emacs) which in fact should be called TOVE (Tom's...) because it has almost nothing to do with the original JOVE anymore. Sourcewise that is. It is completely bugfree, well improved and runs on Atari ST, MSDOS, UNIX (diff.t flavours).

Anyway, since the RAM disk topic came up, I could as well submit his RAMRESIZ for release on the net. I do seem to remember that comp.binaries.atari.st is a moderated newsgroup. Can anyone tell me how to submit?

Erik-Jan. Vens@Rug.NL

3292. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 15:18:57 UTC
From: fred@prisma.cv.ruu.nl
Message-ID: <fred.658682337@prisma>
Source record: 237162

In <2792@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:

>Here a suggestion for future development to increase enthusiasm: A cute
>compression feature would be nice! Perhaps I would have needed only 20
>diskettes.
>

As the author of the program I would like to comment on this. I am really
looking for a suitable compression algorithm. I want an algorithm which
is fast as has acceptable compression ratios.

If anybody on the net has such a piece of software please send it to me.

I had a complaint about the software not running on a Mega ST with a 19
inch screen. I looked in the software and found a bug. If allocate
32K of memory for the screen toggle option in Bfront. This is not enough
for a 19 inch screen. Does anybody know the correct method of determining
the proper amount of memory to be allocated?

Fred

--
Fred J.R. Appelman, 3D Computer Vision, Utrecht University
AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
Telephone: +31-30-506710 Fax: +31-30-513399
e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu
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e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

3293. Re: TRS-80 and TIPC equipment for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 15:48:23 UTC
From: hoenig@osage.csc.ti.com
Message-ID: <1990Nov15.154823.1262@csc.ti.com>
Source record: 237163
Cross-posted to: misc.forsale.computers,rec.ham-radio.swap,comp.sys.atari.st

In article <1990Nov14.152957.19038@csc.ti.com> hoenig@osage.csc.ti.com (Mike Hoenig) writes:
>I have the following equipment for sale:
>
> 2 ea. TRS-80 Model 4P computers with LS-DOS and Montezuma Micro CP/M
>
> 1 ea. TRS-80 10M hard disk for Model 4
>
> 1 ea. TIPC plus much software
>
> 1 ea. KAYPRO 10 computer (CP/M) with much software
>
> 1 ea. DWP-210 printer
>
> 1 ea. Dataproducts LZR-1300 laser printer (only 1932 pages printed)
>
> Model 4's: asking $350 each
^^^^
Forget that price! New information has come my way
concerning original purchase price.

Model 4's: now asking $200 each
>
> Hard disk: asking $100
>
> TIPC: asking $500
>
> KAYPRO: Make me an offer I can't refuse
>
> Laser printer: $1300 firm, I'll cover shipping.
>
> Replies to:
> Mike Hoenig
> 214-727-2832 (h)
> 214-995-0712 (w)

3294. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 16:02:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.658684976.larserio@kvart.ifi.uio.no>
Source record: 237164

Over in Europe link-viruses (like the Crash virus) is common.
My friend had (yes HAD) a harddisk where all the PRG-files was infected.
After a while (when you have started the programs a number of times) they
won't work any more - VERY FUNNY :-(

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3295. Mac Classic and IICi

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 16:05:16 UTC
From: psurge@cs.utexas.edu
Message-ID: <14684@cs.utexas.edu>
Source record: 237165

I saw an add in our local University Liberal Rag (read:student newspaper) for the Mac Classic and Mac ci (or whatever it is called, might be the si). Anyway the new lower prices were this:

Classic:
~1400 new with 2 megs and hard drive
~900 with trade in of mac equipment: Plus or 512E must not be cracked or have any engraving, keyboard and mouse, manuals, ORIGINAL system disk

Si:
~3000 new
~2000 with trade in, I don't remember the model, but same restrictions apply also with trade in of mac printer or Ibm printer with all cables and knobs and same casing restrictions, oh and manuals too.

I don't know about original boxes being needed, but it would seem like they would want them anyway.

Keep in mind I am doing this from memory, the prices might not be exact, I was just trying to remember the first digits of the price.

Also, all equipment was subject to approval of acceptence by the dealer, which means the above equipment could be rejected for any reason and you will have to pay full price.

Note that this cuts out many of the new computer buyers who do not have mac equipment just sitting around waiting to be traded. Hence Apple's new lower prices will probably not even entice most people. (who would want to give up their computer to buy another one when they can get a whole new system for less and keep their old one also!)

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3296. spslidex

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 16:45:14 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <38@bart.cs.mcgill.ca>
Source record: 237166

Greetings, all. I was wondering - I have a program called spslidex which can view .spc, .spu. and .sps files. These are 'pseudo' 512-colour images in low-resolution.

BGIF creates .spu files which always take 51k but I know that many of them can be compressed. Ideally I would like to compress them to .spc, since that seems to be standard, but .sps is okay too, since it is a bit more compact.

Well, I have NO IDEA how to convert them to .SPC, and spslidex doesn't do too good of a job converting to .SPS, as I usually end up getting 'blotches' of black all over the picture, after the conversion, and converting it back to .spu still leaves the blotches in the picture!!!

I should say that spslidex works great converting from .spc to .sps, but it hasn't worked ONCE for me converting from .spu to .sps

Is there a newer version of spslidex out there? or a different program which does the conversion?

--
|S. Alan Ezust | depeche@cs.mcgill.ca |
McGill University School of Computer Science	Montreal, Quebec, Canada
Please note the new e-mail address!!!

3297. Re: UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 16:48:38 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov15.164838.3770@cunixf.cc.columbia.edu>
Source record: 237167

In article <1990Nov14.190056.1444@stretch.cs.mun.ca> david10@stretch.cs.mun.ca (David Churchill) writes:
>I'm sure this has been asked before, but . . . how does one get z-modem
>and UniTerm to work together? For example, I've tried running rz.ttp from
>a function key using "%run('rz.ttp, '')". It asked for the commandline, and
>then I received TOS error #39. Running it from "run prg..." in the menu
>did the same thing. What am I doing wrong?

Did you make sure to set the buffers to leave enough RAM for rz/sz to
use? Set the SYSTEM buffer at 200K and see if it works properly.

>
>I am using UniTerm 2.0c 010, and have placed rz.ttp and sz.ttp in the same
>directory as uniterm.prg.

2.0e (edit 14) was the last version I had.

>
>Thanks in advance,

No worries, mate. :-)

>
>Dave C.

Chris
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3298. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 17:07:53 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1990Nov15.170753.12074@math.lsa.umich.edu>
Source record: 237168

In article <2788@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>Hmm, that's still nearly two months. Don't you really do a daily or at
>least weekly backup?

I'm getting sick of all these complaints. I'll explain one more time...

The Atari ST is not a "supported" machine at the University of Michigan.
Atari.archive.umich.edu is not our machine. We have no input on the backup
schedule. We are permitted to use the machine on the whim of the system
administrator. The Atari Posse consists of volunteers who run the archive
in their spare time. Despite all of that, we still manage to run one of the
best Atari archives in the world.

You want better service? Give us a machine and some funding.

Bottom line: If you don't like our archive, don't use it. We don't need you.

Jon Brode -- jon@atari.archive.umich.edu brode@math.lsa.umich.edu
Supreme Allied Umich Atari Commander

3299. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 17:20:24 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <479@ub.d.umn.edu>
Source record: 237169

John Knight (jk44+@andrew.cmu.edu) writes:
> Apple may offer "big" discounts to students, but Apple will have to
> reduce the s*it out of its prices in order to compete with Atari or
> Amiga. With my student discount, a 1Meg, 1 disk drive SE costs about
> $1500. My 1040STe and mono monitor kick some serious ass over that Mac
>
> Jack Knight
> ARPA: jk44@andrew.cmu.edu

The last time I checked in the U of M bookstore I could get a MacClassic with 1 meg Ram and an internal disk drive (high density) for $750. A MacClassic with 2 meg of RAM and 1 internal high density drive and a 40 meg internal hard disk was only $1150. This included the keyboard and the usual built in mono monitor.

I'm not sure where you go to school but they sure are taking you to the cleaners.
--
Brian Grave bgrave@ub.d.umn.edu

I'm not stupid, I'm not expendable, and I'M NOT GOING!

3300. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 17:30:05 UTC
From: bill@mwca.UUCP
Message-ID: <1744@mwca.UUCP>
Source record: 237170

In article <27248@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <1739@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>I have Beckmeyer's backup software, and it isn't bad, but there aren't many
>>frills (incremental backups must have fresh disks, partial restores are
>>difficult, no index of files is kept in text-readable format). Does
>>BackupST do any of these?
>
>Try the Vault. It does all of these things.

>| Michael Fischer <fischer-michael@cs.yale.edu> |

I've used the Vault, and I agree, it does these things nicely. My main
complaint with the Vault is that it uses TOS format to backup the files,
so speed suffers. Yes, I know of the relative advantages and disadvantages
of TOS format versus direct track writes in proprietary format...I'm
ultimately looking for a backup program that works as well and fast as
PC-Tools, though I understand that the ST's drive controller chip doesn't
easily allow for format+write in the same pass, nor for automatic detection
of floppy inserted...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3301. GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 18:06:40 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov15180640@ghiggins.hpl.hp.com>
Source record: 237171

I have *exactly* Dave Megginson's problem too (not, not *that* one :-)).

With $TMPDIR set to e:\, gcc reported ...

gcc e:/cc100000.cpp : cannot find file

So, I thought I'd try the cs.uni-sb.de version (yes, I *will* post it to atari.archive, but I'm temporarily, denied ftp access, so you'll just *have* to wait). On with the plot --- I tried the cs.uni-sb.de version --- Crashed and burned. However, the cs.uni-sb.de version of GNU C was posted there by Edgar Roeder (with whom I am e-corresponding). I happen to know that Edgar is a bash user --- bash allows you to use / as well as \. Soooo, I got bash and turned on the / option --- Crashed & burned *again* --- and yes, I tried it with without the / option ... surprise, Crashed & burned!. No matter *what* I set $TMPDIR to, gcc reports that it cannot find $TMPDIR/cc100000.cpp (and yes, I made sure that $TMP matched $TMPDIR, just in case).

```
export TMPDIR=/tmp
echo $TMPDIR
/tmp
gcc -v -o test test.c
```

gcc: /tmp/cc1000000.cpp cannot find file.

```
export TMPDIR=/gnu/tmp
echo $TMPDIR
/gnu/tmp
gcc -v -o test test.c
```

gcc: /gnu/tmp/cc1000000.cpp cannot find file.

That's two different versions of GCC giving *exactly* the same problem under two different environments. Anyone any ideas? Edgar's suggestions involve looking deep into the execution process using SysMon or master --- I have neither at the moment.

Graham (*still* puzzled) Higgins.

3302. Aaarrgh!

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 18:11:06 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov15181106@ghiggins.hpl.hp.com>
Source record: 237172

Please read "Capt. Jeff Long" for "Dave Megginson" in my previous posting.
Sorry Dave, sorry Capt. Jeff

Graham (scrambledbrain) Higgins

3303. MT C-Shell & VSH Version 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 18:56:41 UTC
From: david@bdt.COM
Message-ID: <6484@bdt.COM>
Source record: 237173

Just a short note to let you all know that we are now accepting orders for MT C-Shell and VSH Version 2.0. There's lot's of new features and it's more robust, it's faster, and TT compatible.

The new VSH has individual window options (sliders, fonts, etc.), cut & patse between windows, save window contents to a file, and much more. VSH also lets you install custom icons onto the VSH desktop for your favorite programs.

If you would like more information, I can send it you as e-mail.

Thanks.

--
David Beckemeyer (david@bdt.COM) | "Adios amigos. And, as they say when
Beckemeyer Development Tools | the boys are scratching the bad ones,
P.O. Box 21575, Oakland, CA 94620 | 'Stay a long time, Cowboy!'"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - Jo Mora

3304. Cartridge Tape Drive and tar

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 19:19:39 UTC
From: paulm@ccicpg.UUCP
Message-ID: <3588@ccicpg.UUCP>
Source record: 237174

I wrote a cartridge tape driver which is installable from device 0 - 6.
This driver works via trap #13 calls. I am using it with what I believe
is an interface board from an SH204 ? disk subsystem. It works with a
Cypher 504 drive with a SCSI interface. To go with this is a tar program
that reads and writes UNIX compatible tar tapes for creation and extraction.
The driver is written in Alcyon assembly (sozobon compatible) and gets it's
device number from the file name. The name can be tapedvr0.prg
tapedvr6.prg.

The 'tar' program is in MWC 'C' and works from either a shell or from desktop
if named tar.ttp.

There is a tapeio.h 'C' binding file for tape IO.

The source and binaries for both are available to anyone who can hack a tape
system together and requests me to E-mail the code to them.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

3305. Re: Gnu binaries at cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 20:18:50 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov15.201850.6036@lonex.radc.af.mil>
Source record: 237175

I too have had problems with every version of gcc137 that I have gotten
my hands on!! Could someone who has successfully run gcc137 under TOS please
E-Mail me so I can talk to them??

longj@lonex.radc.af.mil

Jeff Long

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3306. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 20:39:20 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1271@digi.lonestar.org>
Source record: 237176

In article <mboen.658534305@peun33> mboen@nixdorf.de (Martin Boening) writes:
>
>Well, you'd better NEVER power up with any disk in drive A. If the boot
>sector is executable, it'll be executed. And that's with a ROM OS!
>If the boot sector is a virus, you'll get hit by a virus. That's all there
>is to a boot sector virus. It's true though, that there probably won't be
>many link viruses infesting command.com, cause there's no command.com.

Yes, I ALWAYS power up with a disk in Drive A. It is my own "standard drive holder disk" :-) which is guaranteed to not have a virus on it. And with a disk in A, I boot from the hard disk MUCH MUCH faster! Try it - you will like it!

>Up to now, I haven't been hit by viruses (viri ? Argh, not again. :-)
>even though I use PCs with disk based OSes and STs with ROM based OSes,
>so in my opinion the danger is exaggerated.

I have been hit by a virus on a COMMERCIALLY PURCHASED UPGRADE DISK from the ORIGINAL MANUFACTURER. The danger is NOT exaggerated and I don't EVER boot with anything other than my own "clean" disk in the floppy drive.

>So much for safety arguments.

You may not care about your programs/data, but I do and my operational methods increase the probability that I will not get "hit" again. You know what the FRAM Oil Man says !!!!! :-)

>Bye bye data,

Hellloooo safety,
Roy C. Gosewehr

3307. Re: ATARI ARCHIVE CRASH

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 21:32:09 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27298@cs.yale.edu>
Source record: 237177

In article <1990Nov15.170753.12074@math.lsa.umich.edu> brode@math.lsa.umich.edu (Jon Brode) writes:
>The Atari ST is not a "supported" machine at the University of Michigan.
>Atari.archive.umich.edu is not our machine. We have no input on the backup
>schedule. We are permitted to use the machine on the whim of the system
>administrator. The Atari Posse consists of volunteers who run the archive
>in their spare time. Despite all of that, we still manage to run one of the
>best Atari archives in the world.

I for one really appreciate the service you are performing for the
Atari community. The archive is one thing about owning an Atari that
is a real pleasure. I hope you will keep up the good work!
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3308. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 21:41:50 UTC
From: kmm2765@isc.rit.edu
Message-ID: <1990Nov15.214150.15032@isc.rit.edu>
Source record: 237178

In article <1990Nov15.144731.18865@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes the same thing as:
>In article <90311.201626MBERNAR@ERENJ.BITNET> MBERNAR@ERENJ.BITNET writes:
>>To those people complaining about taking 20-45 seconds to book a hard
>>disk based system:
>>
>> HOW MANY TIMES DO YOU NEED TO TURN YOUR COMPUTER ON EACH DAY? I
>>usually turn mine on in the morning and off at the end of the WORK
>>day. I think it's well worth waiting the extra seconds to boot for
>>the convenience and flexibility of switching operating systems.
>>I don't need to bring my Mac IIci to the dealer just to upgrade to a
>>new OS. And if there's a problem with the new OS, I can always just
>>easily reload the old system back.
>>
>
[rehash of previous paragraph deleted]

Honestly, is there any reason why you posted your message. I deleted your part simply because it was the same as the previous. And just to put my $.02 in, ROM based OSes have many merits. First of all, the STs with ROM based TOS can also run disk based versions of the same thing. Perhaps atari could be nice enough release old TOS versions on disk. I had a friend who fried his TOS ROMs (I don't know how) and he was still ale to use his computer by using a disk-based TOS. As for the how many times a day do you turn on or off your system: **News Flash** Not everyone has a hard drive!! Rebooting is very standard for people with floppy drives. Also, if you were to reload the
"old" system on your Macs, I am sure you would reinstall it on the hard drive. That would involve first digging out the old disk (assuming you still have it) and then going through the install process. I could personally reinstall the old ROMs in about ten minutes, about the same time I am sure it would take you to restore your old software OS. I don't see any advantages in that.

3309. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 21:55:12 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27299@cs.yale.edu>
Source record: 237179

In article <1744@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I've used the Vault, and I agree, it does these things nicely. My main
>complaint with the Vault is that it uses TOS format to backup the files,
>so speed suffers.

Speed may suffer in the Vault for a variety of reasons, but the use of TOS format isn't generally a major one. The Vault uses a sophisticated caching scheme so that the floppy disk is written out in a few large multi-track blocks. Directories are created in memory and written to disk only once. The FAT is written only at the end. Data sectors are written in large blocks. The effect is similar to that of Turtle where an image of an entire disk is created in memory and then dumped to floppy, but unlike Turtle, the Vault can work with less memory than the size of a floppy.

The only place where TOS format really hurts is with really small files, for every file and every directory takes at least one cluster = two sectors on disk.

Where the Vault spends a lot of time is in getting the files off the hard disk. It just uses straight Gemdos calls for that task, and TOS doesn't allow for simultaneous I/O to the hard disk and the floppy.

One way to speed up floppy disk writes is to turn off write verify. If you value your data, this is a bad idea, and if you don't, then why are you bothering with a backup anyway? Of course, sophisticated data compression using error correcting codes might make this unnecessary and allow for faster backups, but getting significantly greater speed than the Vault provides isn't so easy.

Try copying a large folder from hard disk to floppy using the desktop and then try it again using the Vault. You will see that the Vault is much faster.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3310. znet

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 22:11:41 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Thu.Nov.15.22
Source record: 237180

Thanks to everyone who mailed me about znet...sorry for not replying to everyone but I'm not completely sure how to mail to USA yet. I'll find out soon.

Anyway...I am hoping to get some hot news from Comdex from znet. I saaw that someone posted a daily update from comdex produced by znet to here yesterday. I was wondering if it was possible for anyone to mail me all of the znet daily updatees from comdex as I can't find them on any ftp sites. If you know an ftp site that keeps znet online (apart from atari.archive) then please tell me. Atari.archive doesn't seem to get it's znet very quickly.

I presume that these daily comdex updates are available on the znet BBS, but being based in the UK, a phone call to USA BBS is not really feasible.

Also, a post of this week's comdex znet (published fri 16th) would also be appreciated.

Anyone that helps me out here will have praise heaped on them by me <grin>.

Thanks very much
Richard Imlach

3311. Re: humanitarian request

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 22:12:27 UTC
From: davea@col.hp.com
Message-ID: <16830006@col.hp.com>
Source record: 237181

HOLD IT. YOU'RE FOUR YEARS TOO LATE.
According to our local paper, Craig is 11 (ELEVEN) now, has received some 16 million cards, and IS in the 1991 edition of the Guiness record book. Since August the post office has been RECYCLING (not even counting) mail for him. The article appeared in the paper because somehow the original plea letters are being re-circulated (with a lot of help from folks who aren't checking out their sources.) Let's be a bit more responsible on a world-wide net. OK?.

dave allen, colorado springs

3312. gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 22:14:40 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Thu.Nov.15.22
Source record: 237182

Hmm...anyone fancy posting the german version of Gemini v1.2 to atari.archive?
Just so that we can get a taste of what new features we can look forward too
when
it's translated to English.
[B [B [B
Richard

3313. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 22:35:24 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov15.223524.18512@math.lsa.umich.edu>
Source record: 237183

In article <1990Nov15.144034.7163@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <A0aw217u@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>> Yes, the MEGA/STE is REAL, and I am writing this first report on
>> one! The configuration is as predicted weeks ago in Z*Net, identical
>> construction to the TT, although in Grey rather than off-White. A
>> pair of Serial ports are offered, as well as the local area network

>> (Appletalk compatible) port, although the LAN and Serial 2 appear to
>> share internal harware connections and cannot be used
>> simultaneously.

>What good is that? That doesn't make any sense. You can't use your
>serial devices and the network at the same time??? Hehe...

Just like a real Mac. Blech. One Zilog 8530 doing double-duty. Oh well,
I wonder if it's good or bad that they attach two different connectors to
the same port. On the Mac there's only one connector on that port, the
"printer" port that has to do double duty as the Localtalk port.
It's still a step up, though, just to have the 2nd serial port. Being able
to plug into Phonenet/Localtalk will be very convenient...

>>There is no SCSI port on the Mega/STE as on the TT,
>> but all the other ports are the same.

>That's really too bad. It makes more sense to include an SCSI
>port into the box. It seems the standard for the home/small business
>machines these days (although IDE seems to be catching on as well).

IDE? Isn't that just a new name for the Same-Old Same Old, XT/AT bus-specific
cards and such? Oh well. Yes, a full SCSI port would have been nicer. Oh well,
there's always Supra, ICD, and BMS.

>> A VME bus cart slot is
>> accessable through a panel on the back of the machine. Most of the
>> MEGA/STE machines here have an additional serial port card installed
>> there.

>A VME slot on an ST? Now THAT makes sense. It is about time that
>the ST has some sort of stadard slot.

Sounds cool. Echo previous line...

>> The Mega/STe will have a base unit featuring 2 MEG of RAM, a
>> switchable 16/8 Mhz acceleration (yes, SPECTRUM compatible) with or
>> without RAM cache, and an internal 40 megabyte hard drive, the new
>> TT style TOS/Desktop (which shows on test programs to be calling

>> itself TOS 2.2)

>So far so good. Sounds like a decent low-end home unit if the pricing
>is right.

Hm... TOS 2.2? Well, if it's at all like the new TOS versions, that means
it's 68030 compatible, right? Oh boy... I wonder if the memory controller
is any faster, so you can use faster DRAMs. RAM caches are nice, but don't
yield such a big win when a lot of interrupt processing is going on.

>>... and will be available "after the first of the
>> year" for a price that is to "knock out the Mac Classic". That may
>> be UNDER $1200!

>HAHAHAHA! I should remind you that Atari said the same things
>about the TT when they showed it for the first time (about 2 years ago!).
>I would take statements like this with a BIG grain of salt judging
>from Atari's previous antics (no pun intended...hehe).

Who knows. I think Atari has done a good job of keeping things under their
hat 'till they're really ready to be announced. This may be for real, eh?
(I suppose it's no longer a breach of non-disclosure to say that the MegaSTe
had been mentioned several months ago, and that Atari solicited suggestions
from their developers for what features the machine should have? Yep, looks
like a good job so far...)

>As for being competition for the Mac Classic...It would seem to be
>a very good contender IF the pricing is reasonable and IF they get it
>out the door before the next ice age.

Got my fingers crossed. Of course, it figures this machine would be released
just after I ordered a 1040 STe.

> All the Mega/STe units here on display are hooked to
>> the new Phillips 15" color monitors, the STERO SOUND units, model
>> SC1435. This is VERY nice, large screen unit that will replace the
>> SC1224 monitors completely, and should retail at or just above the
>> current color monitor price. It IS a step UP.

>That is interesting. Is it a multisync? What resolutions will it
>support?

Echo that question. A 15" color monitor will probably look real sharp, but
it'd also look kinda stupid showing the same ol' 640x200 screen. It sounds
a lot more impressive than the 1425(?) that was described in the old developers
docs (for the "EST" 'way back then), but probably a direct descendent. That
would mean a 35 khz horizontal scan rate. Oughta be capable of 1024x768 rez...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3314. DTP

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 23:11:37 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov15.231137.6168@rodan.acs.syr.edu>
Source record: 237184

I was messing around with the pagestream demo and, well it works.
It only crashed once on me, which really ain't that bad for them(zing).

I have never seen Calmus(nor do I know how to spell it!). Is there a
demo of that around? Which is better? I'm not looking to make a living
out of this, just some reports and such.
I don't suppose they offer us poor students a break, do they?

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone have/use TALK type 4.2?

3315. 12205

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 23:44:27 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1990Nov15.184427.1@woods.ulowell.edu>
Source record: 237185

```
FOR SALE: Atari 1040ST-1 meg Ram-mouse
SC1224 Color monitor
720k internal 3.5" disk drive
IBM type 5.25" 360k disk drive in a double case
Software includes:
Flash, Shadow, Multidesk, Cad 3D 2.0, LabelMaster
WordUp 3.0, Music Studio, and tons of PD software
also about 20 ST magazines-mostly STart and ST-Log
$650 plus shipping if necessary or MAKE AN OFFER!
Call (508)683-5348 -Brian
```

3316. about to buy - Stacy & music

Newsgroup: comp.sys.atari.st
Date: 1990-11-15 23:50:56 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340031@hpfcso.HP.COM>
Source record: 237186

I am about to purchase a Stacy for use use with some music projects of mine. After diligently searching through the old notes here, and talking to people at our local users group, there are still a few questions I haven't gotten straight answers for:

1. Spectre GCR and midi. Conventional wisdom is that the ST midi port is not recognized in Mac mode, but there may be ways around this. I am not sure I will need this to work, but it would be nice.

2. Laserjet output from music typesetting software. Several of the available packages (Notator, EZ Score) don't support it, although I have seen EZ Score's dot matrix output and it is pretty darn good. I've heard of a PD package "laserbrain" that acts as a laser printer driver to some extent. Does this actually work, does it support Laserjets (no Postscript) and does it do any "rounding" to make the output look better than on a dot matrix? Pointers to music typesetting packages that *do* support Laserjets would be appreciated, too. I know about Dr. T Professional & DTP, and of course there is always the Spectre / Postsript cartridge option.

3. Can you use an accelerator in the Stacy?

4. What about this rumored third party battery pack?

5. Anything else I should know?

Responses by mail will be summarized and posted.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

3317. Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 00:37:35 UTC
From: rrwood@contact.uucp
Message-ID: <1990Nov16.003735.14049@contact.uucp>
Source record: 237187

Someone posted an ad for used ST equipment and made mention of "a Supra Hard Drive Interface" and a Seagate hard drive. From this I infer that Supra markets an interface that allows one to use a nice cheap IBM style hard-drive on one's ST. Is this correct? And if it is so cheap to get set up with the interface and drive, why would anyone choose anything else for his or her ST?

-Roy Wood.

3318. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 04:00:36 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Nov16.040036.12680@mintaka.lcs.mit.edu>
Source record: 237188

In article <GJH.90Nov15180640@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>I have *exactly* Dave Megginson's problem too (not, not *that* one :-)).
>
>With $TMPDIR set to e:\, gcc reported ...
>
>gcc e:/cc100000.cpp : cannot find file
>
>So, I thought I'd try the cs.uni-sb.de version
>On with the plot --- I tried the cs.uni-sb.de version --- Crashed and
>burned. However, the cs.uni-sb.de version of GNU C was posted there by Edgar
>Roeder (with whom I am e-corresponding). I happen to know that Edgar is a bash
>user --- bash allows you to use / as well as \. Soooo, I got bash and turned on
>the / option --- Crashed & burned *again* --- and yes, I tried it with without
>the / option ... surprise, Crashed & burned!. No matter *what* I set $TMPDIR
>to, gcc reports that it cannot find $TMPDIR/cc100000.cpp (and yes, I made sure
>that $TMP matched $TMPDIR, just in case).
>
did you try setting the following environment variable:

UNIXMODE=/.,LAHbdxrC

The final character is your root directory. This example assumes it is drive C. For more info on the subject, I would usually refer you to cs.uni-sb.de, but since this archive is unavailable at the moment, I'll try to break it down from memory. The first slash indicates slashes are used as well as backslashes. The character following the dot is used to replace multiple dots in the filename. L indicates the use of symbolic links, and A enables automatic links. These are simulated, and the link information is hidden in a table in a file called .dir, which is created automatically by all UNIXMODE applications. This file is also used for long filenames, which are implemented as simulated links.

H causes .dir to be completely hidden from ls. b, d & x escape me at this late hour. The capital letter following r indicates the root drive.

The programs you got from cs.uni-sb.de all use UNIXMODE. The environment is very useful for porting Unix source code. Recently, I re-ported Elvis, using the libs from cs.uni-sb.de, and now it understands the long file names and links. Also, I was able to define the system type as BSD, rather than TOS, which took out everything from the original port, and allowed it to use termcap. OK, I had to keep their sync() clone, but that was all.

Hope this helps.

Doug

--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

3319. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 08:41:08 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1990Nov16.084108.11378@agate.berkeley.edu>
Source record: 237189

In article <1154@ssp18.idca.tds.philips.nl> jvl@idca.tds.PHILIPS.nl (J. van Loenen) writes:
>If it is not possible, what would be a good replacement for the Atari mouse?
>

Overall, the Microsoft Mouse conversion projects are a raw deal in my opinion. First, you have to find a DB-9 connector that will plug into the ST port (look and see what I mean) then you have to cut the cable.

Besides, there's a mouse rennaissance going on. Something called the Golden Image mouse is supposedly a MS repackaged. There is one based on the Genius Mouse (Yechh) another on the Amiga's (yechh) the infrared cordless from Practical Solns. (yayy) and one from Logitech (yesssss). Generally, they are all $60 or less, except the cordless.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

3320. Re: RAM disk

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 09:35:35 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov16043535@mole.ai.mit.edu>
Source record: 237190

In article <1642@beguine.UUCP> Erik-jan.Vens@samba.acs.unc.edu (Erik-jan Vens) writes:
>My friend Tom Hageman, author of a good many UN*X utilities, has also
>written a good resetable, resizable, configurable RAMdisk. Tom is sort
>of a guru in our local Atari community and we are thinking about
>releasing all his programs in the public domain. They already are
>really, but they are not on the net.
>
>He has also done a port of JOVE (Jonathan's Own Version of Emacs) which
>in fact should be called TOVE (Tom's...) because it has almost nothing
>to do with the original JOVE anymore. Sourcewise that is. It is
>completely bugfree, well improved and runs on Atari ST, MSDOS, UNIX
>(diff.t flavours).

Great! I'll be looking forward to seeing them. Especially Jove,
since the current port to the ST is a bit screwy.

>Anyway, since the RAM disk topic came up, I could as well submit his
>RAMRESIZ for release on the net. I do seem to remember that
>comp.binaries.atari.st is a moderated newsgroup. Can anyone tell me how
>to submit?

If your news software is properly configured, posting to the newsgroup
should automatically mail it to the moderator. Just arc (or zoo) it,
uuencode it, and post it. Alternately, mail it to
koreth@panarthea.ebay.sun.com, who is the moderator.

>Erik-Jan. Vens@Rug.NL

Nick

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \

3321. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 09:56:52 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov16045652@mole.ai.mit.edu>
Source record: 237191

In article <1990Nov16.084108.11378@agate.berkeley.edu> kawakami@volcano.Berkeley.EDU (John Kawakami) writes:
>In article <1154@ssp18.idca.tds.philips.nl> jvl@idca.tds.PHILIPS.nl (J. van Loenen) writes:
>>If it is not possible, what would be a good replacement for the Atari mouse?
>>
>
>Overall, the Microsoft Mouse conversion projects are a raw deal in my opinion.
>First, you have to find a DB-9 connector that will plug into the ST port (look
>and see what I mean) then you have to cut the cable.

One solution to the problem of fitting DB-9's with large housings into the ST is to go to your local electronics store (Radio Shack, for example) and buy a joystick extension cord. Plug one end into the mouse port, and then plug the fat connector into the other end. Make sure the cable you get has all 9 pins connected (the Radio Shack one does.) This also makes it easier to connect/disconnect the mouse and joysticks.

>John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami
>Amateur crank! My Atari Macks!

Disclaimer: I used to work for Radio Shack. This article is not intended to be an advertisement for either Radio Shack or Tandy Corporation, and is for informational purposes only. Thank you.

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \

3322. Contacts in UK wanted...

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 10:43:18 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <1990Nov16.103831@defoe.enet.dec.com>
Source record: 237192

Keywords:
I'm a fairly isolated ST user in the UK, who wants to converse with other ST users through
Email or Snailmail with view to swapping software, working on midnight hacks etc.

Anyone interested, send me an Email ASAP!

Cheers,

Jamie.

3323. The x-control panel - a plea

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 11:30:55 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <954@accucx.cc.ruu.nl>
Source record: 237193

I've just finished reading a mag stating the TT's x-control panel
actually runs fine on an ordinary ST.

So, people@atari.uucp (Ken B., Ken S., Allan, Derek etc): I think
it would be in the in the best interest to Atari, ST users AND TT
users if this thing got around.
It looks like the Atari programmers did a real nice job. Why not
make this effort worthwile and cut us loyal ST-users and programmers
in too?

ST compatibility means the world of ST programmers can create
nice XPD's (is that what the're called, X-panel devices?) if
only the x-cp and the documentation on creating modules for
it comes widely available.

I like the idea of modular machine configuration accs - I like
it on my Macs, and think it would help my ST too.

Let's all make this thing work, people; you guys from Atari,
please give us the opportunity to do so.

Greetings, Jeroen (jeroen@phil.ruu.nl)

3324. RE: Link viruses

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 11:34:46 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1270@ssp18.idca.tds.philips.nl>
Source record: 237194

In article <GLAZOU.90Nov14100040@mowitz.pdc.kth.se>, glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
> I'm looking for a virus-killer able to cure Link-Viruses infections...
>The programs I use can only cure *normal* (ie boot-strap) viruses.

Is a link-virus able to infect packed programs (eg. pfxpak)?

Jan

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

3325. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 12:00:53 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Nov16.120053.1@simvax.labmed.umn.edu>
Source record: 237195

In article <GJH.90Nov15180640@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:

> gcc: /tmp/cc1000000.cpp cannot find file.

Query: I notice that in your examples, there are 9 characters before the '.cpp' tag on the file. TOS allows 8 characters. How does your CLI deal with more than 8 characters in the first part of the file name? At least one CLI I've come across truncates the 9th character. Others might turn the file into something like 'cc100000.0cp.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3326. Hypercache 16MHz Accelerator Board software needed

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 12:20:58 UTC
From: dac@ukc.ac.uk
Message-ID: <6177@harrier.ukc.ac.uk>
Source record: 237196

A friend of mine has acquired the Hypercache 16MHz accelerator board.
Unfortunately he doesn't have the software (desk accessory, etc). Could
someone with this software please mail it to me.

Thanks,
Dave.

3327. Re: St info

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 15:42:01 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340032@hpfcso.HP.COM>
Source record: 237197

> 1) Does anyone happen to know of any mailorder houses that seal in ST
> hardware/software.

E.A.Brown Co
3040 Pawnee Dr.
Alexandria, MN 56308

orders: (800)322-4405
info: (612)762-8847

You're welcome.
Ray (not affiliated with EABCo in any way)

3328. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 16:00:50 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov16160050@ghiggins.hpl.hp.com>
Source record: 237198

++ did you try setting the following environment variable:

++ UNIXMODE=/.,LAHbdxrC

Yes, UNIXMODE *is* correctly set (according to Edgar's documentation) I even reformatted my HD in order to move to 32Mb partitions, so I could get GCC on the root partition. What I don't understand is how come *whichever* GCC I use, with *whichever* cli, gives the same problem. Apparently Dave Megginson *did* have the same problem, but it went away of its own accord. Wierd.

Graham (ever puzzled) Higgins

3329. REPORT: Spectre survives drop test

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 16:28:37 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340033@hpfcso.HP.COM>
Source record: 237199

Last Wednesday, at our User's Group meeting, one of our members was demonstrating his STacy (yes, it's nice). We had my Spectre GCR hooked up to it to duplicate GBSmall's cute demo of a cheap Portable Mac (yes, that was nice, too).

When we were putting things away, I wasn't paying attention to what I was doing, and I picked up the Spectre by the disk drive cable. The box didn't like dangling from the cable, so it took a dive. When it hit the floor (1.3 metres below), the case separated, just as it was designed to do, and the 3 parts went their separate ways ("KE-RASH"!).

Everybody stared at the mess, and I tried to nonchalantly pick up the pieces and assure everyone that it still worked.

When I got home, the first thing I did was examine the thing for damage. The PC board and all its components looked intact, and the two halves of the case were undamaged (not even a scratch!). I put it all back together and plugged it into my ST. I had all my fingers and toes crossed as I booted up the ST and started Spectre.

IT RAN PERFECTLY. The ROMs were still intact and everything.

Okay, so this is only one data point, but my opinion of Gadgets By Small has just gone up a HUGE amount. I reported my findings to another member of the User's Group, and he said that he has accidentally dropped his, twice. Still works. He likens the quality to that of HP calculators. I (humbly) agree.

Regards
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

3330. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 16:34:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aw7spm@jonh.wimsey.bc.ca>
Source record: 237200

I have Gemini 1.18 and have translated most of the resources to
English. If someone will volunteer to translate the docs on Mupfel and
Venus, I'll mail them the docs, then post the finished version to comp.binaries.
From what I understand, 1.18 is very close to 1.2.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

3331. Re: Spectre&epson

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 17:44:23 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340034@hpfcso.HP.COM>
Source record: 237201

> Is there a printer driver available for macintosh mode (spectre GCR) that
> will support a star NX-1000 printer (epson fx-80 compat)? There only seems

> thanx,
> steve selick
> selick@bucsf.bu.edu

Hi Steve,

I found out from a friend about a place that sells all sorts of printer
drivers for the Mac. Here's the information, provided without warranty or
endorsement.

> GDT Softworks Inc.
> P.O. Box 1865, Point Roberts, WA 98281 (This must be their U.S. sales office)

> Suite 188-4664 Lougheed Highway, Burnaby, B.C. V5C 6B7 (Canada)

> For inquiries: (604)291-9121 For orders: 1-800-663-6222
^^^
I don't know if that's a Canadian or U.S. 800 number.

> They advertised in MACWORLD.

Hope this helps.

Regards
Ray
rrd@hpfitst1.hp.com

3332. Re: Gnu emacs and multitasking on the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 17:52:29 UTC
From: pegram@kira.UUCP
Message-ID: <1990Nov16.175229.5210@uvm.edu>
Source record: 237202

From article <2525@anaxagoras.ils.nwu.edu>, by jones@ils.nwu.edu (Eric Jones):

Note: article edited somewhat - no ">" means I changed it, "..." means I
omitted somthing. RBPIII

> I would like to use an ST to run a more or less complete version of gnu emacs
> in a Unix-like environment with multi-tasking, (I hear that MiNT provides
> this kind of environment).

...

** Is the full distribution of gnu emacs in fact available for the ST?

Does gnu emacs run under MiNT (or minix, or micro RTX Cshell)?

> ** How much main memory is needed?
> ** How much disk space does the distribution take up?
> ** Does it run acceptably fast?

....

> I would greatly appreciate answers to any of these questions. Please reply
> by email to jones@ils.nwu.edu .

> Thanks,

> Eric Jones.

I know, he asked slightly different questions - but I would appreciate
it if someone could post the answers to my rephrased questions - or if
Eric could post a summary of the replies to *his* questions.
Naturally, if you email me, I will summarize the results.

Thanks,

Bob Pegram

Internet:pegram@griffin.uvm.edu
UUCP: ... uvm-gen!pegram

3333. WordUp 3.0 printer drivers 8/20/90 - EABCO SALE!

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 18:38:11 UTC
From: pegram@kira.UUCP
Message-ID: <1990Nov16.183811.5708@uvm.edu>
Source record: 237203

MY REQUEST:
Does anyone have the 8/20/90 update of disk 5 of WordUp 3.0? I have the rest of the update, (disk 1) but my disk 5 got sent back from Louisiana (*not* Camarillo CA!) with my old drivers on it. If the upgrade is still on Genie, tell me where, I might have to join (or pay one of my friends to download it 8-). I would prefer it if someone could uuencode it and email it to me though. If you're worried about sending it, remember, it's ARCed with encription, (I checked, I hate the install program) - so I couldn't rip off poor (defunct??) Neocept if I wanted to, and nobody wants *just* printer drivers do they???

OTHER INFO:
On a related note, E.Arthur Brown Co. sent me my Spectre GCR and a new flier. They can now sell Ataris by mail order. They also have closeouts of many Michtron products - also defunct now? I heard that Michtron's phone is disconnected, didn't try it myself. Three items stick in mind: Fleet Street Publisher 3.0 (funky, but includes built in UltraScript postscript emulation and support) for $70 and MasterCAD 3D (sp?) for $30, also Tempus (probably v2.07) for $20 to $30. EABCO is in Alexandria, Minnesota U.S.A., and will ship overseas (I checked once 8-). I'm not too sorry that I don't have their phone and address with me - I need to get in my order! Email me if you really can't find their address and phone.

Happy close-outing - now you know why I finally got a GCR (the death of U.S. ST software firms + the Apple ROM scare 8-) I do hope that increased importation by dealers, rather than big distributors like Michtron was, will actually improve matters. You can buy Lattice C 5.06 and Turbo C (ST) from Joppa Computers in Maryland _now_. That's how I finally upgraded to an optimising ANSI C compiler (Lattice - cheaper and in English, supposed to be fast too! 8-).

Bob Pegram

Internet: pegram@griffin.uvm.edu
UUCP: ... uvm-gen!pegram

3334. ATARI 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 18:52:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4e0bb420.20b6d@apollo.HP.COM>
Source record: 237204
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,ne.forsale

ATARI 1040ST HARDWARE and SOFTWARE PACKAGE FOR SALE

piece-price
1040 ST with Joystick and internal $450
battery-backed-up clock
SC1224 Color Monitor $175
IB Drives external 5.25" 360K floppy drive $150
all cables, documentation and packaging included
----
total piece-price: $775
<><><>
Entire system price: $700

If you buy the entire system, I'll toss in, at no extra charge,
commercial programs including Wordprocessing, Drawing, Games
and "Printout" software -- I'll be happy to send details on
request. In addition, I also have about 50-60 3.5" 720K Floppies,
and something like 20 5.25" 360K floppies. Some are empty, some
filled with freeware and shareware. I'll include these too if
you buy the whole system.

I also have an Okidata Microline 92 printer with the Plug-and-Play
(IBM/EPSON-compatibility) ROM package and the High-speed Serial
Port Option -- either or both can be installed or not at your
choice. I'd like $100.00 for it, but that's negotiable too.

Please don't be too shy to email your offers for all or part
to me at 'gaz@apollo.hp.com'. Everything is negotiable.

Gary Zaidenweber +1-508-256-6600x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX: +1-508-250-4943 | once is enough!

3335. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 19:17:05 UTC
From: t-mikewa@microsoft.UUCP
Message-ID: <59132@microsoft.UUCP>
Source record: 237205

>>Last month my original Atari mouse died (after three years intensive use),
>>and I have to replace it.
>>Is it possible to connect a MicroSoft mouse? What additional hardware
>>(and software ?) do I need?
>>I own a 1040ST / TOS 1.4.

It's really easy to modify a Microsoft InPort mouse to work with the ST. Been working fine for me for about a year now. I don't have the directions on me, but send some mail, and I'll figure out how I did it and send the directions... All you need is a DB-9 and a soldering iron, no drivers necessary.

Mike

3336. Various Programming Problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 19:33:57 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov16.193357.3463@lsuc.on.ca>
Source record: 237206

AES Support:

First, my thanks to all who responded about this matter.
The information I have is that I should try to get Ian
Lepore's 'gemfast13.arc' file which is a complete AES support
kit. I should be able to get this from the 'atari.archive'.
I have a domain address for that site, but can someone give
me a "bang address" for whomever is in charge of maintaining
the archive so I can request it? I don't have FTP capabilities
to my "local" site and I can't do it through my Net connection
site for other reasons.

Mouse Report Range Settings:

In the program I'm working on, I'm starting at Medium
Res. and then switching to Low Res. The only problem I have
is that I want the Mouse to limit its travel to 320 in the X
range. First I tried to use 'initmous()' and that didn't
work. I'd like to figure out that one eventually, but it should
not be necessary for this project. There should be an alternative
using 'ikbdws()'. But I can't get this to work either.
The following is a model of the code that I tried:

```
char scratch[5];

scratch[0] = 0x09; /* Command to start absolute mouse reports */
scratch[1] = 319 >> 8;
scratch[2] = 319 & 0xff;
scratch[3] = 0;
scratch[4] = 199;

ikbdws(4,scratch);
```

When I ran code essentially the same as the above, the
mouse seemed to stop sending X Y information completely. Any
ideas about this?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3337. Re: A-Line Solution, AES and VDI

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 21:11:05 UTC
From: sstreep@next.com
Message-ID: <294@next.com>
Source record: 237207

```
>> ... I and a few
>> of my friends are pondering just what good a blitter chip actually is on
>> the ST, and if it offers any advantages over the software blitters.
>
>I can't answer your question directly, but I can point you to the last two
>issues of STart magazine (October, which has 'September' on the cover, and
>November 1990). Both have had programming articles related to the blitter chip
>and demo some of the supposed advantages of the chip.
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu

I can add a little to this (since I wrote those articles... 8^))
The blitter chip offers a noticable speedup on most graphics operations
like text output. The software blitters offer a huge speedup of many
operations, but the last time I tried them (admittedly about a year ago)
they still had enough little incompatibilities that I would not use them
full time. They really made some things (like emacs) super fast and nice
to use, though.

Curiously, the one operation that the software blitters didn't speed up
(in the last versions I saw) was the true blit, the vro_copyfm() function.
For things like this, the blitter chip offers better performance than you
can get from pure assembly language, something like a sixfold performance
increase.

For the best of both worlds, you use both software and hardware blitters,
and your system absolutely screams. (I'd assume that the latest software
blitters fix the little nits that used to bug me)

On a side note, I ported BoinkOut, the blitter game in November STart,
to the NeXT cube, and it runs about the same speed on a 25MHz 68030 as
it runs on a Mega ST with a blitter chip. The comparison is not totally
fair, because my cube is running a lot of other tasks (all graphics are
done by a separate window server process, so there's a _lot_ of inter-
process communication) and the NeXT runs a 256Kbyte screen and uses
floating point instead of integers... Technology buys you a lot, but it
doesn't always buy you speed.

cheers,
-sam (sam_s@NeXT.com)
```

3338. GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 21:15:58 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov16.211558.14374@lonex.radc.af.mil>
Source record: 237208

I finally got GCC v1.37.1 working here at work!! It sure went through some tricky code that I thought I was going to spent several days debugging very easily!! Only a few minor changes and complied all the stuff I wanted!! This, combined with the gnumake facility, gulam, and gdb, have made true belivers of my fellow engineers here at work, no more "game machine" cracks!

Thanks to Doug Stailey, Roy Bixler and David Mak for responding to my pleas for help!! It turned out to be a combination of several problems (isn't it always??).....I had several corrupted files that took many transfers from host to ST to get correctly, some which didn't survive well on the first attempts. The UNIXMODE trick mentioned by Doug S. seemed to have helped also.

NOW THAT I HAVE BUTTERED EVERYONE UP......

I have a program that uses a lot of VDI screen routines. After compiling it up, I still can't get the linker to resolve the following symbols:
v_curhome v_curdown v_enter_cur v_exit_cur

Are these not in the gem.olb ?? I had several other vdi calls that were unrecognized until I remembered to link in the gem.olb, but these four remained?

Any suggestions??

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3339. DeskJet ink cartridge problem -- blow

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 21:54:00 UTC
From: logajan@ns.network.com
Message-ID: <1990Nov16.215400.4544@ns.network.com>
Source record: 237209

The other day, my several times refilled ink cartridge stopped working.
I filled it up some more, but that was apparently not the problem.

So I held my finger over the "extra" hole I had burned in it for refilling,
and I blew into the top hole (in the green plastic part) pressurizing
the internal ink supply (I held the printhead downward.)

This fixed the problem, and I haven't had a recurrance in the last
month or so.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

3340. Re: buy

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 21:56:03 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <4bF61ne00VI=80hV4T@andrew.cmu.edu>
Source record: 237210

Don't you know that Atari will never die, just hemhorrage forever?
Seriously though, if they don't do some *SERIOUS* marketing of their new stuff, they may actually die. Amigas are advertised all over the place, constantly, in non-computer publications etc., but it's a big deal when Atari places one single ad. I mean, I've seen their ads for the Lynx and Portfolio, good products both, but an STe/TT ad? Nada.

BTW, disk copying with TOS 1.0 is best done with a ramdisk. Also, you can do a *LOT* of things with the Mac desktop that you can't do on an ST, a good example being placing files/folders on the desktop... a fundamental thing, to me.

Get a Spectre GCR-- the ultimate alternative desktop for the ST.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "CMU is as close to artificial reality as you can get in 1990."
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3341. Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 22:03:55 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov16.220355.19927@lonex.radc.af.mil>
Source record: 237211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this has been asked before, but then, I wasn't interested
in the answer then since I didn't have access to the above mentioned
monitor!!

Will a Nec 1401PC3A multisynce work with the Atari ST??

Thanks!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3342. Atari 1040 ST w/hard disk and 2 monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 22:04:20 UTC
From: pv9y@vax5.cit.cornell.edu
Message-ID: <1990Nov16.180420.1060@vax5.cit.cornell.edu>
Source record: 237212
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For Sale - Atari 1040ST, 1 megabyte RAM, 68000 with windowing interface, color and monochrome monitors, monitor switchbox, 30 megabyte hard disk, PC emulation board, two joysticks & trackball, WordPerfect 4.1, some games, and other miscellaneous software. I need a large color monitor for my Mac and can't afford both computers.

- Atari 1040 (documentation included)
- Atari color monitor
- Atari monochrome monitor
- Monitor switchbox
- 30 meg hard disk in case with extra space for more drives
- PC Ditto II board (works if you tighten the 68000 clip regularly or can solder it on)
- 2 joysticks & trackball
- WordPerfect (I'll transfer ownership of this via letter)
- Oids
- Gauntlet
- Various disks of PD software

$700 or best offer

Contact Adam Engst
pv9y@vax5.cit.cornell.edu or pv9y@crnlvax5.bitnet
607/272-4158
901 Dryden Rd, #88
Ithaca, NY 14850

--
Adam C. Engst pv9y@vax5.cit.cornell.edu

Editor of TidBITS, the weekly electronic Macintosh news journal

3343. Re: Save STanley!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 22:15:12 UTC
From: f140032@deneb
Message-ID: <9320@aggie.ucdavis.edu>
Source record: 237213
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,rec.ham-radio.swap

STeve, however, is a vibrant, living, and still powerful machine.
For STeve without the monitor: $300 (1040ST main unit w/mouse)

I'd just venture to say that over 90% of those who are selling their
STs are upgrading to the STe.

3344. Re: UniTerm -- program of choice?

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 22:24:49 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36003@cup.portal.com>
Source record: 237214

I was curious if UniTerm is the comm. program of choice for the ST? What are the popular terminal programs for the Atari ST... Thanks alot... Yboy

3345. dAtAbAsE pRoGrAm _N_e_E_d_E_d_!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 23:23:29 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <36004@cup.portal.com>
Source record: 237215

I need a database program to keep records of my constantly growing collection of GIF and SPECTRUM picture files. I would like to have the following fields in each record:

-Gif Filename
-Gif type (person, place, thing, other)
-Disk the GIF is on
-A brief description

If you know of a program which fits this description, could you please let me know its filename? If you could tell me that the file is either on Panarthea or Terminator then I will gladly get them myself; however if it is a file not available on either P or T I would appreciate getting a copy for myself. I would then submit it to Panarthea or Terminator so that others may enjoy it as well.

(Note: I got a program called 1st_base. It's a pretty good data base, but when it draws the boxes around the fields it gets all screwed up. Does anyone have a version of 1st_base which is in good working order???)

Bryan_Jones_Woodworth@cup.portal.com

3346. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 23:29:43 UTC
From: darekm@microsoft.UUCP
Message-ID: <59145@microsoft.UUCP>
Source record: 237216

In article <SUHONEN.90Nov13082741@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>In article <GLAZOU.90Nov12163930@mowitz.pdc.kth.se> glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
>
> I found on an finnish ftp site a interestinf file in pub/atari :
>
> -rw-r--r-- 1 548 mat 99459 Oct 21 21:33 TOS20.ARC
>
>
>Yeah! It's there, and it is a demo of the new TT TOS. Go on and try...
^^^^

It always amazes me how people try to rationalize piracy by convincing themselves that they are in fact using a demo. Pirates strike again!
The same guys who rationalize their unwillingness to pay for shareware by convincing themselves that shareware is equivalent to public domain.

If it is the same "demo of the new TT TOS" that is circulating around here in Seattle, then what you have isn't really even a complete TOS. It only replaces the desktop and no other functions (GEM, etc). From the file size shown above, that would seem to be a correct assumption.

Don't bother wasting your time downloading "demo of the new TT TOS". It is not a demo. It is not intended for public distribution. It is not legal. It is highly unstable. What purpose does it serve to be distributing and obvious pre-release version of a piece of software, since it only wastes people's time, and will only start inaccurate rumors of the new TOS being unstable, which it (the real one) is not.

- Darek

#include <disclmr.h>

3347. Changing res on the fly

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 23:45:47 UTC
From: zseelunnon@qut.edu.au
Message-ID: <1990Nov16.184547.20491@qut.edu.au>
Source record: 237217

In article <273EB9A7.6545@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> In article <1990Nov9.192002.3248@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>>I'm still teaching myself C and I use MWC. Can some one help me with
>>changing the Screen Res? I want to use hotkeys to change res, does anyone
>>have code in MWC that will do this, and that I can have?
>>Matthew
>
> I would have thought that people would have been all over you to
> tell you that this is impossible.
> The XBIOS call Setscreen() will change the resolution alright, but
> it will not tell the AES to change the resolution. The AES and VDI need to
> know that the resolution is being changed, and in current TOS versions, the
> only time this kind of stuff is initialised is during boot-up.
> I thought of automating the desktop features via hotkeys too, but
> I quickly realized that this isn't something that mere mortals were meant
> to do.
> This what I know about GEM. If what I said isn't true, please
> don't hesitate to correct me.
>
>>[...]
>

This is true to an extent.... There is no *LEGAL* way of changing GEM's knowledge of its environment but this is not to say it can't be done. Swapping all the appropriate data in Gems DATA and BSS segments will acheive results. (I have done this) but it is time consuming and not very robust :-)

How to find the data ? simple boot up in low res save the first 40k of mem boot up in medium do the same.

diff the two files

Unfortunately, gem changes more than the res when you do this but it does narrow down the field.

A few things to think about :-

DA's dont like this, few DAs check the current rez and rescale their resources (Probably only mine :-) thus da's displays may exceed the screen size

AUTO progs likewise though these don't know about regular res changes either

BOB

> --
> John Schmitt
> johns@maccs.dcss.mcmaster.ca
> ....!unet!utai!utgpu!maccs!johns

3348. Digitizer Machine

Newsgroup: comp.sys.atari.st
Date: 1990-11-16 23:58:34 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov16.235834.15804@rodan.acs.syr.edu>
Source record: 237218

In the January 1990 issue of ST Informer there was an article about a program called the Digitizer Machine made by Basicware Software. The company's phone and address was given (in Huntsville, TX), but when I called the phone number the other day, I got an answer from someone at a private residence who had no idea what I was talking about.
Does anyone know if the software exists or if the company exists? If the company does exist, could someone supply me with the address and/or phone number? Thanks.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

3349. Re: DeskJet ink cartridge problem -- blow

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 00:36:14 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov17.003614.10628@lonex.radc.af.mil>
Source record: 237219

In article <1990Nov16.215400.4544@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>
>The other day, my several times refilled ink cartridge stopped working.
>I filled it up some more, but that was apparently not the problem.
>
>So I held my finger over the "extra" hole I had burned in it for refilling,
>and I blew into the top hole (in the green plastic part) pressurizing
>the internal ink supply (I held the printhead downward.)

I have been refilling my deskjet cartridge for over 2 years now, and I have never had any problems. I too find that I have to "blow" my cartridge occasionally, but it seems a small price to pay to have not had to buy a new cartridge in 2 years!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3350. ST Xformer 2.5

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 00:38:00 UTC
From: entropy@geech.ai.mit.edu
Message-ID: <ENTROPY.90Nov16193800@geech.ai.mit.edu>
Source record: 237220

Anyone know where I can get a copy of the latest version of ST Xformer 2.5? If someone could post it on atari.archive or tell me where it is, I'd be most grateful.

Nick

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ Boycott Lotus, Apple, Ashton-Tate, and Xerox! Join the LPF!

3351. Re: Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 03:24:31 UTC
From: src@cs.odu.edu
Message-ID: <1990Nov17.032431.25272@cs.odu.edu>
Source record: 237221

In article <1990Nov16.003735.14049@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>
>Someone posted an ad for used ST equipment and made mention of "a Supra Hard
>Drive Interface" and a Seagate hard drive. From this I infer that Supra
>markets an interface that allows one to use a nice cheap IBM style hard-drive
>on one's ST. Is this correct? And if it is so cheap to get set up with the
>interface and drive, why would anyone choose anything else for his or her ST?
>
>-Roy Wood.

Why wouldn't anyone want to buy an interface and use a standard hard disk?
Is that your question?

Here's my answer...

A Supra hard drive interface costs $100, if you can still get one. There is
a better product out now (I should know, I bought the Supra) from ICD, and it's
about $130 mail order. This is called a HOST ADAPTER. Everything is an
interface these days, so let's keep things clear.

The Host Adapter plugs into the ST's DMA port (one of the very wise parts of
an ST) and converts these signals to be SCSI compatible. You can have up to
10 DMA devices, and data rates have the potential to be 2 Megs per second
through this port. Fast!

Okay, so that's a start. You mentioned cheap IBM-PC style drives. But now we
only have SCSI compatibility. Whoops! So you need to convert from SCSI to
ST-412/506 now, if you want to use an off-the-shelf MFM or RLL-encoded PC type
hard disk. What now?

Well, the best and easiest choice is to get an SCSI compatible drive instead.
This costs $30-$150 more than an equivalent ST-412/506 hard disk. The other
choice is to buy a second "adapter", which converts from SCSI to ST-412/506.
These come in both MFM and RLL flavors, and Adaptec is a good choice. They
sell them for about $130, depending on the model. It will let you connect
TWO cheap PC-type hard disks with one board. An extra savings...

But now you need a hard disk, and hopefully one that's supported by the Supra
or ICD formatting software. Otherwise you need a lot of specific information
about your disks. And you need a box. And you need a power supply. And you
need cabling. And you need the luck of the Irish, because if just one of all
those connections you made is flaky, it is a long, arduous trail. It takes
very sophisticated equipment to debug a hard disk setup -- or lots of trial and
error.

If you approach the chore correctly, you can do all this, save $50 - $200 over
the cost of a mail-order ready made hard drive, and have a dependable machine.

If, say, you get a bad part in the mail (which one) it is sheer hell. I went through all of this about two years ago, and wound up with a 65 Meg hard disk after six months of struggle. Not only did I get a bad hard disk, I got a bad Adaptek SCSI-RLL adapter!

I'd still do it again, rather than buy a new setup. It has run without fail since then, and I need more space now.

_____
src@cs.odu.edu
Scott R. Chilcote

3352. Re: Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 03:47:56 UTC
From: src@cs.odu.edu
Message-ID: <1990Nov17.034756.25631@cs.odu.edu>
Source record: 237222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov16.003735.14049@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>
>Someone posted an ad for used ST equipment and made mention of "a Supra Hard
>Drive Interface" and a Seagate hard drive. From this I infer that Supra
>markets an interface that allows one to use a nice cheap IBM style hard-drive
>on one's ST. Is this correct? And if it is so cheap to get set up with the
>interface and drive, why would anyone choose anything else for his or her ST?
>
>-Roy Wood.

Why wouldn't anyone want to buy an interface and use a standard hard disk?
Is that your question?

Here's my answer...

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a better product out now (I should know, I bought the Supra) from ICD, and it's
about $130 mail order. This is called a HOST ADAPTER. Everything is an
interface these days, so let's keep things clear.

The Host Adapter plugs into the ST's DMA port (one of the very wise parts of
an ST) and converts these signals to be SCSI compatible. You can have up to
10 DMA devices, and data rates have the potential to be 2 Megs per second
through this port. Fast!

Okay, so that's a start. You mentioned cheap IBM-PC style drives. But now we
only have SCSI compatibility. Whoops! So you need to convert from SCSI to
ST-412/506 now, if you want to use an off-the-shelf MFM or RLL-encoded PC type
hard disk. What now?

Well, the best and easiest choice is to get an SCSI compatible drive instead.
This costs $30-$150 more than an equivalent ST-412/506 hard disk. The other
choice is to buy a second "adapter", which converts from SCSI to ST-412/506.
These come in both MFM and RLL flavors, and Adaptec is a good choice. They
sell them for about $130, depending on the model. It will let you connect
TWO cheap PC-type hard disks with one board. An extra savings...

But now you need a hard disk, and hopefully one that's supported by the Supra
or ICD formatting software. Otherwise you need a lot of specific information
about your disks. And you need a box. And you need a power supply. And you
need cabling. And you need the luck of the Irish, because if just one of all
those connections you made is flaky, it is a long, arduous trail. It takes
very sophisticated equipment to debug a hard disk setup -- or lots of trial and
error.

If you approach the chore correctly, you can do all this, save $50 - $200 over the cost of a mail-order ready made hard drive, and have a dependable machine. If, say, you get a bad part in the mail (which one) it is sheer hell. I went through all of this about two years ago, and wound up with a 65 Meg hard disk after six months of struggle. Not only did I get a bad hard disk, I got a bad Adaptek SCSI-RLL adapter!

I'd still do it again, rather than buy a new setup. It has run without fail since then, and I need more space now.

_____
src@cs.odu.edu
Scott R. Chilcote

3353. Re: UniTerm -- program of choice?

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 04:38:11 UTC
From: boyd@fsucs.UUCP
Message-ID: <645@fsucs.UUCP>
Source record: 237223

In article <36003@cup.portal.com>, Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>I was curious if UniTerm is the comm. program of choice for the ST? What are
>the popular terminal programs for the Atari ST... Thanks alot... Yboy

I have Uniterm, and do use it on occasion, but my real favorite is Flash 1.6. It is not as snazzy, but has some features that I like. I especially like the way one can switch between the capture buffer/editor and the terminal screen with a single mouse click. The find string function (in the capture buffer) allows me to locate obscure stuff that I did quickly ("Hmmm, did I really delete that file??"). Thus, every session has a complete log that I can search through either by string or by GEM slider bar. It does not support Kermit (it has Xmodem and ascii u/dloads), but there is an desktop accessory that provides this. My only annoyance is that when on a mono monitor, underlined text looks great UNLESS you are using TurboST (it does not come out as underlined at all under Turbo). This program would benefit a lot from the faster screen routines in Turbo (in the GEM editor/capture screen), but I need my underlines!!! This was discovered on a friends system, and is the reason why I have not invested in TurboST (I believe the version was 1.6). Does anyone know if the newer version has this same problem with Flash? What about QuickST? I would buy one of these programs if Flash would work correctly with it. I keep Uniterm around for two big reasons: Kermit and itty bitty fonts (which I sometimes need). For the daily grind however, I prefer Flash.

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3354. MiNT library patchlevel 4

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 05:27:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7810.2744840f@uwovax.uwo.ca>
Source record: 237224

Patchlevel 4 of the MiNT library (for the gcc) is now available at atari.archive.umich.edu (check the directory atari/newitems). There are two files:
mntlib4.zoo: source code for gnu*.olb, and all include files
mntolb4.zoo: compiled .olb files (including curses, pml, and gem) plus all include files

The latter file is provided for the benefit of those who had trouble compiling patchlevel 3. It also provides an alternative for those getting the gcc for the first time; all the necessary libraries are here in one package.

There are a number of bugfixes in patchlevel 4 (including fixing the infamous 16 bit malloc bug), some new functions (fopenp and tfork), and some attempts to make the code a bit more in line with ANSI C and POSIX.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3355. Craft-GPShell

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 07:49:56 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <901117085000@drdhh.hanse.de>
Source record: 237225

Hello Netland !

I heard a lot of 'Craft GP-Shell' and I want to purchase it.
My problem is that I only know that it is written by Gert Poletiek
and distributed by ComMedia Amsterdam, NL.

I would be very glad if someone (presumably people from .nl)
could please mail me either the eMail-address of Gert Poletiek
or the complete address (& perhaps the product price) of ComMedia.

Please keep short because I have to pay for each KB of INCOMING mail
(lost in old germany)

Thanks in advance,
Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"SCCS, the source motel! Programs check in and never check out!"
Ken Thompson

3356. Changin drive mechanisms

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 07:58:08 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <3464@orbit.cts.com>
Source record: 237226

I just tried to replace my Chinon SS drive in my SF354 with a Toshiba DD drive.
I have to twist the ribbon cable to get it oriented correctly. It spun and the led lit red. But I got the drive not repsonding alert box. I tried desktop format, and _immediately_ got the disk is write protected alert.
I saw no jumper that I could identify as such on the circut board in the SF354. What am I missing? What do I need to do to get it to work?
Also, can I just get a 34 pin ribbon cable with the approprate connectors to fit the mirror-imaged port locations on the Toshiba? Where would I get such? What would I call it to the salesperson?

Thank you!

****
Zeitgeist Busters!
UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

3357. Re: humanitarian request [APPEAL CLOSED, but was genuine]

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 10:02:06 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <7202@castle.ed.ac.uk>
Source record: 237227
Cross-posted to: comp.sys.atari.st,rec.aviation

A poster on comp.sys.atari.st asked ...
>The following appeared on rec.aviation regarding this same "humanitarian
>request". Who can you believe any more?
... rather inaccurate information deleted ...

The child concerned (Craig Shergold) does exist and did make the appeal which has been going the rounds. THE APPEAL WAS CLOSED IN APRIL. He vastly exceeded all targets, to the point where the excessive mail had become more than an embarrassment and all concerned have asked that NO MORE CARDS BE SENT. He and his mother appeared on UK television to ask people to stop. When I last heard, during the summer, the boy's condition (cancer?) was in remission and he was comparatively well.

Russ

3358. .sd -> .snd

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 11:48:57 UTC
From: selick@bucsf.bu.edu
Message-ID: <68839@bu.edu.bu.edu>
Source record: 237228

Has anybody been able to convert Sound Designer (.sd) files to play/click/ beep/digivec (.snd) files? I want to take samples from a tx-16w sampler and play them through the atari. It's a 12 bit midi sample dump standard machine.

-steve
<selick@buengf.bu.edu>

3359. Re: TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 12:30:15 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.658845015@peun33>
Source record: 237229

In <1271@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>Yes, I ALWAYS power up with a disk in Drive A. It is my own "standard
>drive holder disk" :-) which is guaranteed to not have a virus on it. And
>with a disk in A, I boot from the hard disk MUCH MUCH faster! Try it -
>you will like it!

>I have been hit by a virus on a COMMERCIALLY PURCHASED UPGRADE DISK from
>the ORIGINAL MANUFACTURER. The danger is NOT exaggerated and I don't
>EVER boot with anything other than my own "clean" disk in the floppy
>drive.

>You may not care about your programs/data, but I do and my operational
>methods increase the probability that I will not get "hit" again. You
>know what the FRAM Oil Man says !!!!! :-)

Perhaps I didn't make myself quite clear: Of course I care about safety of my data. Therefore I make regular backups of my HD. I use virus checkers all the time. I also use a CLEAN disk in drive A to boot the machine because it's faster that way.

And there we are, back at the original issue: a ROM based OS is no safer against infection than a disk based one, and that's all I said to start this side issue. It MIGHT be safer if it didn't start up faster with a disk in drive A: and if it didn't have executable bootsectors but since it does, your valuable SW can just as easily fall prey to viri as on a disk based OS if you're not careful.

The original argument that a ROM based OS cannot be infected is right. But it doesn't lead us anywhere. Why else do you have all these nifty virus checker, scanners, killers, etc. Why was GFA Systems hit by a virus that even made it onto some production disks? Why are people writing programs like Hospital, Sakrotan and why is Ed Krimen always using them. Because: a ROM based OS gives only one level of safety: you think you're sure the ROMs aren't and never will be virus-ridden (unless SOMEBODY inserted a virus into the release used to make the ROM masks, eh. This would be extremely bad because then you have a ROM based virus which cannot as easily be replaced as a virus-infected, diskbased OS.

Back to the original issue: I don't see too many (if any) arguments against distributing an OS on disk/tape/streamers. Most OSes come that way. Only a few don't.

Stop it right now, Martin, you're rambling again! OK, boss. :-)

So long,
Martin

--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

3360. Re: Gnu binaries at cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 13:59:19 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.90Nov17145919@fb14vax.sbsvax.uucp>
Source record: 237230

In article <1990Nov15.005659.13929@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:

I have ordered the GCC binaries from cs.uni-sb.de three times, and the archive has been contaminated (CRC error) every time. I DID set BINARY
[...]
There is always a CRC error. Is the archive OK at uni-sb? Am I doing something wrong? Thank you for any help.

I've just tested the zoo archive with the gcc binaries:
so be asured it is ok!
(I did exactly the same as you did - 'cat'enate and 'zoo -test')
The files were tested after ftp-ing from the archive machine to another vax, but that's a very short connection. Apparently yours were broken during transmission.
Btw. last week a dredger destroyed a cable near our internet backbone in Dortmund, perhaps it has eaten a few bits :-)

Greetings,
Wolfgang

---
internet: wolf@cs.uni-sb.de

Note: I'm not the one who's maintaining the archive, that's Edgar Roeder who is also doing the ports of all the gnu stuff. Nice work, Edgar!

3361. Re: Why won't GCC work ???

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 14:12:11 UTC
From: mtp@ukc.ac.uk
Message-ID: <6197@harrier.ukc.ac.uk>
Source record: 237231

In article <1990Nov14.204315.14160@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>I am having a heck of a time getting GCC working on our 4 Meg 1040ST
>with TOS1.2 here at work. After convincing my fellow workers that GCC would
>be the greatest thing since sliced bread, I grabbed the executables, incl,
>libs and installed it all. I modified the sample gnu.g file to conform
>to the setup and whenever I run the obligitory hello.c test, I get the
>following in response to my commands:
>
>>cc -v hello.c -o hello.prg
>
>gcc version 1.37.1
> c:\gnu\bin\gcc-cpp.ttp -v -undef -D__GNUC__ -Datarist -Dgen -Dm68k
> e:\hello.c d:/cc10000.cpp
> ^^^^^^^^^^^^^^^
>d:/cc10000.cpp : file not found
>d:/cc10000.s : file not found
>

This happened to me when I first got GCC, the problem is that you have not set your enviroment variables correctly. The vital ones are:

GNULIB The location of the library (.olb) files.
GNUINC The location of the include (.h) files
GCCEXEC The location of the GCC executables

The one that is causing your problems is GCCEXEC, this does not fit the pattern of the other variables so can easily cause grief (I almost abandoned GCC when I had the same problems as you). It MUST end with a backslash while for the others this is optional, alse note that it is GCCEXEC not GNUEXEC. The GCC program should call the various compiler programs using their full names (check using the -verbose flag), if it does not then look at your GCCEXEC variable.

P.S. GCC is indeed the best thing since sliced bread.

Matthew

--
Matthew Paley, Space Science, Physics Lab, The University, Canterbury CT2 7NR
\|/ Phone: 0227 764000 ext 3834 . . Fax: 0227 762616
--*-- JANET: mtp@uk.ac.ukc . ' o o . UUCP: ...!ukc!mtp
/|\ STARLINK: ZUVAD::MPALEY . o ' . . Postgrad working on LDEF MAP

3362. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 14:29:41 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1990Nov17.142941.9627@ugle.unit.no>
Source record: 237232

In article <1990Nov16.120053.1@simvax.labmed.umn.edu>, davidli@simvax.labmed.umn.edu writes:
|> In article <GJH.90Nov15180640@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
|>
|> > gcc: /tmp/cc1000000.cpp cannot find file.
|>

If the environment variable GCCEXEC is not properly set up, Gnu C
will print out the above message.
Try setenv GCCEXEC 'x:\iiii\gcc-'
or setenv GCCEXEC 'x:\iiii\gcc_'

Stig Vidar Hovland - stigvi@lise.unit.no

3363. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 14:41:42 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.90Nov17154142@fb14vax.sbsvax.uucp>
Source record: 237233

In article <1990Nov15.001517.451@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:

- I'm looking for a virus-killer able to cure Link-Viruses
- infections... The programs I use can only cure *normal* (ie
- boot-strap) viruses.

The only program that I know of that looks for link-viruses is Atari Virus Killer (AVK). It's a commercial product that's up to version 3.9.

There's another program here in germany which examines the structure of executables and tells you if they are possibly infected. But it cannot cure the programs - I didn'd see such a virus killer for the ST until now. The program is called SAGROTAN and is up to version 4.12, I think. The author is Henrik Alt and at least version 4.03 is in the public domain (or should I better say freeware?). SAGROTAN is an easy-to-use GEM program and has some libraries of boot sector virii, executable boot sectors and normal applications which are user-extendable. I use it every time I get a new disk/program.
I don't know, if there's a version available by anonymous ftp. If not, I can upload it to our archive here (cs.uni-sb.de) or to atari.archive, in case it's not allready there. Is there any interest? (note that docs and program texts are in german)

Wolfgang
---
internet: wolf@cs.uni-sb.de

3364. Re: Various Programming Problems

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 15:29:39 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov17.152939.11766@lonex.radc.af.mil>
Source record: 237234

I just d/led the file stef-gemlib.zoo from cs.uni-sb.de and it has
what appears to be complete AES/VDI support, although I will have to
wait until next week when I get back to work and my 4-Meg machine
to complie them up (gosh I wish I had the bucks to upgrade to 4-Meg at home)

If this doesn't provide the VDI support I need, maybe this gemfast13 will??
I checked the re-born Atarr.archive.umich.edu (Thanks guys for running this
service, I for one would never complain about your losing a few files, your
do a great job!!!)

Anyone know where the gemfast13 is located?

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3365. Mega/STe shown at COMDEX

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 16:48:48 UTC
From: jms5@po.CWRU.Edu
Message-ID: <1990Nov17.164848.26802@usenet.ins.cwru.edu>
Source record: 237235

What does everyone think of the new Atari Mega STe shown at COMDEX in Las Vegas?

It is suppose to have the same case as the TT though being grey not white.

It has 2 Serial ports, a LAN port, and a VME bus cart slot on the back.

It will have 2 megs of RAM, switchable 16/8 Mhz acceleration, 40 megabytes of hard disk, TOS 2.2, and the price will be somewhere under $1200.

The new monitor will be the SC1435 that is 15'' and with stereo sound.

The monitor should cost the same as the SC1224.

It is suppose to "knock out the Mac Classic."

I'm surprised I haven't read any messages on it already.

3366. MAZE Generator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 18:16:46 UTC
From: jensend1@yvax.byu.edu
Message-ID: <1821jensend1@yvax.byu.edu>
Source record: 237236

Maze generator for the ST?

Does anyone know where I can find a maze generating program for the ST? I work for about two hours a week with an autistic child who loves to do mazes, and would like to make my ST generate them instead of doing them all by hand. If anyone knows where I can even get a description of the process, I'll try writing the program. Any leads would be helpful.

Thanks,

David Jensen
(Jensend1 @Byuvax.BYU.EDU)

3367. Re: How to hook-up a MicroSoft mouse to an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 19:02:48 UTC
From: rossj@cognos.UUCP
Message-ID: <9058@cognos.UUCP>
Source record: 237237

For those who don't want to face wiring up a Microsoft mouse to their Atari, there is another solution. I just bought a Golden Image Mouse and I'm very pleased with it. They have an Atari ST version, so you just plug it in. The feel is similar to a Microsoft mouse, but the mouse is slightly larger.

It's made my working time with the computer much less stressful. I highly recommend it to anyone who works with their Atari a lot.

I'm not affiliated with this company in any way, I just like this mouse.

It cost me $70 Canadian, and was worth every penny. As a comparison, the standard Atari mouse costs $45 here.

--

Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

3368. MicroSoft mouse conversions

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 19:10:58 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Nov17.191058.12344@onion.pdx.com>
Source record: 237238

>entropy@mole.ai.mit.edu (Nick Castellano) writes: (nc)
>>kawakami@volcano.Berkeley.EDU (John Kawakami) writes: (jk)

jk>> Overall, the Microsoft Mouse conversion projects are a raw deal in my
jk>> opinion. First, you have to find a DB-9 connector that will plug into
jk>> the ST port (look and see what I mean) then you have to cut the cable.

Not true. I have NOT cut my mouse cable. I can right now, unplug my
Microsoft mouse from my ST, and take it over to my wife's PC and plug it
into either her serial or parallel mouse port. All my method is, is an
"adapter" cable to change the Microsoft mouse connecter to a DB9.

nc> One solution to the problem of fitting DB-9's with large housings into
nc> the ST is to go to your local electronics store (Radio Shack, for
nc> example) and buy a joystick extension cord. Plug one end into the
nc> mouse port, and then plug the fat connector into the other end. Make
nc> sure the cable you get has all 9 pins connected (the Radio Shack one
nc> does.) This also makes it easier to connect/disconnect the mouse and
nc> joysticks.

Well, I have both the Microsoft mouse and an Gravis Mousestick on my mouse
port, so I have a "Mouse Master" on it. Before I had the mousemaster, I
just had a "shell-less" DB9 connector plugged into my st's mouse connector.
If you build it well enough, it can easily handle a little pressure.
Heck, how often do you unplug your mouse? (Not very often, for me at least.)
But then again, for a company that stupid enough to stick the mouse/joystick
UNDER the bloody keyboard, grrr.... (no smiley here folks)

No, I don't work for Atari, Gravis, Microsoft, Practical Solutions.
In fact, I don't work for anyone, this week. :-)

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

3369. "HELP: Atari Mega ST2 motherboard"

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 21:13:12 UTC
From: tilanus@uhccux.uhcc.Hawaii.Edu
Message-ID: <10318@uhccux.uhcc.Hawaii.Edu>
Source record: 237239

My brother (who lives in Europe) just informed me his ATARI MEGA ST2 motherboard has expired and would like to know if those boards are being sold somewhere in the VS and approx. for how much.

Which magazine is best for listings of ATARI mail-order companies?

By the way, if somebody out there has such a board for sale....

Remo Tilanus (tilanus@uhifa.ifa.hawaii.edu)
--_------------------
Institute for Astronomy, University of Hawaii __|__/ (Sub)mm is
2680 Woodlawn Dr., Honolulu, HI 96822 #/ BEST
Ph.: (808) 956-8319; FAX: (808) 988-2790 /#\ !!

3370. Re: GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 22:40:03 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov17174003@mole.ai.mit.edu>
Source record: 237240

In article <1990Nov16.211558.14374@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>attempts. The UNIXMODE trick mentioned by Doug S. seemed to have helped
>also.

I saw that message about UNIXMODE -- it didn't describe what all of the symbols in the variable mean, though. Could someone post some kind of doc on UNIXMODE -- i.e. what programs use it, and what various values in it do?

Thanks,
nick

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ Boycott Lotus, Apple, Ashton-Tate, and Xerox! Join the LPF!

3371. Re: Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st
Date: 1990-11-17 23:25:40 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <43@bart.cs.mcgill.ca>
Source record: 237241

>In article <1990Nov16.003735.14049@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>>
>>Someone posted an ad for used ST equipment and made mention of "a Supra Hard
>>Drive Interface" and a Seagate hard drive. From this I infer that Supra
>>markets an interface that allows one to use a nice cheap IBM style hard-drive
>>on one's ST. Is this correct? And if it is so cheap to get set up with the
>>interface and drive, why would anyone choose anything else for his or her ST?
>>

Well, I bought a supra 30mb hard disk, and it is a box, with interface and
power supply, and inside it is, lo and behold, a SEAGATE hard disk
mechanism.

And in fact, the documentation lists my "supra serial number" and my
"seagate serial number".

just thought you'd like to know.
--
|S. Alan Ezust | depeche@cs.mcgill.ca |
McGill University School of Computer Science	Montreal, Quebec, Canada
Please note the new e-mail address!!!

3372. ST-Report/Zmag request address wanted.

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 00:34:33 UTC
From: zair@polari.UUCP
Message-ID: <2757@polari.UUCP>
Source record: 237242

Could someone please mail me the address to which I should send a request for st-report and z-mag? I received it at my old site, but I can't remember the proper address to send for it. Something at virginia.edu, if I recall correctly.

Thanks.

==========

3373. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 02:58:02 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Nov18035802@blob.hut.fi>
Source record: 237243

In article <2740@atari.UUCP> towns@atari.UUCP (John Townsend) writes:

>Also, please ask the ftp site to STOP distributing it. It's illegal.

The FTP-site in question has been informed and has deleted the file
in question. Also, it has been removed from all ST-specific BBS's here
in Finland.

>-- John Townsend ..ames!atari!towns
> Atari Corp.
--
****
* Kalle Kivimaa * In the beginning the Universe was created. *
* JMT 7A123 * This has made a lot of people very angry and *
* 468 2041 * has widely been regarded as a bad move. *

3374. cb_paint ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 03:38:23 UTC
From: CXS128@psuvm.psu.edu
Message-ID: <90321.223823CXS128@psuvm.psu.edu>
Source record: 237244

I have recently downloaded the cb_paint from atari.archive. This program seems to allow one to paint with 500+ colors on the screen at once.
One question. How do you use it? It came with no docs and the help screen dosn't offer much.
John T.

3375. How to check HP Laserjet IIP Serial Port: Doesn't work with MacPrint

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 06:49:25 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Nov18.064925.20026@cunixf.cc.columbia.edu>
Source record: 237245
Cross-posted to: comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc

Have an HP LJ IIP hooked on parallel with my Atari Mega4 ST. Works fine.
Now also have a Macintosh IIsi. Got MacPrint, a Laserjet Driver for the
Macintosh, that works with LJ's serial port at 19,200.

Installed, made LJ settings, and tried to print. Mac applications send page
to print, but the LJ front panel light does not light up, and nothing prints.

Returned MacPrint, got JetLink, another Mac driver for LJ printers. Same
problem. No print.

The Mac's serial port is OK because a modem works with it with the same cable.
So the cable is OK too.

Is there any way I can check the Laserjet's serial port from the Atari ST or
from my roommate's IBM PC? eg a DOS command(s), Basic Program, or something
like an Atari Desk Accessory would help confirm if I have a bad printer.

Appreciate your help/

Thanks

Imran Anwar

3376. xwindows/xterm

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 08:01:51 UTC
From: selick@bucsf.bu.edu
Message-ID: <68862@bu.edu.bu.edu>
Source record: 237246

has anybody been able to run xterm on atari? what software will do this?
-steve
selick@bucsf.bu.edu

3377. TeX, and GNU C docs!

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 12:20:14 UTC
From: jz06@vaxb.acs.unt.edu
Message-ID: <1990Nov18.122614.41115@vaxb.acs.unt.edu>
Source record: 237247

Anybody ever tried using TeX on the ST?

I got a copy of GNU C 1.37, unzooed it, and ran into the problem of the docs being in TeX format. So I get TeX. (I couldn't find the docs) Anyway, I FINALLY got that to process one of the files to produce a .dvi file.

THEN I got showdvi, and I can't figure out anyway at all to get it to recognise the fonts that I do have. (Seems all the fonts it asks for are the wrong 3 digit extension)

If anybody can offer help, or point out where I can FTP the Docs, I'd be eternally grateful.

-me.

(Ken Corey bb03@ponder.csci.unt.edu) (Don't email me, the mail-daemon doesn't work for myu account. Thanks.)

3378. Re: How to hook-up a MicroSoft mouse to an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 13:41:52 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Nov18.134152.12318@ux1.cso.uiuc.edu>
Source record: 237248

your note prompted me to re-attempt getting my 3 button logitech to work.
it's very slightly different from the microsoft. The two up/down wires
must be swapped--they are backwards from the microsoft configuration.
I connected the right and middle buttons--the middle and left buttons
work as right and left. Logitech's "technical information" is too
sketchy for me to do more than guess what's going on (a page and a half
on hardware and many more pages about software stuff that's of no use
toan st user.)

3379. XBIOS ikbdws()

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 15:31:53 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov18.153153.12097@lsuc.on.ca>
Source record: 237249

In further testing, I've tried code similar to the following
test code:

```
/* test.c */

#include <osbinds.h>

test()
{

extern char scrbuf[5];

scrbuf[0] = (char) 0x09; /* Set Mouse Report Absolute */
scrbuf[1] = (char) 0x01; /* MSB X for 319 */
scrbuf[2] = (char) 0x3f; /* LSB X for 319 */
scrbuf[3] = (char) 0; /* MSB Y for 199 */
scrbuf[4] = (char) 199; /* LSB Y for 199 */

ikbdws(4,scrbuf);

} /* End of test.c */
```

If you compile this down it looks like it should be right.
Yet when I run it, again, the mouse stops updating. At least
'graf_mkstate()' (AES opcode 79) doesn't receive new X-Y reports and
the mouse cursor stays in its last position. On the otherhand,
the 'shift key' report seems to be returned by 'graf_mkstate()'.
I know this because I'm using the shift key report to exit
a test loop.

Any ideas about what's going wrong?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3380. 68030/memory

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 16:53:38 UTC
From: selick@bucsf.bu.edu
Message-ID: <68883@bu.edu.bu.edu>
Source record: 237250

I just heard a rumor that David Small will be coming out with a 68030/8 meg upgradable board for the 1040st. Has anybody seen a demo version of the board at a trade show? What have you heard about it? Also, with Spectre GCR (2.65) I invariably get a system lockup when I hit <help>. Is this a known problem? Or am I having problems? Can it be fixed?

-steve
<selick@bucsf.bu.edu>

3381. Re: 68030

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 18:42:17 UTC
From: cacsc083@mx.csun.edu
Message-ID: <1990Nov18.184217.5197@csun.edu>
Source record: 237101

Newsgroups: comp.sys.atari.st
Subject: Re: 68030/memory
Summary: 68030 and Mac sound and Configuration Page
References: <68883@bu.edu.bu.edu>
Reply-To: cacsc083@secs.csun.edu (Paul Wick)
Followup-To: comp.sys.atari.st
Keywords: help, sound, 68030, Spectre, GBS
Organization: School of Engineering and Computer Science, CSU Northridge

In article <68883@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>I just heard a rumor that David Small will be coming out with a 68030/8 meg
>upgradable board for the 1040st. Has anybody seen a demo version of the
>board at a trade show? What have you heard about it? Also, with Spectre GCR
>(2.65) I invariably get a system lockup when I hit <help>. Is this a known
>problem? Or am I having problems? Can it be fixed?
>
>-steve
><selick@bucsf.bu.edu>

The <help> problem is on 1040STs with one meg of RAM, because the help page
is not supported in the 832K mode. GBS Newsletter number 4 mentions this, but
has no solution. The simplest fix is to upgrade your memory to 4 (or 2.5) meg.
I did this with the JRI simm board. You will need more memory any way for
sounds, which take up lots of room on the system heap. Print spoolers
like Multispool and ram caches for ATM eat up RAM as well. Finally, many
programs just will not fit in the 832K space. Mathematica wants at least
3MB and even then I've run out of RAM with it.

The 832K mode is kind of a kludge and should be avoided, if possible.
Features like the fading in of the first Mac screen are gone in the 832K
mode. Note that these features are only missing in the 832K mode, and if
you can do with less memory, they are there for the 512K mode.

There have been questions about sound with the Spectre here. I know I was
confused at first. Programs with sound will work, have been working since
Spectre 2.3K. The only sound problem is the System beep, in the Mac's system
software, which will be fixed in Spectre 3.0. To have sound like the System
beep, but fancier, use SoundMaster. SoundMaster is a freeware cdev; beware
of it tho, as sounds can eat up a half meg of system heap very easily. Note
that some earlier sound formats, like the SoundMover sounds, are incompatible
with SoundMaster --this is what caused my problems, as I had only some of
these incompatible sounds to test SoundMaster with.

If you use a lot of INITs and cdevs you may need to use a program like
HeapFixer (don't know the PD counterpart) to increase the memory allocation
to the system heap.

The 68030 board is still in development, as far as I know, and it will be for Mega STs, not 1040STs. There is not enough room in the 1040 for the 8 simms, I hear. Latter there may be a 1040 version. GBS licensed TOS 1.62 from Atari for the board, so it would work with ST software.

cacsc083@secs.csun.edu P.WICK Paul Wick

3382. GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 19:08:56 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <2499@gould.doc.ic.ac.uk>
Source record: 237102

Hi Netters,

Does anyone one out there knwo whether the '.gif' format is supported
on the Atari St. I really want to be able to convert from popular standard
Atari formats such as Degas or Neochrome to '.gif' and back again.

And also is this '.gif' format the same as that used on Sun Work -
Stations??

I have looked on Lancs.pdsoft, but they only seem to have GIFFER ,a
display program for '.gif' pictures.And also Picswitch doesn't seem to support
the '.gif' format.

And lastly does anyone know why they are called '.gif' ???!???

Alan.

+---+
| JANET :- ADM2@DOC.IC.AC.UK | |
+---+

3383. The Atari PANTHER

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 20:08:13 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Nov18.160813.7417@umiami.ir.miami.edu>
Source record: 237103

The Atari Panther

Is supposed to be a suped up STE that has over 500 colors on screen at once and has multi level scrolling. It was NOT announced at Comdex but might be at the CES next year. It will run at 16 megahertz, supposedly. And it will be selling aorund $200, less than the nintendo sfx.

3384. PostScript to Anything

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 21:37:25 UTC
From: dhe@engr.uark.edu
Message-ID: <5562@uafhp.uark.edu>
Source record: 237104

Hello everyone,

I'm looking for a program (or a series of programs) that will convert
PostScript file into encapsulated PostScript or into something that has
the chance to be printed. I've heard of Ultrascript, but I'm not sure
if the output can be sent to a Epson compatible printer or not yet - plus
it's fairly expensive. Thank you for any replies you can send.

-David

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu Computer Science Engineering
dhe@engr.uark.edu
"Belgium, man, Belgium!!" -HitchHiker's Guide to the Galaxy
==

3385. Re: Why won't GCC work ???

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 22:00:37 UTC
From: erlingh@idt.unit.no
Message-ID: <1990Nov18.220037.24966@idt.unit.no>
Source record: 237105

```
It's also a good idea to remove ending slashes from the TEMP
enviroment:
NOT TEMP=f:\
BUT TEMP=f:
That might help you ...

Erling Henanger
```

3386. Which machine to program for MIDI?

Newsgroup: comp.sys.atari.st
Date: 1990-11-18 22:54:21 UTC
From: darken-christian@CS.YALE.EDU
Message-ID: <27341@cs.yale.edu>
Source record: 237106

I am trying to decide whether to get an IBM compatible
or an ST to use for programming some novel MIDI processing
ideas. I know a fair bit about IBMs, but almost nothing
about the ST. Any opinions on which machine is better for
programming MIDI applications? The machine will have to perform
calculations while acquiring MIDI data. This can be done on IBMs
with an interrupt driven routine. Can the same be done on the ST?

One apparent advantage of the IBM compat is that there is
lots of sample MIDI source code available in the public
domain and from various vendors. I can save time and effort
by modifying these sources rather than starting from scratch.
Are there MIDI sources available for the ST?

Any tips gratefully received.

Chris Darken
darken@cs.yale.edu

3387. FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 01:45:28 UTC
From: n8742883@unicorn.cc.wwu.edu
Message-ID: <1990Nov19.014528.16629@unicorn.cc.wwu.edu>
Source record: 237107

Today I was working with unarcing some files while using
NeoDesk 3.0 as my desktop. I put a new disk in the drive and pressed
the ESCape key to tell NeoDesk to read the new disk info and display
the directory. The window refreshed itself with the same info-- for
some reason, the FAT had been written from the disk that was just in
the computer to the new disk I just inserted!!

While the directories of the two disks look identical, the
disk which had its FAT rewritten will not execute / print the files on
the disk as the files are nonexistant on the disk. A disk editor
showed me that the files do exist on the drive, but the FAT has been
rewritten to match the old disk.

I had run several programs which I had just unarced. Could
the symptoms be from a virus that was picked up off of one of those,
or does NeoDesk 3.0 have (gulp!) a bug hiding in it? I've never had
this problem before.

My system is an Atari 1040STf, 1 meg, 1 internal drive. The
window I was trying to reread was the B: window.

Any suggestions on what could have happened would be appreciated.

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-2536
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

3388. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 04:29:20 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1990Nov18.232920.1@woods.ulowell.edu>
Source record: 237108

Hi all. I have decided to break up my system and sell it separately.
However, I will sell only if I can sell the monitor and CPU.

1040ST CPU(mouse and joystick included) - $400
SC1224 Color Monitor - $160

5 1/4" 360k Disk Drive -There is a loose wire in the case that
sometimes causes the drive not to be recognized. This can be fixed
since the drive easily comes out of the case. If I move the wire
around, it seems to be ok. Asking only $70 for this.

Software: Multidesk, LabelMaster, WordUp 3.0, Wordwriter, Music Studio
and quite a bit of PD software, and about 25 assorted ST mags.
Asking about $60 or best offer

I also have an Okimate 20 color printer that I never used because it
doesn't have the Plug 'N' Print module. It was a display model
at Sears so I don't know how good it works. They probably didn't use
it that much. I'd like $35 in as is condition or best offer for this.
Above prices do not include shipping. We can discuss that later.
Thank you very much.

3389. Terminal emulation

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 05:59:12 UTC
From: ersys!prisoner@nro.cs.athabascau.ca
Message-ID: <D6cVs1w163w@ersys.uucp>
Source record: 237109

There is a software package about 3 years old that did multiwindow
terminal emulation that only did text.
I believe it is something like adm-32 emulation.

It is available on CIS under UW.arc and UW.sh

3390. Re: variables in executable

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 06:24:40 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <901119072444@drdhh.hanse.de>
Source record: 237110

Hi Andrew !

(I wasn't able to get mail to you)

Just as Claus said:
Get your basepage pointer (_base in Laser / _BasPag in TC), determine the
offset from your text segment to your data segment (preinitialized
variables), add the size of a tos program header (28 bytes) and the
offset of the variable you want to save (rel. to data seg) and you
get the offset into the executable file.

You should declare such variables always global and preinitialized,
otherwise they are allocated on the stack or in bss.
Take a symbolic debugger and look at your compiler output to find
the locations.

Be aware of compilers that initialize at runtime (old Megamax did, don't
now about Laser, Turbo doesn't).

Hope that helps,
Bjoern

P.S:
If you have further problems -> contact me but please keep short,
I have to pay for INCOMING mail.

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
In other words, compilers are free to warn about anything they like
(`foo.c, line 354: warning: code written at 4 AM'). [Chris Torek]

3391. Stacy's trackball

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 07:30:13 UTC
From: pdel@ADS.COM
Message-ID: <?3+^~&%@ads.com>
Source record: 237111

The other day I took a look at the Stacy. Everything seemed fine except that trackball. Seems to be totally useless. Does anyone think they'll come out with a new version with normal trackball? It doesn't seem right to have to buy another one to make up for the one on there. Also would seem to take away from the portability feature if you had an external mouse.

I really like everything else on it, as well as the price.

Just thinking out loud......

Peter D.

3392. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 09:38:38 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2806@laura.UUCP>
Source record: 237112

In article <fred.658682337@prisma>, fred@prisma.cv.ruu.nl (Fred Appelman)
writes:
|> As the author of the program I would like to comment on this. I am
|> really
|> looking for a suitable compression algorithm. I want an algorithm which
|> is fast as has acceptable compression ratios.

I suggest the compression scheme implemented in Arc or Zoo. Advantages:

- sources are freely available,

- the compression factor is really good (somewhere in the 40-50% order),

- fast, at least in the long run.

Let me comment on the last statement as one might well argue about that. I
do backups in the following way: First I do a full backup, then I do a
differential backup once a week. When I am about to run out of backup disks
I have to do another full backup.

Now, doing a full backup takes a lot of time so it would be nice if it
could be done one as seldom as possible. On the other hand during one week
between two backups generally only few files change so the time for a
differential backup may well be neglected (well, almost). With a very good
compression scheme the backup disk pool can be exploited much better and
the time consuming full backup is not neccessary that often.

Bottom line: The time to write data to disk is only one side of the coin.

--
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3393. Re: UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 10:06:44 UTC
From: pv@polari.UUCP
Message-ID: <2765@polari.UUCP>
Source record: 237113

As a follow up for people using ouside programs for Zmodem in Uniterm:
I use XYZ.TTP with Uniterm version 2.0e for Zmodem. An 80k system buffer will give you an approx. 40K file buffer that spools to disk. I think it's a nicer program and soon to have upload too.
-PV-

3394. Re: TT Tos disk available in France...

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 10:44:45 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Nov19114445@kunto.jyu.fi>
Source record: 237114

In article <59145@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:

>I (suhonen@kunto.jyu.fi) wrote:

>Yeah! It's there, and it is a demo of the new TT TOS. Go on and try...
^^^^
It always amazes me how people try to rationalize piracy by convincing
themselves that they are in fact using a demo. Pirates strike again!
The same guys who rationalize their unwillingness to pay for shareware by
convincing themselves that shareware is equivalent to public domain.
- Darek

OK. I Should have send another article some days ago about this "demo":
IT IS NOT A DEMO (my fault saying it is..). IT IS/WAS the very same illeagal
TT TOS version that has been talked about here some weeks now. As far as
I know, it's nowhere in Finland any more... Forgive my wrong info about
that file, I'm sorry. Now it's wiped out from Finland. Be happy...

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir

3395. Re: GEMINI & FONTS

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 11:21:49 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Nov19.112149.16794@ioe.lon.ac.uk>
Source record: 237115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <291@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>Can some cleverer person tell me why the GEMINI console window fonts work
>under AMCGDOS but are garbled when I try to use G+DOS??

I can't quite remember the specifics, but it's something to do with the fact that GDOS fonts can be in Motorola or Intel format (there's a flag in the font header somewhere to say which). AMCGDOS seems to support fonts in both formats, but both GDOS and G+PLUS only support Intel format fonts.

The Gemini font used in the console window is probably in Motorola format.

You may be able to fix this with some kind of utility, or assign the same font id that the console font uses to a different font.

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

3396. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 12:05:56 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov19120556@ghiggins.hpl.hp.com>
Source record: 237116

++ > gcc: /tmp/cc1000000.cpp cannot find file.

++ Query: I notice that in your examples, there are 9 characters before the
++ '.cpp' tag on the file.

Sorry, heavy-handed typing, it should be /tmp/cc100000.cpp. It appears that
the problem arises from GCC's interpretation of pathnames for GNUINC and
a few little problems like requiring quotes surrounding

setenv GNUINC='c:\gnu\include'

do the quotes remain for ENVIRON.PRG? If the environment variable is set
by both ENVIRON.PRG and GULAM.PRG, which wins --- and when?

I am running all the cross-permutations to find out which is

1. legal

2. preferable

More later.

3397. Re: FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 14:48:34 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27343@cs.yale.edu>
Source record: 237117

In article <1990Nov19.014528.16629@unicorn.cc.wwu.edu> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>
> Today I was working with unarcing some files while using
>NeoDesk 3.0 as my desktop. I put a new disk in the drive and pressed
>the ESCape key to tell NeoDesk to read the new disk info and display
>the directory. The window refreshed itself with the same info-- for
>some reason, the FAT had been written from the disk that was just in
>the computer to the new disk I just inserted!!
>...
> Any suggestions on what could have happened would be appreciated.

What happened is pretty clear. TOS failed to recognize the new disk, so it continued using its cached copies of the FAT and directory from the old disk. I'm surprised that the new disk was clobbered unless you actually attempted to write something on it.

Why it happened is more of a mystery. The way things are supposed to work is that TOS senses that the medium (disk) might have changed and rereads the boot sector. (The hardware is such that it can't tell for sure.) If the 24-bit disk ID field in the boot sector has changed, then it knows a new disk is in the drive; otherwise, it assumes the same disk is still there. If your two disks had the same disk ID, that would be enough to explain the problem, for then TOS would not know you had switched disks.

The TOS desktop and most ST formatters generate a random ID field, so this problem rarely arises. However, some copy programs copy the entire disk, including the ID field, and they can lead to these kinds of problems. Also, I understand that IBM PC's do not use the ID field, so disks formatted on a PC might end up all having the same ID.

You didn't say which version of TOS you are using. This problem has been lessened in TOS 1.4. There, I believe that pressing ESC causes TOS to assume a new disk, regardless of whether the ID fields match. With the older version of TOS, pressing escape causes the boot sector to be read and the ID fields to be checked, but a new disk is assumed only if the ID's differ.

--
==========
| Michael Fischer <fischer-michael@cs.yale.edu> |
==========

3398. Re: How to hook-up a MicroSoft mouse to an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 14:54:23 UTC
From: ant@mks.com
Message-ID: <1990Nov19.145423.27479@mks.com>
Source record: 237118

Everyone keeps on talking about the Golden Mouse but no gives the frigging address or phone number of where to order it from! Unfortunately, "What's This Computers" only seems to carry the Atari Mouse and they sometimes take a bit of time in getting special orders.

BTW my mouse has been starting to lose the up direction. However I noticed when i took off the cover and rolled forward and back that the ball was slipping on the up motion. I cleaned the ball and it now works fine again. I suspect that the spring in the support roller not strong enough to push the ball tight up against the sensor rollers when rolling up or right.

- ant
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

3399. Re: GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 15:01:25 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3366@jaytee.East.Sun.COM>
Source record: 237119

Humble beginnings... Can someone provide me with a pointer to a file (or other info) on how to get a working Gnu C, C++, Emacs, etc, etc system going? Where to get it, where to put it, what to tell it and so on (and you tell two friends, and they tell two friends, ...). I'm sort-of aware that atari.archive has the "stuff" but I don't know how to set it up...

Any help would be appreciated!

Cheers,

Joe
-=-

3400. Atari in the USA Today from Comdex.

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 15:05:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Nov19.110526.7418@umiami.ir.miami.edu>
Source record: 237120

THE FOLLOWING IS TAKEN FROM THE Usa Today, Friday November 16,1990

Atari Corp., thge company that spawned the video game craze, is making its second stab at ethe USA's buisness computer market.
Atari unveilded a PC for the office - Called the MEGA STE - that will sell for $1799. The plus to this PC is its low price. The drawbacks: At its heart is the 68000 microprocessor, a computer chip that is three generations old. And Atari machines do not use IBM compatable software, but programs based on the less popular GEM operating system.
"We hope 1991 will be the year we start to take a chunk of the US market," says Lawrence Siegel, VP of software. Siegel, however, conceeds it's going to be tough.
As if on cue, one big name Atari fan strolled through the Atari exhibit here - Bruce Johnston, keyboardist and songwriter for the Beach Boys. He was in town performing with the band at Ceasars Palace and wanted to take a look at Atari's laptop, the $1200 to $2500 STacy.
"We're not in bed with Atari," says Johnston. "It's just they have the stuff."

3401. Re: DTP

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 15:25:14 UTC
From: jvt@its.bt.co.uk
Message-ID: <3#|^R||@uzi-9mm.fulcrum.bt.co.uk>
Source record: 237121

In article <1990Nov15.231137.6168@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>I was messing around with the pagestream demo and, well it works.
>It only crashed once on me, which really ain't that bad for them(zing).
>
>I have never seen Calmus(nor do I know how to spell it!). Is there a
>demo of that around? Which is better? I'm not looking to make a living
>out of this, just some reports and such.
>I don't suppose they offer us poor students a break, do they?

Personally, I like Timeworks as a cheap, #75 (~$150) but powerful package.
I can only compare it with Calamus and quite frankly for the price, Timeworks knocks spots off it! Timeworks is GDOS based and hence can use just about any font available in that format. Its advantage is with the bit-mapped fonts as these translate to dot-matrix printers or lasers quite well. Calamus uses outline fonts which when displayed even on a Lasejet II look blocky and ragged!! Where Calamus wins is in the graphics. It can handle both vector and raster graphics well including facilities for uploading from a scanner. Timeworks only uses bitmapped graphics and suffers if the image is severely compressed.

To be fair I must mention the ages of the packages, My version of Timeworks I think is 1.12 and is 1 year old. Calamus I saw on a friends computer and was *considerably* older than that - things do advance so draw your own conclusions.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

3402. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 16:18:02 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov19.161802.1542@msuinfo.cl.msu.edu>
Source record: 237122

I would like to see gemini1.2 (in german) on atari.archive. Does it still require TOS>1.0 and at least 1meg? I have neither (just a poor, broke college undergra)!

P.S. Anyone have a 520STfm with 1040motherboard they wanna sell???!

--
----- David W. Schultz -----
----- schultzd@egr.msu.edu -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3403. Re: Why won't GCC work ???

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 16:25:02 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov19172502@robin.cs.uni-sb.de>
Source record: 237123

In article <1990Nov14.204315.14160@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
> gcc version 1.37.1
> c:\gnu\bin\gcc-cpp.ttp -v -undef -D__GNUC__ -Datarist -Dgen -Dm68k
> e:\hello.c d:/cc10000.cpp
> ^^^^^^^^^^^^^^^^
> ...
> ...
> ...
> d:/cc10000.cpp : file not found
> d:/cc10000.s : file not found
> I suspect the problem has to do with the forward slashes in the temp dir
> d:/ (my gulam.g has TEMP=d:)
> Can anyone help me save face soon??

If any program uses forward slashes in TOS-calls related to filenames, you can use unx2dos.prg from cs.uni-sb.de (directory /pub/atari/bin) in your auto-folder. This program does nothing else than converting these slashes to backslashes and the /dev/A notation for drives to A:. For a more complete description of the filename conventions used by gcc, you can read UNIXMODE.doc (also on cs.uni-sb). This file describes the UNIXMODE extended filename standard proposed by Eric Smith.

> Capt Jeff Long

Hope this helps!

- Edgar

p.s. anyway i am trying to find out, what is wrong in the gcc-binaries.

3404. Re: FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 16:46:58 UTC
From: sagemma@eos.ncsu.edu
Message-ID: <1990Nov19.164658.9143@ncsuvx.ncsu.edu>
Source record: 237124

In article <1990Nov19.014528.16629@unicorn.cc.wwu.edu>,
n8742883@unicorn.cc.wwu.edu (Perry Pederson) writes:
>
> Today I was working with unarcing some files while using
> NeoDesk 3.0 as my desktop. I put a new disk in the drive and pressed
> the ESCape key to tell NeoDesk to read the new disk info and display
> the directory. The window refreshed itself with the same info-- for
> some reason, the FAT had been written from the disk that was just in
> the computer to the new disk I just inserted!!

I've had nearly the same thing happen with my setup. I have Neodesk 2.0 that
I use with my 520ST (recently updated to 1 meg), 1 internal, and 1
external drive.
Sometimes when I switch the disk in drive B, and ask Neodesk to update
the window,
seemingly without even checking the drive, it refreshes itself with the info
from the previous disk. Closing and opening the window achieve the same
result.
Sometimes I have to change disks several times before it is recognized, or else
I update drive A, and then drive B. Another, more disturbing result is that
sometimes Neodesk will tell me that drive B contains some folders with
unprintable names (control characters and such). It goes on to say that I am
using up -17348542 bytes in 3 items. At other times I have had nearly
a gigabyte (!) of disk space used on a standard double-sided disk, or so
Neodesk
says. I haven't had any problem with the disk being damaged or changed in any
way, however. When I examine the disk from Atari's desktop, I never have any
problems.

At first, I thought it was my disk drive (Master 3S), but now I'm beginning to
wonder...

-Steve Gemma

3405. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 17:07:50 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2242@bahia.opal.cs.tu-berlin.de>
Source record: 237125

In article <A0aw7spm@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>From what I understand, 1.18 is very close to 1.2.
> John Henders jhenders@jonh.wimsey.bc.ca

Hello John,

please! don't post this version, there are some bugs in it. Wait for
the english version of GEMINI 1.2 .

THE VERSION 1.8 IS ONLY FOR BETA-TESTER !!!

If you post it, it is like piracy.

Karsten Isakovic, ki@opal.tu-berlin.de

3406. DOUBLE CLICK SOFTWARE in Europe!

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 17:58:53 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov19.175853.22783@menudo.uh.edu>
Source record: 237126

Hello all netters! This is a newsworthy note, and a call for information from our brothers (and sisters) across the water.

Double Click Software will be attending and displaying and selling our wares at the 3rd 16 bit Faire in London on Jan. 4-6, 1991. We hope to meet many of the netters out there!

In addition, we will be visiting France, Germany and Holland/Netherlands for two days each from Jan 8-13 (in that order).

We would appreciate any reccomendations for _inexpensive_ places to stay while we are in these countries. Not being a large rich company, we are looking to cut expenses in any manner possible.

Also, if you would like to meet us, or have us attend a users group meeting to show our wares and speak, we would be very honored. Please reply in email to any of the above.

We are extremely excited with the possibility of meeting with as many of our fellow netters as possible.

AND, if you can direct us towards distributors and/or dealers in the above countries (along with phone numbers) we would like very much to contact them.

Thanks, and we hope to hear from some of y'all soon as well as meet y'all!

- mike, paul, gilbert and keith

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3407. Double Click at 16 bit faire

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 18:04:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov19.180405.23276@menudo.uh.edu>
Source record: 237127

As the title appropriately states, Double Click Software will be taking out a booth at the 16 bit faire in london on jan 4-6. Please come visit us if you are attending the show.

We are desperately seeking someone who would volunteer the use of an ST computer system for our use at the show. We can arrange a free pass for Jan. 4, and for discount passes on Jan 5&6 (2 pounds off the price).

If you can help us out, we will give you the free passes (as many as you would like) and we will give you one each of our software products. The show exhibitors are not arranging for equipment, and we are in need of something to use at the show.

If no one can provide us with the use of their equipment, then perhaps at least a monitor. We are hoping to bring our hard disk and STacy along, so a monitor would work (assuming we can bring the above).

Thanks in advance. We hope to meet and see a lot of our net friends at the show in London!

- mike, paul, gilbert and keith

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3408. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 19:17:49 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <36073@cup.portal.com>
Source record: 237128

Compression should never, ever be used in backups. The idea of a backup is to enhance data security by providing alternate copies of data to be used the event of a failure or accidental deletion.

Compression makes your backups less secure by increasing the significance of each bit in the backup saveset. (e.g. if you lose one bit in a compressed saveset, it is very likely that you will lose the file that holds the bit; you may lose the whole saveset.)

Most real backup systems for minicomputers or mainframes not only don't compress, but they include redundant information to recover from a media error. (VAX/VMS Backup XORs the blocks in a "redundancy group" and stores that result; this allows single failures in a redundancy group to be corrected.)

Backups are no good if they fail when you need them!

Henry B. Messenger STEVE REICH ^ THE DESERT MUSIC
henry_burdett_messenger@ MICHEAL TILSON THOMAS ^ CONDUCTOR
cup.portal.com Steve Reich and Musicians with Chorus
and members of the brooklyn philharmonic
text ^ william carlos williams

3409. Deskjet 500 printer driver

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 19:56:44 UTC
From: psurge@cs.utexas.edu
Message-ID: <14861@cs.utexas.edu>
Source record: 237129

Does anyone have the gdos system file called HPJET300.SYS?

This is a gdos printer driver for the HP deskjet 300.

Neocept's Turbo jet software package had the drivers in them, however
Neocept is going under, so this package is no longer available from the company.

If anyone has this, and it is not considered illegal, then please send this to
me.

Thanks.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3410. MT C-Shell & VSH Version 2.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 20:48:05 UTC
From: david@bdt.COM
Message-ID: <6547@bdt.COM>
Source record: 237130

I received so much mail requesting information (I'm not complaining) and I got so many bounced e-mail messages when I tried to reply, that I'm simply posting this fairly brief announcement, with a little bit more information about MT and VSH and the upgrade proceedures. I guess I'll just get ready to take a few lumps for doing this...

Thank you.
--
David Beckemeyer

========== CUT HERE ========== CUT HERE ========== CUT HERE

ANNOUCEMENT!!! ANNOUCEMENT!!! ANNOUCEMENT!!! ANNOUCEMENT!!!

Announcing MT C-Shell Version 2.0 And VSH Version 2.0

MULTITASKING JUST GOT BETTER

Version 2.0, the third generation of this mature and stable system, is a major upgrade from previous versions. With Version 2.0, MT C-Shell has been drasticly revised and improved.

FASTER THEN EVER!

All 70 plus MT C-Shell commands have been upgraded and offer significantly improved performance.

FULLY TT030 COMPATIBLE!

A new version of the Beckemeyer Real-time Multitasking Operating System Kernel has been specifically designed for the new Atari TT computer. This new operating system takes advantage of the 68030 processor and implements new TOS system calls introduced with the TT. Of course MT C-Shell and VSH are alse fully compatible with the Atari ST computers as well. There is also a brand-new RTX for the 16-bit ST series computers too.

VIRTUAL CONSOLES

Now included with MT C-Shell is a system which allows you to switch between multiple full-screen sessions using a "hot key". This feature allows you to have multiple MT C-Shell sessions active concurrently, as if you had several terminals sitting on your desk!

Some of the other new features of MT C-Shell Version 2.0 are:

o Now fully supports User ID and Group ID numbers

o Processes are assigned unique PIDs in subsequent incarnations

o Config program helps set options (e.g. Memory quotas)

o Pseudo-TTY driver with GEM Windowing interface included

o Many internal improvements and speedups

VISUAL SHELL MANAGER

VSH is like a graphics workstation on a disk!

Just look at these new features in Version 2.0:

o Cut & Paste between windows

o Save window or paste-buffer contents to a file

o Set options individually for each window

o Choose fonts for each window

o Install custom program Icons onto the VSH Desktop

o Works in all resolutions, including TT and Moniterm

o Save settings and postions for all windows & icons

Also included are the following VSH Desk Accessories:

o Analog Clock

o CPU Load Monitor

o DEGAS Picture Viewer in GEM window

With the new VSH Version 2.0, you can now install icons for your favorite programs -- no more searching all over the place. The VSH icons use the DC-ICE format, and can easily be customized. You can install unique icons for all your programs.

UPGRADE POLICY

The MT C-Shell upgrade is $39 US. You must send your MT C-Shell disk in for update. There is a $5 fee for replacement disks. The VSH upgrade is $15 for registered owners of VSH. If you are a registered MT C-Shell owner, but you DO NOT have VSH, you can order VSH with your MT C-Shell upgrade for the discounted price of $24. The suggested retail price of VSH Manager is $34.95 US. The suggested retail price of MT C-Shell is $129.95 US.

CONTACT:

Beckemeyer Development
PO Box 21575
Oakland CA 94620
(415) 530-9637
BBS: (415) 530-9682
--
David Beckemeyer (david@bdt.COM) | "Reckon the Ball's plumb open now,

Beckemeyer Development Tools | and it's `swing partner'!"
P.O. Box 21575, Oakland, CA 94620 | - Unnamed Cowboy, upon seeing
UUCP: {uunet,ucbvax}!unisoft!bdt!david | heap many Indians approaching

3411. Re: Unix like login for the Atari ????

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 21:00:20 UTC
From: marc@wopr.uu.ch
Message-ID: <81@wopr.uu.ch>
Source record: 237131

mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:

>Where can we get Remote Access? Is it on atari.archive?

No, it's not. Drop me a note if you want it.

- Marc

3412. GNU CC - A few questions.

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 21:12:38 UTC
From: mmkowanetz@lion.uwaterloo.ca
Message-ID: <1990Nov19.211238.13783@watdragon.waterloo.edu>
Source record: 237132

I recently downloaded GNU CC. The only trouble is, whenever I try to compile
a file using GCC, I get the error '/tmp/cc100000.cpp: file not found'.
My first question is, what is this file and how do I obtain it?
My second question is, does GCC have to be run through an Atari version
of UNIX, or can it simply be run through GEM?

BTW, I have an Atari 1040ST with a 20meg hard drive.

Maurice Kowanetz
mmkowanetz@lion.waterloo.edu
--

"Early to bed and early to rise...makes a man sleepy as hell!"

Maurice Kowanetz

3413. Re: The Atari PANTHER

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 21:25:53 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov19.212553.8341@msuinfo.cl.msu.edu>
Source record: 237133

In article <1990Nov18.160813.7417@umiami.ir.miami.edu>
dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
-> The Atari Panther
->
-> Is supposed to be a suped up STE that has over 500 colors on screen at once
-> and has multi level scrolling. It was NOT announced at Comdex but might be
-> at the CES next year. It will run at 16 megahertz, supposedly. And it will
-> be selling aorund $200, less than the nintendo sfx.

You've gotta be kidding!

a) A "suped up" STe would have a lot more than 500 colors. (In excess
of 4096!)

b) It would cost a heck of a lot more than $200. (STe is about $600?)
--
----- David W. Schultz -----
----- schultzd@egr.msu.edu -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3414. Re: FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 22:00:57 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov19.220057.13219@msuinfo.cl.msu.edu>
Source record: 237134

A while back (when I first replaced an aging Compaq with an even older ST), I had the same type of problem. The fix was stumbled onto accidentally, may be extremely unrliable (ie. it might not work for you), and it SAVED MY BUTT.

What I did was put the disk through the VKILLER program (PD on atari.archive). When I "killed" the non-existing virus. My FATs were all fixed up. (There is more than one copy of the FAT. VKILLER recontructs the FATS from the copies.)

Good Luck,
--
----- David W. Schultz -----
----- schultzd@egr.msu.edu -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3415. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 22:40:46 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov19.224046.14728@math.lsa.umich.edu>
Source record: 237135

In article <GJH.90Nov19120556@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>++ > gcc: /tmp/cc1000000.cpp cannot find file.
>
>++ Query: I notice that in your examples, there are 9 characters before the
>++ '.cpp' tag on the file.
>
>Sorry, heavy-handed typing, it should be /tmp/cc100000.cpp. It appears that
>the problem arises from GCC's interpretation of pathnames for GNUINC and
>a few little problems like requiring quotes surrounding
>
>setenv GNUINC='c:\gnu\include'
>
>do the quotes remain for ENVIRON.PRG? If the environment variable is set
>by both ENVIRON.PRG and GULAM.PRG, which wins --- and when?

If you run ENVIRON in your AUTO folder, every program you spawn from the desktop will get a copy of the values you set with ENVIRON. When Gulam runs and gets a setenv command, the changes that it makes are to the copy of the environment that it received. In this copy, any setenv command will completely replace whatever values it inherited from ENVIRON. If you've got things working with ENVIRON, then you don't need to set them again in Gulam.

Please note - in Gulam, you leave out the '=' equals sign in the set[env] commands. e.g.
setenv GNUINC c:\gnu\include
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3416. Re: Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 22:59:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov19.225916.15168@math.lsa.umich.edu>
Source record: 237136

In article <1990Nov17.032431.25272@cs.odu.edu> src@cs.odu.edu (Scott R. Chilcote) writes:
>In article <1990Nov16.003735.14049@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>>Someone posted an ad for used ST equipment and made mention of "a Supra Hard
>>Drive Interface" and a Seagate hard drive. From this I infer that Supra
>>markets an interface that allows one to use a nice cheap IBM style hard-drive
>>on one's ST. Is this correct? And if it is so cheap to get set up with the
>>interface and drive, why would anyone choose anything else for his or her ST?

>Why wouldn't anyone want to buy an interface and use a standard hard disk?
>Is that your question?

>Here's my answer...

>A Supra hard drive interface costs $100, if you can still get one. There is
>a better product out now (I should know, I bought the Supra) from ICD, and it's
>about $130 mail order. This is called a HOST ADAPTER. Everything is an
>interface these days, so let's keep things clear.

I just bought an ICD host adapter last week, for around $84. This is their
Advantage ST, minus clock, which I didn't need for use in my Mega. Their
AdSCSI ST Plus has the clock, and is 10-20 bucks more, and also about twice
the size.

>The Host Adapter plugs into the ST's DMA port (one of the very wise parts of
>an ST) and converts these signals to be SCSI compatible. You can have up to
>10 DMA devices, and data rates have the potential to be 2 Megs per second
>through this port. Fast!

Just to add here - the ICD docs say they support the full SCSI command set,
and will also support SCSI-2 commands. Sounds cool to me, tho I've yet to
obtain any hardware that needs the SCSI-2 compatibility...

>Okay, so that's a start. You mentioned cheap IBM-PC style drives. But now we
>only have SCSI compatibility. Whoops! So you need to convert from SCSI to
>ST-412/506 now, if you want to use an off-the-shelf MFM or RLL-encoded PC type
>hard disk. What now?

>Well, the best and easiest choice is to get an SCSI compatible drive instead.

I concur. These are the best performance drives, anyway...

>This costs $30-$150 more than an equivalent ST-412/506 hard disk. The other
>choice is to buy a second "adapter", which converts from SCSI to ST-412/506.
>These come in both MFM and RLL flavors, and Adaptec is a good choice. They
>sell them for about $130, depending on the model. It will let you connect
>TWO cheap PC-type hard disks with one board. An extra savings...

I've often wondered if that was the way to go... more drives per controller sounds like a good idea, dunno why. Just a gut feeling.

>But now you need a hard disk, and hopefully one that's supported by the Supra
>or ICD formatting software. Otherwise you need a lot of specific information
>about your disks. And you need a box. And you need a power supply. And you
>need cabling. And you need the luck of the Irish, because if just one of all
>those connections you made is flaky, it is a long, arduous trail. It takes
>very sophisticated equipment to debug a hard disk setup -- or lots of trial and
>error.

Hey, I have a shoebox case with 40 watt power supply I will be trying to get rid of Real Soon now... It ran a Quantum 80 and Miniscribe 8425S faithfully for 2 years. (Setup for 2 half-height or 1 full-height drive, power for 2 drives plus fan.)

I guess you do need luck in getting good parts, I haven't had trouble on this end yet. You *do* need to be *incredibly* careful about the cabling though... That's why I'm selling this case and power supply, and needed a new host adapter last week, 'cause I wasn't careful enough. Don't ever ever ever plug a SCSI cable in backwards. I fried my old Supra host adapter and my Quantum drive. (Really fried the host adapter. smoke, vaporized PCB traces, the works. Sigh. And that one had a working clock and battery on it...) Needless to say, mistakes can be very expensive. I still have to get my drive repaired.

>If you approach the chore correctly, you can do all this, save $50 - $200 over
>the cost of a mail-order ready made hard drive, and have a dependable machine.
>If, say, you get a bad part in the mail (which one) it is sheer hell. I went
>through all of this about two years ago, and wound up with a 65 Meg hard disk
>after six months of struggle. Not only did I get a bad hard disk, I got a bad
>Adaptek SCSI-RLL adapter!

>I'd still do it again, rather than buy a new setup. It has run without fail
>since then, and I need more space now.

Heh - that was the exact reason I got started on this ordeal... Got a Syquest drive and needed to move to a bigger case to hold everything. Mounted the Quantum upside down relative to its old position, didn't notice that I now needed to twist the cable around to match... Plugged everything in straight, and boom. At least the other drives didn't smoke too, I would've probably thrown everything out the window at that point.

Oh well. So now I have a brand new Syquest staring at me, waiting for me to fill some cartridges (this is neat!) with data. Of course, I *had* been planning to use it to back up my Quantum..... Sigh. 88 megs, and nothing to do.

Don't let this happen to you...

I still think it's worthwhile to build your own system, if you're at least half competent. (As obviously I am not. Sheesh.) Mail order places sell these Syquest packages for around $700-900, and I got mine for about $500, plus the $85 for the unexpected expense of a new host adapter...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3417. Re: The Atari PANTHER

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 23:16:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov19.231651.15558@math.lsa.umich.edu>
Source record: 237137

In article <1990Nov19.212553.8341@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>In article <1990Nov18.160813.7417@umiami.ir.miami.edu>
>dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
>-> The Atari Panther

>-> Is supposed to be a suped up STE that has over 500 colors on screen at once
>-> and has multi level scrolling. It was NOT announced at Comdex but might be
>-> at the CES next year. It will run at 16 megahertz, supposedly. And it will
>-> be selling aorund $200, less than the nintendo sfx.

>You've gotta be kidding!

>a) A "suped up" STe would have a lot more than 500 colors. (In excess
>of 4096!)

Over 500 colors onscreen at once - this means either the fancy palette tweaking that Spectrum 512 does in low-rez, or that there are 9 or more bitplanes available. Since dealing with the timing required by things like Spectrum is pretty unappetizing, especially for fast action graphics programming, I'm inclined to take this as claiming a nice large color lookup table. Just as a reference, PC-style SuperVGA is only 8 bitplanes, 256 colors in its lookup table.

>b) It would cost a heck of a lot more than $200. (STe is about $600?)

So it goes. If it's a game machine only, mebbe they're saving the cost of the keyboard and it's associated hardware - keyboard processor, clock, and joystick and mouse and serial ports. Probably also remove any floppy drive and controller, so who knows, they could shave the cost down.

But the Panther doesn't exist, so this is all a moot point, eh?
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3418. Re: How to check HP Laserjet IIP Serial Port: Doesn't work with

Newsgroup: comp.sys.atari.st
Date: 1990-11-19 23:29:08 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <36080@cup.portal.com>
Source record: 237138
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc

Imran Anwar writes that he is having trouble making his Macintosh
print on his HP LaserJet IIP. One of the tests he performed was
to use the same serial cable to connect to a modem successfully.
From this he inferred that the cable and port are working properly.

That turns out not to be the case. As a matter of fact, if you
connected to a modem successfully through this cable, I can
pretty much guarantee that cable won't work with a printer.
Modems are DCEs, printers and computers are DTEs. You need
a null modem cable to connect a printer (or terminal) to a
computer, and a straight through cable to connect to a modem.

Go to your computer dealer and get a Mac -> Imagewriter cable.

Henry B. Messenger STEVE REICH ^ THE DESERT MUSIC
henry_burdett_messenger@ MICHEAL TILSON THOMAS ^ CONDUCTOR
cup.portal.com Steve Reich and Musicians with Chorus
and members of the brooklyn philharmonic
text ^ william carlos williams

3419. VIDEO GAME RATINGS REPORT #2 [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 01:16:45 UTC
From: erc@radon.berkeley.edu
Message-ID: <39653@ucbvax.BERKELEY.EDU>
Source record: 237139
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111120	21	7.0	Blue Lightning
0.	0011311.	27	6.3	California Games
..	0.010322	25	8.0	Chip's Challenge
.	00231110.	20	5.5	Electrocop
1.	1.11220.	20	6.0	Gates Of Zendocon
0.	011310..	18	5.4	Gauntlet III
.....	.1224	14	8.9	Klax
...	0.1312.	12	7.2	Slime World
....	3.33..	3	6.7	Xenophobe

ATARI ST

New	Distribution	Votes	Rank	Title
*	.....*....	1	6.0	Arctic Fox
	........*.	1	9.0	Cadaver
*	.........*	1	10.0	Chaos Strikes Back
	27	4	9.8	Dungeon Master
*	.....*....	1	6.0	Empire Strikes Back, The
	.......*..	1	8.0	Falcon
	......*...	1	7.0	Flight Simulator
*	.....*....	1	6.0	Goldrunner
*	......*...	1	7.0	Joust
*	.......*..	1	8.0	Lombard Rally
*	.......*..	1	8.0	Mean 18
*	.........*	1	10.0	Midimaze
*	.*........	1	2.0	Nine Princes In Amber
*	...*......	1	4.0	Pawn, The
	55	2	9.5	Populous
*	.......*..	1	8.0	R-Type
*	......*...	1	7.0	Return Of The Jedi, The
*	......*...	1	7.0	Roadwar 2000
*	.....*....	1	6.0	Rogue
*	.......*..	1	8.0	Shanghai
*	........*.	1	9.0	Silent Service
	........*.	1	9.0	Simcity
*	.....*....	1	6.0	Star Wars
*	.....*....	1	6.0	Starglider

```
* .....5.5.. 2 7.0 Time Bandit
* .......*.. 1 8.0 Wayne Gretzky Hockey
* .*........ 1 2.0 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!ucbvax!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

3420. Color Unix Windows...

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 05:12:06 UTC
From: icsrc127@Msu3.oscs.montana.edu
Message-ID: <0093FF84.C42213C0@Msu3.oscs.montana.edu>
Source record: 237140

Has anyone ever converted Unix windows for use with a color monitor. If so, is there an ftp site I can get it from. Your information is appreciated. Thanks ahead.

\ Greg Garber / icsu0039@caesar.cs.montana.edu \
\ Montana State Univ., Bozeman, MT / GGG5513@mstunix1.bitnet \
___{Left blank for apparently no reason}_____{____}_____\

3421. Re: Spectre and Mac hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 07:03:13 UTC
From: dsmall@well.sf.ca.us
Message-ID: <21730@well.sf.ca.us>
Source record: 237141

-- the base question dealt with Spectre and Mac hard drives.

Spectre up to version 2.65C was only able to deal with the earlier Mac hard disk scheme. This was changed, oh, around System 6's release, to a new one Spectre did not understand. This^? is why you are unable to read a Mac formatted syquest read under Spectre.

Spectre 3.0 fixes this problem (and many other minor bugs like this). It recognizes both Apple HD schemes.

The MegaTalk board that's close will also allow direct Mac SCSI access, DB-25 connector and all.

Spectre 3.0 is in final, final beta test. It's down to piddly little bugs that we want to get out of it before we ship. The newsletter is done to announce it and will be mailed shortly.

Sorry for the late reply; Comdex prep and Comdex interfered a lot.

-- thanks, Dave / Gadgets by Small

I haven't thought of a clever saying for down here yet

3422. Re: xwindows/xterm

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 07:42:57 UTC
From: pfuetz@zgdvda.zgdvda.uucp
Message-ID: <3375@zgdvda.zgdvda.uucp>
Source record: 237142

Hello!

Because this question arises from time to time I'd like to give some hints:

Atari Germany (ATARI Computer GmbH, Frankfurter Strasse 89-91, D-6096 Raunheim, FRG, Tel: +49 6142 2090) is selling a complete port of the X-environment for all ST's and TT's. The only requirement is a main memory of at least 2 MB. This port was done by a company in Germany (X software, Marktstrasse 8, D-8944 Groenenbach, FRG, Tel.: +49 8334 1411, Fax: +49 8334 6245). It is sold since Nov 1st, 1990. Below is a pricelist I received last week from X software.

The product is called "X/ST/window" and consists of different parts:

1. Computer

ATARI 1040 ST/E (2 MB, without Monitor) 1498,- DM
ATARI 1040 ST/E (4 MB, without Monitor) 1998,- DM

ATARI Mega ST 2 (2 MB, without Monitor) 1298,- DM
ATARI Mega ST 4 (4 MB, without Monitor) 1798,- DM

ATARI TT030-4 (4 MB, with 14'' VGA Monitor, 48 MB Harddisk) 6098,- DM
ATARI TT030-6 (6 MB, with 14'' VGA Monitor, 48 MB Harddisk) 6698,- DM
ATARI TT030-8 (8 MB, with 14'' VGA Monitor, 48 MB Harddisk) 7198,- DM

2. Monitors

ATARI SM124 (for 1040 and Mega ST) 318,- DM
ATARI SM194 (for Mega ST) 3998,- DM

3. Ethernet-interfaces

ATARI Net (plug in MEGA ST, Cheapernet/Thinnet and Ethernet/Thicknet, only for MEGA ST and only in combination with SM124) 998,- DM

Biodata BioNet 100 II (For extern connection to DMA port)
(Cheapernet/Thinnet) 1398,- DM
(Ethernet/Thicknet) 1398,- DM

Riebl Card Plus (plug in TT, VME Bus, Cheapernet/Thinnet and Ethernet/Thicknet)
998,- DM

4. Software

X/ST/window (for only monitor SM124) 598,- DM
X/software X/ST/window/SM194 (monitors SM124 and SM194) 678,- DM
X/software X/TT/window 998,- DM

5. Packages

ATARI 1040 ST/E (2 MB), SM124, BioNet 100 II, X/ST/window 3750,- DM
ATARI 1040 ST/E (4 MB), SM124, BioNet 100 II, X/ST/window/SM194 4050,- DM
ATARI Mega ST 2 (2 MB), SM124, ATARI-Net, X/ST/window 3150,- DM
ATARI Mega ST 4 (4 MB), SM124, ATARI-Net, X/ST/window 3650,- DM
ATARI Mega ST 4 (4 MB), SM124, ATARI-Net, X/ST/window/SM194 3690,- DM
ATARI Mega ST 4 (4 MB), SM194, BioNet 100 II, X/ST/window/SM194 7700,- DM

Prices include package, but no shipping, no value-added tax (currently 14% in Germany). The dollar sells today for 1.46 DM which means you have to multiply the prices in DM by 1.5 and add 14% to get final prices (but without shipping).

Some words to the software: X/ST/window/SM194 allows to simulate multiple SCREENS on ONE monitor (as is for example the case with the MIT X-Server for color SUN workstations, moving the mouse of the screen produces a second on the color SUN).

X/ST/window is based on X/ST/multi a multitasking OS completly compatible to TOS. It offers FTP, telnet, etc.

X/ST/window displays only a portion of the actual screen. The width and height of the virtual screen are only limited by the available main memory. Moving mouse to the border of the virtual frame scrolls frame automatically.

X/ST/window is yet X11R3.

Disclaimer: I haven't yet seen the software nor am I in any connection to ATARI or X software. This is simple a typed in version of a letter I recept last week in order to let the world know that ATARI itself is doing some effort in recovering lost ground. ATARI claims to be selling this soft- and hardware worldwide.

Matthias

--
@work: | Matthias Pfuetzner | @home:
ZGDV, Wilhelminenstrasse 7 | 6100 Darmstadt, FRG | Lichtenbergstrasse 73
+49 6151 155-164 or -101 \ <- Tel.nr. -> / +49 6151 75717
pfuetzner@agd.fhg.de pfuetzner@zgdvda.UUCP XBR1YD3U@DDATHD21.BITNET

3423. initex (help)

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 07:53:55 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <732@utrcu1.UUCP>
Source record: 237143

I am trying to make a new version of LaTeX (with dutch hyphenation rules), and therefore I run "initex" on a file called "nlplain.tex" to create the file "nlplain.fmt". Halfway the program stops with an errormessage: "Sorry, Tex capacity exceeded [Pattern memory=8000]". Now my question is: is there a bigger version of "initex" available somewhere? (for instance an ftp-site). Please send me the names (and numbercode!!) of these sites. Or could someone send me a version of initex with more memory? (I am not capable of recompiling a new version of initex myself.) I have a Atari 1040 ST.

Thanks very much!!

Harmen van den Berg
University of Twente
The Netherlands

3424. STe troubles, video weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 08:50:41 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov20.085041.25605@math.lsa.umich.edu>
Source record: 237144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry to stir up the pot with what seems to be a now-dead subject, but I don't recall the resolution of all the horror stories, and now have a (horrifying) 1040STe of my own to deal with. The main problem I'm having is that just about everything that loads up gets partially written onto video memory. I get vertical lines, I figure 16 pixels apart. I would have expected a plain-old overwrite problem to wipe out a couple rows, starting at the top of the screen. Instead I get 1 pixel wide vertical lines, evenly spaced out, and occasionally the bottom of the screen gets trashed. What's going on?

The STe arrived with the STE_FIX program in the AUTO folder of its language disk. Can't boot into medium resolution without it. Yeehah.

Along other lines... I just started using ICD's boot stuff with this new host adapter... Apparently, whenever the driver detects a write failure, the thing shifts the video into medium resolution. What I'm seeing is on my multisync monitor in monochrome mode, all of a sudden there'll be a glitch and my screen has been divided in half, vertically down the middle. Everything is drawn in both the left and right halves of the screen. The screen borders are resized, and look like the color rez borders, but everything stays in black and white. The preferences menu still says high rez. This is incredibly annoying, as well as making some stuff unreadable. (Although some of it is interesting, really. Anyone for a 4 pixel wide font? 160 columns of text. Oooo....) It says it's version 4.8.4, by the way.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3425. ENVIRON.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 09:21:34 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <7231@castle.ed.ac.uk>
Source record: 237145

I have just read an article about GCC and it mentioned the use of a program called ENVIRON.PRG to set up some environment variables. Where can I get this? Is it PD or commercial.

Robin Smith
elev35@uk.ac.ed.castle

3426. Re: Deskjet 500 printer driver

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 09:39:25 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <962@accucx.cc.ruu.nl>
Source record: 237146

In article <14861@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
|>Does anyone have the gdos system file called HPJET300.SYS?
|>
|>This is a gdos printer driver for the HP deskjet 300.
|>

No it's not. It's gdos driver for the HP DeskJet in 300 dpi quality.

3427. TeX 3.1 and Metafont 2.7 also runs on Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 09:49:35 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Nov20094935@ugus21.nixdorf.de>
Source record: 237147
Cross-posted to: comp.sys.atari.st,comp.text.tex

Hallo TeXperts and TeXnicians.

In TeXhax digest 90 Karl Berry announced, that he had released web2c version 5.8a (that's TeX 3.1 + Metafont 2.7). This version also works for the Atari ST with very minor changes. I build the Atari version with a GNU cross compiler on my local UN*X box. I don't know, if all files will compile on every ST (due to lack of memory); I recompiled only two or three files on my ST, which is equipped with 2,5 MB. People with 4 MB should have no problems at all. In every case, the conversion from WEB to C should be done a UN*X system.

You have to build a normal sized TeX and Metafont. Metafont additionally requires to decrease some constants. The resulting object have the following sizes.

```
tex/initex:
text size 202840
data size 1228
bss size 1125404
symbol size 16954
File is relocatable
tex/virtex:
text size 187828
data size 1228
bss size 681552
symbol size 16548
File is relocatable
mf/inimf:
text size 201992
data size 1268
bss size 291232
symbol size 16660
File is relocatable
mf/virmf:
text size 194020
data size 1268
bss size 291228
symbol size 16562
File is relocatable
```

I used the GNU C library from J.R. Bammi and E.R.Smith (thanks to both of them for their good work) with patchlevel 58. The required getl() routine in the library contains a bug, because a variable is anded with 0xff instead with 0xffff. The following is the correct version.

```
long getl(fp)
register FILE *fp;
{
register long n, c;
if((c = getw(fp)) == EOF)
return(EOF);
n = (c << 16);
if((c = getw(fp)) == EOF)
return(EOF);
n |= (c & 0xFFFF); /* the original contained 0xff */
return(n);
}
```

Following are the contex diffs to the original web2c 5.8a. BTW, you should be aware of the setting of the UNIXMODE environment variable. I've set it, so that all path specifications are given with a device prefix (/dev/F/tex or /dev/D/metafont/mfinputs/cmr) and the default open mode is binary.

And now have fun.

```
-------------------- cut here --------------------
*** /tmp/,RCSt1a00206 Tue Nov 20 09:36:05 1990
--- extra.c Thu Nov 15 11:03:14 1990
***************
*** 666,674 ****

make_c_string (&name);

! if (*name == '/'
! || (*name == '.' && *(name + 1) == '/')
! || (*name == '.' && *(name + 1) == '.' && *(name + 2) == '/'))
ok = READABLE_FILE (name);
else
{
--- 673,684 ----

make_c_string (&name);

! if ((*name == '/' || *name == '\\')
! || (*name == '.' && (*(name + 1) == '/' || *(name + 1) == '\\'))
! || (*name == '.' && *(name + 1) == '.'
! && (*(name + 2) == '/' || *(name + 2) == '\\'))
! || (((*name >= 'a' && *name <= 'z')
! || (*name >= 'A' && *name <= 'Z')) && *(name + 1) == ':'))
ok = READABLE_FILE (name);
else
{
*** /tmp/,RCSt1a00206 Tue Nov 20 09:36:06 1990
--- fileio.c Tue Nov 20 08:49:37 1990
***************
*** 86,92 ****
/* If we found the file in the current directory, don't leave the
`./' at the beginning of `nameoffile', since it looks dumb when
```

```
TeX says `(./foo.tex ... )', and analogously for Metafont. */
! if (nameoffile[1] == '.' && nameoffile[2] == '/')
{
unsigned i;
for (i = 1; nameoffile[i]; i++)
--- 86,93 ----
/* If we found the file in the current directory, don't leave the
`./' at the beginning of `nameoffile', since it looks dumb when
TeX says `(./foo.tex ... )', and analogously for Metafont. */
! if (nameoffile[1] == '.' && (nameoffile[2] == '/'
! || nameoffile[2] == '\\'))
{
unsigned i;
for (i = 1; nameoffile[i]; i++)
*** /tmp/,RCSt1a00206 Tue Nov 20 09:36:07 1990
--- main.c Thu Nov 15 15:17:29 1990
***************
*** 10,15 ****
--- 10,18 ----
/* Referenced from the Pascal, so not static. */
integer argc;

+ #ifdef atarist
+ int _stksize = -1L;
+ #endif

/* The entry point for all the programs except TeX and Metafont, which
have more to do. We just have to set up the command line. Pascal's
*** /tmp/,RCSt1a00206 Tue Nov 20 09:36:08 1990
--- texmf.c Tue Nov 20 08:49:44 1990
***************
*** 60,65 ****
--- 60,69 ----

+ #ifdef atarist
+ int _stksize = -1L;
+ #endif
+
/* The main program, etc. */

/* What we were invoked as and with. */
***************
*** 207,213 ****
--- 211,220 ----
#endif

while (last < bufsize && (i = getc (f)) != EOF && i != '\n')
+ {
+ if (i == '\r') continue;
buffer[last++] = i;
+ }
```

```
if (i == EOF && last == first)
return false;
*** /tmp/,RCSt1a00206 Tue Nov 20 09:36:10 1990
--- texmf.h Mon Nov 19 10:23:18 1990
***************
*** 119,126 ****
--- 119,131 ----
sizeof (x_val), 1, dump_file); }
#define undumpint(x) fread ((char *) &(x), sizeof (x), 1, dump_file)
#else
+ #ifdef atarist
+ #define dumpint(x) (void) putl ((int) (x), dump_file)
+ #define undumpint(x) (x) = getl (dump_file)
+ #else
#define dumpint(x) (void) putw ((int) (x), dump_file)
#define undumpint(x) (x) = getw (dump_file)
+ #endif
#endif

*** /tmp/,RCSt1a00228 Tue Nov 20 09:44:11 1990
--- cmf.ch Mon Nov 19 10:11:30 1990
***************
*** 143,149 ****
@d file_name_size == FILENAMESIZE {Get value from \.{site.h}.}

@<Constants...@>=
! @!mem_max=60000; {greatest index in \MF's internal |mem| array;
must be strictly less than |max_halfword|;
must be equal to |mem_top| in \.{INIMF}, otherwise |>=mem_top|}
@!max_internal=100; {maximum number of internal quantities}
--- 143,149 ----
@d file_name_size == FILENAMESIZE {Get value from \.{site.h}.}

@<Constants...@>=
! @!mem_max=30000; {greatest index in \MF's internal |mem| array;
must be strictly less than |max_halfword|;
must be equal to |mem_top| in \.{INIMF}, otherwise |>=mem_top|}
@!max_internal=100; {maximum number of internal quantities}
***************
*** 166,172 ****
length of \MF's own strings, which is currently about 22000}
@!move_size=5000; {space for storing moves in a single octant}
@!max_wiggle=300; {number of autorounded points per cycle}
! @!gf_buf_size=16384; {size of the output buffer, must be a multiple of 8}
@!pool_name='mf.pool';
{string of length |file_name_size|; tells where the string pool appears}
@!path_size=300; {maximum number of knots between breakpoints of a path}
--- 166,172 ----
length of \MF's own strings, which is currently about 22000}
@!move_size=5000; {space for storing moves in a single octant}
@!max_wiggle=300; {number of autorounded points per cycle}
! @!gf_buf_size=4096; {size of the output buffer, must be a multiple of 8}
```

```
@!pool_name='mf.pool';
{string of length |file_name_size|; tells where the string pool appears}
@!path_size=300; {maximum number of knots between breakpoints of a path}
***************
*** 177,183 ****
at least 255 and at most 32510}
@!max_kerns=500; {maximum number of distinct kern amounts}
@!max_font_dimen=50; {maximum number of \&{fontdimen} parameters}
! @!mem_top=60000; {largest index in the |mem| array dumped by \.{INIMF};
must be substantially larger than |mem_min|
and not greater than |mem_max|}
@z
--- 177,183 ----
at least 255 and at most 32510}
@!max_kerns=500; {maximum number of distinct kern amounts}
@!max_font_dimen=50; {maximum number of \&{fontdimen} parameters}
! @!mem_top=30000; {largest index in the |mem| array dumped by \.{INIMF};
must be substantially larger than |mem_min|
and not greater than |mem_max|}
@z
-------------------- cut here --------------------
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch, STO / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, // Tel.: (+49) 5251/104685
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BIX:fridder BTX:0525467066-0001
UUCP: !USA: ridderbusch.pad@nixdorf.de
USA: ridderbusch.pad@nixdorf.com
```

3428. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 10:19:36 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov20101936@ghiggins.hpl.hp.com>
Source record: 237148

```
++ Does anyone one out there knwo whether the '.gif' format is supported
++ on the Atari St. I really want to be able to convert from popular standard
++ Atari formats such as Degas or Neochrome to '.gif' and back again.

Yes, try BGIF

++ And lastly does anyone know why they are called '.gif' ???!???

Graphics Interchange Format (I believe)

Graham
```

3429. Re: GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 10:25:50 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov20102550@ghiggins.hpl.hp.com>
Source record: 237149

```
++ Humble beginnings... Can someone provide me with a pointer to a file
++ (or other info) on how to get a working Gnu C, C++, Emacs, etc, etc
++ system going? Where to get it, where to put it, what to tell it and
++ so on (and you tell two friends, and they tell two friends, ...). I'm
++ sort-of aware that atari.archive has the "stuff" but I don't know how
++ to set it up...

Hang fire Joe, that's exactly what I'm trying to do. Having a few problems
at the moment though.

Cheers.

Graham
```

3430. Re: GNUC + cs.uni-sb.de

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 10:29:57 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov20102957@ghiggins.hpl.hp.com>
Source record: 237150

```
++ Please note - in Gulam, you leave out the '=' equals sign in the set[env]
++ commands. e.g.
++ setenv GNUINC c:\gnu\include

I discover that GNUINC (for the uni-sb GCC) needs to be c:/gnu/include --- i.e.
forward slashed, not back-slashed --- unless anyone knows different (?).

Cheers,

Graham
======
```

3431. Re: How to hook-up a MicroSoft mouse to an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 12:34:37 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Nov20.123437.9253@actrix.co.nz>
Source record: 237051

<1990Nov19.145423.27479@mks.com>
Sender:
Followup-To:
Distribution:
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: ant@femto.mks.com
The Golden Image Mouse is available from E.Arthur Brown Co.
3404 Pawnee Drive,Alexandria,MN 56308 Phone 612/762-8847 or 800/322-4405
the price in there latest Catalog is $44.95 US
We don't have the Atari one here in New Zealand, but i am using
a Amiga one with the Brown and Yellow wires reverse, the cost here
is between $60-75 NZ. I payed $60 for mine
I have seen Golden Image product advertised in some UK. Mags.
it is a good Mouse but the cord is to long...

3432. sc (SpreadSheet) for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 12:57:39 UTC
From: mikec@praxis.co.uk
Message-ID: <MIKEC.90Nov20125739@hilbert.praxis.co.uk>
Source record: 237052

Hello!

Did I hear somewhere that the 'sc' spreadsheet has been ported to the ST ?

If so, where can it be obtained ?

Thanks,

Mike
****
.....
	Michael Chace
e-mail : mikec@praxis.co.uk	PraXis Systems
	Manvers Street
AMPRNET: g6dhu@g6dhu.ampr.org [44.131.20.3]	Bath, Avon
AX.25 : G6DHU @ G6DHU-2 or G6DHU @ GB7SDN	BA1 1PX UK
Phone : (44) [0]225 444700	
.....

3433. lint

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 13:10:48 UTC
From: ALBERT_DAYES@bdt.COM
Message-ID: <6577@bdt.COM>
Source record: 237053

Does anyone know of a Public Domain Lint with C source code? It doesn't matter if its a DOS or UNIX compiler since I have access to both or more importantly and Atari ST compiler.

3434. sc spreadsheet for ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 13:14:21 UTC
From: mikec@praxis.co.uk
Message-ID: <MIKEC.90Nov20131423@hilbert.praxis.co.uk>
Source record: 237054

Hello!

Did I hear that the Unix 'sc' spreadsheet was available for the ST ?

If so, where can I obtain it ?

Thanks,

Mike
****
.....
	Michael Chace
e-mail : mikec@praxis.co.uk	PraXis Systems
	Manvers Street
AMPRNET: g6dhu@g6dhu.ampr.org [44.131.20.3]	Bath, Avon
AX.25 : G6DHU @ G6DHU-2 or G6DHU @ GB7SDN	BA1 1PX UK
Phone : (44) [0]225 444700	
.....

3435. Re: Why won't GCC work ???

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 13:41:47 UTC
From: ljdickey@aftermath.waterloo.edu
Message-ID: <1990Nov20.134147.19663@aftermath.waterloo.edu>
Source record: 237055

In article <6197@harrier.ukc.ac.uk> mtp@ukc.ac.uk (M.T.Paley) writes:
>In article <1990Nov14.204315.14160@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>>I am having a heck of a time getting GCC working on our 4 Meg 1040ST
>>with TOS1.2 here at work.
> [...]
>This happened to me when I first got GCC, the problem is that you have not set
>your enviroment variables correctly. The vital ones are:
>
>GNULIB The location of the library (.olb) files.
>GNUINC The location of the include (.h) files
>GCCEXEC The location of the GCC executables
>
I made modest modifications to the "gnu.g" file supplied by J. Bammi,
and had complete success the first time I used the GCC compiler.
My modification of his file starts with:

```
# Sample Gulam script
# set up commands for gcc and gas
#
alias cc f:\gccexec\gcc
setenv cc f:\gccexec\gcc.ttp
alias as f:\gccexec\gcc-as
setenv as f:\gccexec\gcc-as.ttp
alias cpp f:\gccexec\gcc-cpp
setenv cpp f:\gccexec\gcc-cpp.ttp
```

and ends with:

```
#
# NOTE: beginning with gcc V1.37, GNUINC and GNULIB can be
# ',' or ';' seperated list of dirs.
# gcc-cpp looks for GNUINC first, if not found then GNULIB
#
setenv GNUINC 'g:\include,f:\include'
setenv GNULIB 'f:\lib,g:\lib'
setenv GCCEXEC f:\gccexec\gcc-
setenv TEMP h:
```

I hope this helps.

3436. Re: UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 13:50:24 UTC
From: roberson@aurs01.UUCP
Message-ID: <59352@aurs01.UUCP>
Source record: 237056

I was just wondering about uniterm and zmodem last night! It has been a very looong time since Simon Poole released a new version of uniterm.

I was wondering if anybody (Simon?) knows if a new version will ever come out? If Simon even still programming for the ST?

Anyway, I'd love to see a version of zmodem built into Uniterm. I've been using uniterm's built-in xmodem, but it will accept an EOT during the middle of a binary transfer and basically hang/mung the transfer.

Zmodem with its built-in error recovery seems like an obvious win.

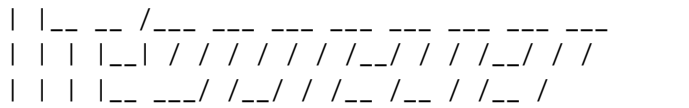
If Simon isn't maintaining the Uniterm source, has he released it to anybody else to maintain?

Thanks,
-chip
UUCP: <...!mcnc!aurgate!roberson>
CI$: 71500.2056@CompuServe.com

3437. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 14:10:47 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <5118@baird.cs.strath.ac.uk>
Source record: 237057

Can somebody please tell me where I can find this mysterious atari.archive as
it doesn't seem to exist at my sight!

___ (cadx862 uk.ac.strath.computer-centre-sun)
_____ / (rmacgreg @ uk.ac.strath.cs)


is 'Only visiting this planet.'

3438. Re: OS in ROM/RAM & viruses (was: Re: TOS 2.0)

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 14:17:10 UTC
From: ljdickey@aftermath.waterloo.edu
Message-ID: <1990Nov20.141710.20717@aftermath.waterloo.edu>
Source record: 237058

```
In article <2744@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
| A "bootable" floppy is one with an executable boot sector (checksum
| $1234). If you have a "bootable" floppy in the drive, the boot sector
| will be executed before the hard disk is hit. [...]

I am curious about the search path during boot up.
Am I right that it goes something like this:

A: [boot.sector]
C:\something.SYS
A:\AUTO\something.PRG

Lee Dickey
```

3439. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 14:20:06 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <5119@baird.cs.strath.ac.uk>
Source record: 237059

In article <2499@gould.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
[Stuff deleted...]
> And also is this '.gif' format the same as that used on Sun Work -
>Stations??
It is...
>
> And lastly does anyone know why they are called '.gif' ???!???
They are called .gif 'cos it stands for Graphics Interchange Format.

And if anybody knows where I can get a Gif viewer for the ST (or a converter)
then please let me know as well!

_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /

is 'Only visiting this planet.'

3440. GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 16:25:03 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <493@organpipe.UUCP>
Source record: 237060

Has anyone out there been able to get GNU C to compile a decently large file? I got GCC off of atari archive and installed it on my HD, and compiled a couple benchmarks, but when I tried to anything larger than about 120 lines it ran out of memory. I stripped my system to the bare minimum and had about 850K left over (out of 1 meg), but this only gave me the ability to compile about another 40 lines. BTW, when I use optimization, I can compile files that are <50 lines.

Please help!

David Koski

3441. Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 16:46:31 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <1990Nov20.164631.10379@watmath.waterloo.edu>
Source record: 237061
Cross-posted to: comp.sys.atari.st,uw.sys.atari

I just recently got Cyber Studio and I am looking for some
CAD-3D objects especially a fuji symbol.

Does anyone have the 3 Antic CAD-3D Collections that they would be willing to
share? These have the letters PD in the product code, are public domain,
and may be freely distributed.

The Font and Design disks are not PD but I would appreciate a detailed
list of the objects on them since the catalog and packages are very vague.

Does anyone have any PD/Shareware tools or accessories for Cyber?
How about a list of STart/Antic magazine-disk programs?

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3442. Re: How to check HP Laserjet IIP Serial Port: Doesn't work with

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 17:51:48 UTC
From: russotto@eng.umd.edu
Message-ID: <1990Nov20.175148.6705@eng.umd.edu>
Source record: 237062
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc

```
In article <36080@cup.portal.com> Henry_Burdett_Messenger@cup.portal.com writes:
>Imran Anwar writes that he is having trouble making his Macintosh
>print on his HP LaserJet IIP. One of the tests he performed was
>to use the same serial cable to connect to a modem successfully.
>From this he inferred that the cable and port are working properly.
>
>That turns out not to be the case. As a matter of fact, if you
>connected to a modem successfully through this cable, I can
>pretty much guarantee that cable won't work with a printer.
>Modems are DCEs, printers and computers are DTEs. You need
>a null modem cable to connect a printer (or terminal) to a
>computer, and a straight through cable to connect to a modem.
>
>Go to your computer dealer and get a Mac -> Imagewriter cable.

Should add that this is the Mac -> ORIGINAL Imagewriter cable-- the
ImageWriter II cable is a mini-DIN 8 to mini-DIN 8
--
Matthew T. Russotto russotto@eng.umd.edu russotto@wam.umd.edu
.sig under construction, like the rest of this campus.
```

3443. Spectre GCR or Mac Classic?

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 18:10:25 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <kbGL6Fy00VIF1Vq1JX@andrew.cmu.edu>
Source record: 237063

Greetings fellow Atarians.

I have to take a computing course here at CMU next semester (gee, what a surprise. A computing requirement at CMU?). Anyway, since I'm taking the Humanities (read: watered-down) version, most of the course will consist of programming in Hypercard. I have been toying with the idea of getting a Spectre GCR for a while now, because everyone here uses Macs --and I like them :-)

However, my university offers *LARGE* discounts on Macs. I can get a Mac Classic with 2 Mb Ram, 40 Mb hard drive, and keyboard for $1120 plus 6% PA sales tax. ($1187.20)

The GCR route is appealing to me, since it enables me to keep my beloved 1040ST (along with its 12" color monitor-- beats hell out of 9" B&W.) But, it's almost as costly. Summation:

Spectre GCR: $219 (cheapest I've seen it)
Mac 128K Roms: $129 (ditto above)
Expanding ST to 2.5Mb: $270 +tax (have to, Hypercard is a memory hog)
Atari Monochrome Mon.: $159 +tax (again, cheapest I've seen it)

Total: $820 (includes tax + shipping of GCR)

If I sell my ST & stuff, I can get $650 (I figure.) So, the actual cost of the Mac Classic drops to $537.20, plus it has a hard drive, and will run *ALL* Mac software (yeah, I know, the GCR is getting pretty good, but I run some weird software.)

So guys, WHICH IS THE BETTER DEAL? I am loathe to sell my ST to buy a virtually identical (and in some respects, inferior) machine. I will get a Mac IIsi next academic year, but I need a Mac *NOW*.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad
quote: "When you're bored, everything is your business." --Me
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3444. Re: HP Deskjet GDOS Driver

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 18:11:42 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340036@hpfcso.HP.COM>
Source record: 237064

Hugh suggested in email that I post a part of the discussion he & I have
been having re: Neocept. (Does anyone at Neocept read comp.sys.atari.st?)
Here is the main part of our discussion. It may have general interest to
this group. I'd be interested in hearing if others of you have had similar
experiences.

hugh> I bought TurboJet from Neocept a little over a year ago.
hugh> In a random order, here are some points of interest.

me> I ordered mine at the end of June. Neocept moved offices (?) sometime in
me> the summer, and didn't get around to mailing my order until late September.
me> In the meantime, I moved from Oregon to Colorado in August. I left a message
me> on Neocept's answering machine, informing them of my move, and expecting
me> to see my TurboJet in early September. I didn't receive it until mid-October.

hugh> - I have an HP LaserJet IIP with 512K RAM (and a 1Meg 1040STF)
me> I have an identical setup. I'm (er, would have been) running MSWrite as a
me> word processor.

hugh> - I picked TurboJet since the people at Migraph claimed 1Meg of
hugh> printer RAM was required while Neocept claimed that 512k would
hugh> almost always work (I queried both by phone). I also read a good
hugh> comparitive review in ST Informer.

me> Me too. And it was $10 cheaper from the sources I checked, including the
me> mfrs.

hugh> - I did not need WordUP to unpack the disk.

hugh> Could you tell me what has changed with the TurboJet distribution?
hugh> In particular, in what way is WordUP required?

me> Now, THIS is where the main change occurred. I only got ONE disk. When I
me> looked at the disk directory, I expected to see the typical font/driver
me> filenames you expect with GDOS stuff. Instead, there were 4 or 5 filenames
me> that gave no indication of being for GDOS.

me> The documentation mentioned *two* disks, but the README file on the disk
me> indicated that the disk contained an "install"-type program that would
me> unpack the files and put them in their proper places. The real STINKY thing
me> is that the "install" program was not a stand-alone, but it ran from inside
me> WordUP.

me> When I had ordered TJ, way back in June, the printed information I had
me> received from Neocept said that TJ was just what I needed for MSWrite, and
me> that it would work fine. I kind of feel like someone's playing bait and
me> switch with me, and they're holding onto my money as leverage. (Yes, they

me> cashed my check. IN JULY.)

hugh> - I *think* that the second disk (of two) came with a virus!...

me> Yow! Well, it won't do any good to send it in for a refund. They'll
me> probably "upgrade" your TJ for you, and you'll be stuck where I am.

hugh> - The driver usually works, but I have a lot of GDOS problems. I
hugh> don't think they are TurboJet's fault.

me> Okay, we'll give them the benefit of the doubt. I had previously only heard
me> good things about Neocept; I was (trite phrase, sorry) shocked and dismayed
me> to receive treatment like this from them.

hugh> + MSWrite misbehaves in some cases.

me> :-) Well, that ain't GDOS or TJ. That's MSWrite.

hugh> I read on usenet that the address of Neocept changed recently...

me> Yep. And they're still unresponsive. I mailed them a "dissatisfied
me> customer" letter, including everything I've told you, on October 31. no
me> response. I think I've been more than patient.

Actually, I wish Neocept had just given me
what I ordered, and not gotten me caught in the middle of this.
I didn't want WordUp, just the GDOS stuff.
I've been recommending Neocept all along on the net and anywhere else,
and now I realize that I've been steering people into trouble.
I wanted to have a word processor my wife could use without getting
frustrated or having to do any more than load one disk. Now my wife's
mad at me, I'm $40 poorer with nothing to show for it, and who knows how
many other people are in the same situation. Unless someone has
a better idea, legal action is next.

Regards
Ray Depew
HP -- IC's by Bill & Dave
rrd@hpfitst1.hp.com

3445. Re: Cartridge Tape Drive and tar

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 18:19:57 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov20181957@ghiggins.hpl.hp.com>
Source record: 237065

```
++ The source and binaries for both are available to anyone who can hack a tape
++ system together and requests me to E-mail the code to them.

Tried to email, but it failed somewhere inside HP. Could someone please email
the poster for me that I'm *very* keen to take advantage of his offer.

Thanks.
```

3446. Re: The Atari PANTHER

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 18:22:46 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov20.182246.4956@msuinfo.cl.msu.edu>
Source record: 237066

In article <1990Nov19.231651.15558@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

So it goes. If it's a game machine only, mebbe they're saving the cost of the keyboard and it's associated hardware - keyboard processor, clock, and joystick and mouse and serial ports. Probably also remove any floppy drive and controller, so who knows, they could shave the cost down.

Of course, if it's only a game machine, then it isn't really a "suped up" STe. That was the point I was trying to make. The STe is a REAL computer, not a toy!

--
----- David W. Schultz -----
----- schultzd@egr.msu.edu -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3447. My poor 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 19:54:27 UTC
From: selick@bucsf.bu.edu
Message-ID: <69042@bu.edu.bu.edu>
Source record: 237067

Well, my trusty 1040st died 2 nights ago while downloading a 600k file from terminator.cc.umich.edu. I mean...really DIED. Here's the story: I had just finished downloading almost 600k from the telecomm directory (I forgot the name...) and I was running lharc on it. It unarc'ed the first file, and was on the second, when I got about 10-12 bombs. I re-booted the system, and got three or 4 random pixels on the monitor. I turned it off for 10 seconds, and then back on, and zilch. Not even the internal floppy drive will spin the way it did. I took the machine apart and pushed in all of the chips in sockets, and unplugged all of the connections and re-plugged them again. Nothing worked. Any ideas on what happened? Anyone know somewhere in Boston that repairs atari's? or NJ/NY? HELP! Also, in the off chance that my st never works again, when will the TT be coming out, and for how much?
later,

Steve Selick <selick@bucsf.bu.ed> or <engcyjc@buacca.bu.edu>

3448. new uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 19:58:55 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <30066@boulder.Colorado.EDU>
Source record: 237068

I just uploaded the following files to atari.archive.umich.edu
They should be appearing in the atari/newitems directory "real soon now"

azt.lzh :: virus checker that saves will tell you if your disk has been
modified since you ran azt last.
backup12.lzh :: an HD backup ver. 1.2. Does file backup in TOS format.
bellum.lzh :: galaxian type game. Color
blaster.lzh :: defender clone. Color
blockade.lzh :: Alien Blockade. Similar to QIX. Color
cons_fix.lzh :: fixes screen messup caused by some verisons of Quick ST and
Turbo ST when used with Gemini, Rufus and others.
cpanel.lzh :: enhanced control panel.
disk-bar.lzh :: a little bar appears at the bottom of your screen when a disk
is being accessed.
filestuf.lzh :: do batch commands during bootup. For AUTO folder.
floormt2.lzh :: disk formatter. Low rez only (ie color)
fly_ex.lzh :: flies on the desktop... Swat them!
fuzzball.lzh :: Good Q*bert clone
gilgalad.lzh :: Game sort of similar to gauntlet. Mono only
gramslam.lzh :: Working demo of a grammar checker.
gszrz17.lzh :: Gem sz/rz ver. 1/7 (zmodem)
hdx301.lzh :: Atari Hard driver & formatting utils ver. 3.01
james15d.lzh :: _Great_ control panel replacement with mouse accelerator and
screen blanker, drievr speed control and much much more.
Working demo.
menumast.lzh :: Menu Master. A menu program.
msa103.lzh :: Magic shadow archiver ver. 1.03 to make and unpack .msa files
newicons.lzh :: replace the boring file cabinet and trash icons as well as
some alert box icons. nice...
ocultar.lzh :: demo of a password protection prg.
orbit.lzh :: Arkanoid clone done with STOS. Color
pengo.lzh :: clone of arcade game pengo.
rufus102.tos :: great term prg form Germany. Self-extracting archive
stmiror2.lzh :: hard drive util that makes copies of your drive's FATs and
can restore them if they get munged.
supvkill.lzh :: virus killer that can also restore several comercial boot
sectors and write some custom boot sectors as well.
tads.lzh :: Text Adventure Developement System. Write you own text
adventures in a C - like language. Comes with compiler.
treesavr.lzh :: text file printer. Prints two pages accross on each page
to use half as much paper. For epson printers & clones.
working demo.
virusdie.lzh :: Virus killer with animation! (color only)
zmdm618.lzh :: sz/rz, zmodem from dsrgsun

```
img2view.lzh :: viewer for .img files
neodemo3.lzh :: demo of neodesk 3.0
rtvmse.lzh :: recover the mouse pointer when ill-behaved programs munge it
with this acc.

And... I uploaded the files below a little while ago...
They are currently in the newitmes directory.

andro.lzh :: Andromeda Paint from Germany. Works OK in mono, but probably
not with US color monitors unless you change frequency.
a2lswtc2.lzh :: arc to lzh switcher ver. 1.02
cb_paint.lzh :: Color Burst Paint II v. 1.2 (color only)
cts_zmdm.lzh :: sz/rz (zmodem) that uses rts/cts flow control.
fcpy_iii.lzh :: Fast copy III disk copier/formatter
fstlzh28.lzh :: Another version of lharc
idle_22.lzh :: nice screen saver with corner clock and bouncing fuji
lzh11308.lzh :: lharc v. 113 with some C code replaced with assembler
for added speed. A little faster than lharc 1.02
pinhed18.lzh :: Pinhead 1.8 to speed up program loading
pyrosav3.lzh :: Seems to be a newer version of the pyro screen saver
Includes a little utiltity to configure the time limit.
qmenu2.lzh :: Quick Menu 2, a simple menu system.
rampls12.lzh :: Ram Plus 1.2 ramdisk/print spooler/mouse accellerator/screen
saver and more. very nice.
risk_eng.lzh :: English versaion of Risk
skates.lzh :: Skate Tribe. Colro game made with STOS
the_acc.lzh :: The accessory that does it all. Includes modula 2 source

well, that about does it for now.
Oh, to get the help file for the mail server (if you don't have internet access)
send mail to atari@atari.archive.umich.edu with a single line.
help

- Todd
+--------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--------------------------------------------------------------------------+
```

3449. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 20:07:20 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Nov20140720@tab00.larc.nasa.gov>
Source record: 237069

>I would like to see gemini1.2 (in german) on atari.archive. Does it
>still require TOS>1.0 and at least 1meg? I have neither (just a poor,
>broke college undergra)!

Ditto... sorta.

>P.S. Anyone have a 520STfm with 1040motherboard they wanna sell???!

This seems like a reasonable article to follow up on.
(I never seem to catch replies to my articles... HELLOOOO? anyway...)

I have a few questions:

1) Sound ceased to come from my sc1224 while I was playing BLOOD MONEY...
and I had a TWEETY BOARD installed. Is this common? My power supply
was giving me flaky power and it was on its path to death...

When I took the TWEETY BOARD off the sound chip, the sound returned
to the sc1224 (Sorry, but I'd rather have the sc1224 sound than the
TWEETY).

2) My power supply finally died so I couldn't test any more variations
with the TWEETY BOARD-- even though the sound worked correctly for
about two weeks before it finally died all the way... well, all the
way except for some awful buzzing.

Does anyone know of any method of getting a power supply for less
than $85?

3) I'd like to try the blitz copy thing once...
I now have a 1040stf with JUST a bad power supply...

I was wondering, is it possible to use the internal drive as an
external (or 2nd) drive for my new 1040stf ($325 w/TOS 1.4)?

Scott
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

3450. Spectre HD solution (was Re: Spectre and Mac hard drives)

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 22:06:08 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov20.220608.22912@rodan.acs.syr.edu>
Source record: 237070

In article <21730@well.sf.ca.us> dsmall@well.sf.ca.us (David Small) writes:
>
>-- the base question dealt with Spectre and Mac hard drives.
>
>Spectre up to version 2.65C was only able to deal with the earlier Mac
>hard disk scheme. This was changed, oh, around System 6's release, to a
>new one Spectre did not understand. This^? is why you are unable to read
>a Mac formatted syquest read under Spectre.
>
>Spectre 3.0 fixes this problem (and many other minor bugs like this). It
>recognizes both Apple HD schemes.

My original question was something like "is it possible to interchange a SyQuest cart with Spectre and a real mac. Dave Small points out in one of the Gadgets newsletters that the Supra formatter works, but I haven't tried this. However, the "CMS Formatter" will work, when used on a real mac. I used this program to format a SyQuest cartridge on a real mac and then I could boot Spectre (2.65) from floppy (after booting the ICD software from floppy) and Spectre could see and use the Mac cartridge. The drawback to this is that you must boot Spectre and Host adapter stuff from floppy, since the CMS formatter won't do partitions, and I haven't yet found any software that will allow me to format a cartridge with an Atari and a Mac partition that is usable on both a Mac and an Atari w/Spectre. It's great to hear that Spectre 3.0 will read other Mac formats. Will it be possible to use cartridges with an Atari partition on a true Mac now? I have seen some partitioning software for the Mac, but will it be possible to partition a cartridge on a Mac and then format/initialize one of the partitions for Atari use?

Many thanks to Suthi (AKISUJAR@NUSVM.BITNET) for pointing out this solution!!

---jb

>[Rest of discussion munched]
>
> Sorry for the late reply; Comdex prep and Comdex interfered a lot.
>
> -- thanks, Dave / Gadgets by Small
>
>I haven't thought of a clever saying for down here yet

3451. STadel and/or <fnord>adel

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 23:35:42 UTC
From: lodzins@pilot.njin.net
Message-ID: <Nov.20.18.35.41.1990.18446@pilot.njin.net>
Source record: 237071

Does anyone have a version of STadel and/or <fnord>adel that can be run as a door from within ///Turbo Board or FoReM ST? I know Citadel-86 for the IBM can be run this way. The only thing I can see that needs to be changed is so the program (STadel/fnordadel) doesn't try to initialize the modem or hang up when a user Terminates. When a user terminates control should be given back to the calling program like any other (I should say any other) door program does. Also an option to pass the baud rate to STadel/<fnord>adel would be nice. If anyone has any information on this please let me know.
--

Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
USA at 908/727-1914 (1200/2400/9600)

3452. Re: about to buy - Stacy & music

Newsgroup: comp.sys.atari.st
Date: 1990-11-20 23:57:45 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340037@hpfcso.HP.COM>
Source record: 237072

>I am about to purchase a Stacy for use use with some music projects of mine.

I got some answers, although a few more phone calls are what got me most of my information.

>1. Spectre GCR and midi.

No word on this still.

>2. Laserjet output from music typesetting software.

Dr. T's laser output is not all that much better than EZScore's dot marix.

There is a package in the UK called "Take Controls Music Publisher".

Encore, a Mac program, has been ported to the ST, and it seems very full featured, although it doesn't have tightly integrated sequencing as does Dr. T and Notator. Still no word on whether Notator supports Laserjet's yet - their tech support guy hasn't called me back.

>3. Can you use an accelerator in the Stacy?

Yes, Turbo16 from Fast Technologies.

>4. What about this rumored third party battery pack?

No word here.

3453. Falcon Strangeness

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 01:47:06 UTC
From: eahsnsr@nmt.edu
Message-ID: <1990Nov21.014706.599@nmt.edu>
Source record: 237073

I just bought Falcon 1.1 for my unmodified 520STfm, and I have noticed some strangeness. Disk 1 loads fine, but when it asks for disk 2, my disk drive keeps spinning, yet the drive light goes off. On top of this, if I do insert disk 2 at that time and press space like it says, it won't load. In order for it to load disk 2, I have to take out disk 1 and press space with no disk in the drive. After about 10-15 seconds, it asks again for disk 2. When I put it in this time, it loads fine! I have also noticed that the disk drive keeps making a spinning noise even though the drive light is off. It keeps doing that until I get to the actual cockpit screen. What Gives?

Has anyone else experienced this? Does anyone know why it does this? It is very irritating.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

3454. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 02:37:06 UTC
From: boyd@fsucs.UUCP
Message-ID: <647@fsucs.UUCP>
Source record: 237074

In article <2499@gould.doc.ic.ac.uk>, adm2@doc.ic.ac.uk (Alan David Messer) writes:
> Does anyone one out there knwo whether the '.gif' format is supported
>on the Atari St. I really want to be able to convert from popular standard
>Atari formats such as Degas or Neochrome to '.gif' and back again.
>
>+---+
>| JANET :- ADM2@DOC.IC.AC.UK | |
>+---+

The program of choice here is Digispec. I believe Alpha Systems sells it. It will take a .gif file and convert it into a .sps file (spectrum 512). It will then look about as good as it can on the ST (it takes some time to process each picture). The resulting .sps file is usually MUCH smaller than the original .gif. There is a PD viewing program available for .sps files which also can compress them into .spc files (I may be backwards about .sps and .spc, now that I think about it!). Anyway, if cannot find an add for this company, send me email and I will dig it out. Oh, I checked out a couple of PD .gif file viewers, and none that I saw even came close to the job that Digispec does. Usually, .gif files are scanned in at a resolution (and with more colors) than the ST can display. Thus, any viewing/converting program must convert the file the ST's resolution, and reduce the number of colors to 16. Digispec converts them to have 512 colors, which really makes a difference! All the PD programs I have seen use only 16 colors, which is what the ST was designed to display in low rez (16 on the screen at one time). Hope that helps!

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

3455. Re: MicroSoft mouse

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 02:48:10 UTC
From: mccann@rbdc
Message-ID: <1990Nov21.024810.6228@rbdc>
Source record: 237075

f your mouse was/is converting up to down and vice versa

sometimes, you have a well known virus...

EOF

3456. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 03:07:06 UTC
From: mccann@rbdc
Message-ID: <1990Nov21.030706.6347@rbdc>
Source record: 237076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

>I know this has been asked before, but then, I wasn't interested
>in the answer then since I didn't have access to the above mentioned
>monitor!!

>Will a Nec 1401PC3A multisynce work with the Atari ST??

Er, that number is not familiar to me. Is this the 3D, 4D, or 5D, Plus,

II, or original Multisync? If so yes. Is it the 2A? If so, NO. At least,

that's to my best guess. The 5D just MIGHT not work after all...

EOF
>Thanks!!

>--
>--
>Capt Jeff Long Rome Air Development Center
>longj@lonex.radc.af.mil Network Design Laboratory
>jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3457. Re: buy

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 05:30:37 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov21.053037.16384@daffy.cs.wisc.edu>
Source record: 237077

I AGREE.

Goodness, the only thing I use my ST for is Turbo C programming, which is the only program I find an actual JOY to run on the ST.

Anything else, if I didn't have my Mac emulator....I DON'T KNOW WHAT I WOULD DO...probably drool all day long at PM 4.0, Word 4.0, Mathematica, VersaTerm, Finder....GOD what would we do without Finder???

--Gregory

PS: I WOULD run this stuff NOW, but I don't have my MEGA that I ordered OVER 6 weeks ago!!!

What the hell is going on? Its Xmas shopping season and Atari doesn't even have anything to sell??? Thats F'ed.

3458. Mega ST2 for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 05:58:19 UTC
From: <>
Message-ID: <274A177B.9879@orion.oac.uci.edu>
Source record: 237078

The following Atari computer system is for sale, plus additional
accessories and software.

The following list is of all the Atari made products (Still have
the original boxes):

Mega ST2 68000-8MHZ.
2 MB of RAM.
1 3.5" 720k drive.
30MB external hard drive.
Mega ST Keyboard.
SC1224 color monitor.
SM124 monochrome monitor.
SX212 1200 baud modem.
ST Mouse.

The following is a list of additional peripherals and accessories:

BEST Mouse: Ergonomic design and longer cord.
Moniter Master: switch between color and monochrome with a push of
the button. Has RCA output jacks for video and audio. Hook
to external speakers.
1 monitor stand.
1 Suncom Slik Stik joystick
1 Suncom Tac 3 joystick

All the software that is listed contains all the original
documentation and boxes(if the software came in one):

NEODESK 3.0: The ultimate desktop for the ST.
Split Windows: see two different parts of the sane directory.
Desktop Notes: write notes on the desktop, and save to disk.
File Clipboard: expanding and contracting ramdisk.
Independent Windows: Each window can display icons or text
seperately.
Folders on Desktop: just like the Macintosh OS.
Icon Editor: called right from the desktop.
Macros: automate NeoDesk functions.
Change the system font.
5.25" drive supprt.
Desktop pictures: Degas (un)compressed, Neo pictures.
All resolution support.
Plus much more ...

NEODESK CLI: command line interpreter in a window; good batch file
interpreter, utilizes NeoDesk file functions.

LASER C Compiler: includes,
mouse-based multi-window editor, disassembler, make utility,
resource construction program, egrep, UNIX compatible
routines, RAM cache, debugging facilities, GEM documentation.
GFA BASIC 3.0 Interpreter.
WORD WRITER: word processor; spell checker and thesaurus.
SPECTRUM 512: nice painting program; show all 512 colors at once.
(Throw in lots of converted .gif pictures)
UTILITES PLUS: Many disk utilities for the ST.

The following games come with original documentation and boxes:

BARBARIAN: great sound and two player mode.
BARBARIAN II: sequal to above; great graphics and sound (3 disks)
(I've got map of the different levels)
BATTLE CHESS: watch the pieces fight it out in 3D; great graphics
and sound; play computer or over the modem; runs off the hard
drive.
CHESS PLAYER 2150: Best chess program for ST; easy to see 3D
board; adjust level of difficulty; choose type of pieces.
CRAZY CARS: car racing game.
ENDURO RACER: good adaptation of arcade game.
POPULOUS: play a god and let your people flourish; good graphics;
play against computer or over modem; awesome game overall.
RAMPAGE: play a monster, destroy cities and eat people.
WIZBALL: bring color back to the land; good graphics; 1-4 players.

I also have the followin PD and Shareware programs:

UNITERM: good telecommunication program.
OPUS 2.2: spreadsheet.
MICROEMACS 3.10: text editor.
DL II: hard drive utilities; defragment hard drive.
DCOPY320: fast dearcer and arcer, mouse driven shell.
UNLZH 1.72: uncompress .lzh files.
ZOO.TTP: extract .zoo files and compress files in .zoo format.
PLAY: play random digitized sounds during boot up.
CLICK: assign digitized sounds to your keyboard.
NEWBELL: replace the bell with a digitized sound.
FATSPEED: accelerates disk access time.
PINHEAD 1.7: accelerate the execution of programs.
VKILLER 3.11: virus killer.
DCSQUISH: compress executables so they still run.

plus much more ...

The total cost of everything is $2700, however reasonable offers
will be considered. I prefer that the whole system is sold
together. You pay shipping.

Please respond to ehood@paris.ics.uci.edu
or ehood@einstein.oac.uci.edu

or phone (714) 725-6449 (Irvine, CA)

3459. Re: Re: DTP

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 06:42:52 UTC
From: steve@thelake.mn.org
Message-ID: <A89789813@thelake.mn.org>
Source record: 237079

[jvt@its.bt.co.uk writes ...]

> Personally, I like Timeworks as a cheap, #75 (~$150) but powerful package.
> I can only compare it with Calamus and quite frankly for the price, Timeworks
> knocks spots off it! Timeworks is GDOS based and hence can use just about
> any font available in that format. Its advantage is with the bit-mapped
> fonts as these translate to dot-matrix printers or lasers quite well.
> Calamus uses outline fonts which when displayed even on a Lasejet II look
> blocky and ragged!!

This runs absolutely counter to every experience I have had with Calamus,
GDOS and font technology in general -- and I've been working with typesetters
for 20 years.

Outline fonts are used to create bitmaps on the fly at optimum resolutions,
for each desired point size. PostScript, Calamus, DeskSet II and PageStream's
built-in printer drivers are all examples of outline font technology.
There is considerable variation in the quality, but all are better than
GDOS.

I'm looking forward to seeing the new outline-font GDOS shown at Comdex
last week. The Z*Net report suggests that it uses a PostScript-clone
to generate bitmaps from outline masters.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

3460. Re: Re: DTP

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 07:28:39 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Nov21.072839.4535@cs.ucla.edu>
Source record: 237080

In article <A89789813@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Outline fonts are used to create bitmaps on the fly at optimum resolutions,
>for each desired point size. PostScript, Calamus, DeskSet II and PageStream's
>built-in printer drivers are all examples of outline font technology.
>There is considerable variation in the quality, but all are better than
>GDOS.
>
>I'm looking forward to seeing the new outline-font GDOS shown at Comdex
>last week. The Z*Net report suggests that it uses a PostScript-clone
>to generate bitmaps from outline masters.
>

I've seen output form the new GDOS, which is called FSM GDOS for Font Scaling Module Graphic Device Operating System. The stuff looks REALLY good. It uses the Ultrascript fonts, and it even substitutes fonts for real italics. Uses the same outlines for all devices so what you see will truly be what you get. Finally, it's very compatible with older GDOS programs and it can rotate text to any angle (0-360 degrees in 1/10 degree incrents).

--Steve

>----
> Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
> INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

3461. Small C-compiler for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 09:01:41 UTC
From: tij@wolverine.hut.fi
Message-ID: <1990Nov21.090141.15067@santra.uucp>
Source record: 237081

I would like to do some C in my little brother's MegaST, but haven't
so far found anything small enough to work well with only the built-in
3.5" disk-drive.

If any of you happen to know where I could get something suitable
(e.g. by FTP) please email me.

Many thanks, Tapio Johtimo :: tij@niksula.hut.fi

Tapio Johtimo ...!mcsun!santra!niksula!tij
Helsinki University of Technology tij@niksula.hut.fi
Department of Information Science tij@otax.tky.hut.fi

3462. Spectre 3.0 released yet?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 10:40:30 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1050@idcapd.idca.tds.philips.nl>
Source record: 237082

Does anybody know if rev 3.0 of SPectre is already out on the street?

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103

3463. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 10:41:58 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov21104158@ghiggins.hpl.hp.com>
Source record: 237083

++ Has anyone out there been able to get GNU C to compile a decently large file?

Yes, on an ST larger than 1Mb. Sorry, that's the way it is, GCC is memory-hungry.

Cheers.

3464. Re: GEMINI & FONTS

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 11:30:08 UTC
From: jvt@its.bt.co.uk
Message-ID: <X^-^0^-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 237084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov19.112149.16794@ioe.lon.ac.uk> teexand@ioe.lon.ac.uk (ANDREW DAWSON) writes:
>In <291@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>>Can some cleverer person tell me why the GEMINI console window fonts work
>>under AMCGDOS but are garbled when I try to use G+DOS??
>
>I can't quite remember the specifics, but it's something to do with the fact
>that GDOS fonts can be in Motorola or Intel format (there's a flag in the font
>header somewhere to say which). AMCGDOS seems to support fonts in both formats,
>but both GDOS and G+PLUS only support Intel format fonts.
>
>The Gemini font used in the console window is probably in Motorola format.
>
>You may be able to fix this with some kind of utility, or assign the same
>font id that the console font uses to a different font.

I can confirm the Gemini fonts are in Motorola format. I haven't tried it,
but I've just got Fontkit3+ from the ST Club which should be able to do
the conversion. It's a good thought as it may solve my problem of having
to switch GDOS's for Timeworks as the print fails under AMCGDOS.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

3465. Re: FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 12:02:58 UTC
From: ljdickey@aftermath.waterloo.edu
Message-ID: <1990Nov21.120258.21926@aftermath.waterloo.edu>
Source record: 237085

In article <27343@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <1990Nov19.014528.16629@unicorn.cc.wwu.edu> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>>
>> Today I was working with unarcing some files while using
>>NeoDesk 3.0 as my desktop. I put a new disk in the drive and pressed
>>the ESCape key to tell NeoDesk to read the new disk info and display
>>the directory. The window refreshed itself with the same info-- for
>>some reason, the FAT had been written from the disk that was just in
>>the computer to the new disk I just inserted!!
>>...
>> Any suggestions on what could have happened would be appreciated.
>
>What happened is pretty clear. TOS failed to recognize the new disk,
>so it continued using its cached copies of the FAT and directory from
>the old disk. I'm surprised that the new disk was clobbered unless
>you actually attempted to write something on it.
>
>Why it happened is more of a mystery.

I am wondering if it could have happened because he was using
two disks with the same serial number. Perhaps one disk one
had been formatted by making a full copy of everthing on another
disk. Or both were formatted on an IBM PC

3466. LZH

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 12:23:17 UTC
From: GUTEST6@cc1.kuleuven.ac.be
Message-ID: <90325.122417GUTEST6@cc1.kuleuven.ac.be>
Source record: 237086

Could anyone please send me a de-archiver for .lzh files. I only have ARC, and so I can't use any program in the archives as they all seem to be .lzh's. An FTP address to get such a de-archiver would also be welcome. As well as a FTP address for the archive (if existing).

Regards,

Kris Van Hees.

3467. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 12:45:32 UTC
From: jgw88@ecs.soton.ac.uk
Message-ID: <797@ecs.soton.ac.uk>
Source record: 237087

In <5119@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk (Sorcerer) writes:

>In article <2499@gould.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>[Stuff deleted...]
>> And also is this '.gif' format the same as that used on Sun Work -
>>Stations??
>It is...
>>
>> And lastly does anyone know why they are called '.gif' ???!???
>They are called .gif 'cos it stands for Graphics Interchange Format.

>And if anybody knows where I can get a Gif viewer for the ST (or a converter)
>then please let me know as well!

> ___
> _____ / (rmacgreg @ uk.ac.strath.cs)
> | |__ __ /___ ___ ___ ___ ___ ___ ___ ___
> | | | |__| / / / / / / /__/ / / /__/ / /
> | | | |__ ___/ /__/ / /__ /__ / /__ /

> is 'Only visiting this planet.'
If any body is intrested I will UUencode the stuff and send it to those
intrested. I will ARC it then UUencode. Don't deluge me with enquires,
as I will only do those that appear TOMMOROW (21/11/90-22/11/90).

Sorry, but otherwise the system will sulk.

-- Jason

P.S. If you mailed me earlier (you know who you are), mail me again,
cause I've forgotten your address!!

3468. HELP !!!! (I'm desparate)

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 13:15:22 UTC
From: e21c10@titan.hts.hsa.nl
Message-ID: <1399@titan.hts.hsa.nl>
Source record: 237088

I have a routine in GFA-BASIC, which is calculating the determinant value
of a matrix. Since this routine is called many times in program execution,
I've written the routine in C, supposing there was some way to use a
compiled C program in GFA BASIC (V3.0).
Well, yes : Gfa basic has such a command (called 'C:(params)') and
no : It doesn't work.

So I made up a small test-program to see how C is used in GFA-basic.
The program :

```
adres = MALLOC (2000) ! Reserve 2kbytes of memory
BLOAD "A:\CPROG.PRG",adres ! Load compiled C in reserved memory
VOID = C:adres() ! Execute c-program, in this case no parameters
VOID = MFREE(adres) ! Release reserved memory.
```

The C-source of CPROG.PRG

```
#include <stdio.h>

void main ()
{
printf ("This is a C-Program")
}
```

Well, this doesn't seem to work either (although it looks nice, isn't it?)
GFA basic returns the error message '3 Bombs - Wrong peek or Poke'.
Studying the (executable) code of the C program, I noticed that in line 2
of the code the following command is given :
MOVE.L $2000(PC),$0000174.
questions :
1 Is this writing in the zero-page
2 Can this only be done in SUPERVISOR-mode ?

If the answer at 2 is 'yes', then what can I do to get the computer into
SUPERVISOR-mode ?

If you have any solution to this problem, PLEASE post it
(Or mail me !)
Bye,
Roland Vossen
HTS Alkmaar
The Netherlands

3469. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 14:05:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Nov21.140536.29353@actrix.co.nz>
Source record: 237089

In article <493@organpipe.UUCP> dkoski@hercules.as.arizona.edu (David Koski) writes:
> Has anyone out there been able to get GNU C to compile a decently large file?
> I got GCC off of atari archive and installed it on my HD, and compiled a
> couple benchmarks, but when I tried to anything larger than about 120 lines
> it ran out of memory. I stripped my system to the bare minimum and had about
> 850K left over (out of 1 meg), but this only gave me the ability to compile
> about another 40 lines. BTW, when I use optimization, I can compile files
> that are <50 lines.
>
> Please help!
>
> David Koski

From the remarks that i have seen on here you need at least 2 Megs...

Roger W. Sheppard ___ New Zealand___

3470. Re: ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 14:30:31 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov21.143031.701@d.cs.okstate.edu>
Source record: 237090

In article <1990Nov18.232920.1@woods.ulowell.edu> coteb@woods.ulowell.edu writes:
>
>Hi all. I have decided to break up my system and sell it separately.
>However, I will sell only if I can sell the monitor and CPU.
>
stuff deleted...
jjjj
>I also have an Okimate 20 color printer that I never used because it
>doesn't have the Plug 'N' Print module. It was a display model
>at Sears so I don't know how good it works. They probably didn't use
>it that much. I'd like $35 in as is condition or best offer for this.
>Above prices do not include shipping. We can discuss that later.
>Thank you very much.

I believe I have an Okiemate 20 plug -n- print module for an Atari 8-bit computer... so if you want the okiemate 20 color printer, you might give me a hollar! Unused, still in the box. $5 plus shipping... your choice on the shipping.

jc

cummins@d.cs.okstate.edu

3471. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 14:37:23 UTC
From: seb3@GTE.COM
Message-ID: <10084@bunny.GTE.COM>
Source record: 237091

In article <647@fsucs.UUCP> boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>All the PD programs I have seen use only 16 colors, which is what the ST was
>designed to display in low rez (16 on the screen at one time). Hope that
>helps!

My program, GIFSPC, and BGIF (sorry, forgot the author) will both use up to 512 colors when converting from GIF to Spectrum. From what I can tell, it looks like BGIF only uses 16 colors per scan line, whereas GIFSPC will use all 48 allowed if it can. (Anyone know for sure about that?)

If you can't get GIFSPC through anonymous FTP, I'd be happy to Email it to you.

Steve Belczyk CIS: 75126,515 BBS: +1 508 664-0149 (2400 bps)
seb3@gte.com GEnie: sbelczyk UUCP: {harvard,vaxine}!bunny!seb3

3472. Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 15:43:21 UTC
From: Erik-jan.Vens@samba.acs.unc.edu
Message-ID: <1705@beguine.UUCP>
Source record: 237092

Hi,

does anyone know how the Calamus fonts are built up? I would like to be able to convert some fonts to Calamus, and vice versa. I have not found info on the layout.

Erik-Jan. Vens@Rug.NL

3473. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 18:07:36 UTC
From: bill@mwca.UUCP
Message-ID: <1749@mwca.UUCP>
Source record: 237093

In article <2806@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>...Bottom line: The time to write data to disk is only one side of the coin.

> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de

I agree, but disks are relatively cheap; I'd rather spend $10 for an extra
set of 10 disks and have the software write at full I/O speed than save the
$10 and have the backup take an extra 30 minutes while it saves me two disks
in compression...ideally, the compression scheme can quickly sense whether
the file is likely to be compressed much (ASCII, non-compressed graphics
data) and implement a quick, reasonably efficient algorithm (lempel-zev
would take too long to do on the fly). If the first few hundred bytes of
data are fairly random binary then skip compression...the 10-20% savings
aren't worth the time it takes to compress.

I used BackupST to back up my drive and I'm quite happy with the results.
I do have a couple of suggestions for enhancements:

1) An option to verify the backup would be nice (in the same menu as
list/backup/restore) - slightly more security than having write verify
on, and doesn't take much longer.

2) A screen after the backup listing total bytes backed up/restored,
total files/folders, Mbytes/minute, and any other pertinent or
interesting data.

3) (If not already present) some error-correction data added to the
backup to allow recovery in the event of a few bad bytes on the
backup media.

Please don't take these suggestions as criticism; the program is superb as is.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3474. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 18:18:44 UTC
From: bill@mwca.UUCP
Message-ID: <1750@mwca.UUCP>
Source record: 237094

In article <36073@cup.portal.com> Henry_Burdett_Messenger@cup.portal.com writes:
>Compression should never, ever be used in backups...
>
>Henry B. Messenger

I disagree. How about "Compression should never, ever be used in backups
*** for which the lowest possible chance of non-recovery is needed ***."

My prior experience says that I (personally) am not too likely to accidentally delete files/kill my hard disk, nor have equipment failure resulting in loss of data. Prior experience also shows a very small chance of a floppy backup being corrupted. The chance of both of these happening is therefore miniscule. (Again, I'm speaking solely for myself and my own level of risk tolerance). Therefore, I would not be uncomfortable with the slightly higher degree of risk imposed by using compression on my backup floppies.

I agree that the option for non-compression should be available, and that for any files/data which I must be certain is as secure as possible that I should use the safest backup method possible. But leave that option up to the user.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3475. Re: about to buy - Stacy & music

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 18:26:18 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <11514@milton.u.washington.edu>
Source record: 237095

In article <7340037@hpfcso.HP.COM> mjs@hpfcso.HP.COM (Marc Sabatella) writes:
>>I am about to purchase a Stacy for use use with some music projects of mine.
>
>
>There is a package in the UK called "Take Controls Music Publisher".
>
What is this package.. ? is there a demo available?

>Encore, a Mac program, has been ported to the ST, and it seems very full
>featured, although it doesn't have tightly integrated sequencing as does Dr. T
>and Notator. Still no word on whether Notator supports Laserjet's yet - their
>tech support guy hasn't called me back.
>

I have left several messages with the people at Passport Designs trying to
get information and a demo of ENCORE for the ST... all i get are machines
and answering machines and so on... no one calls me back...

I have been using NOTATOR for over 2 years. But the one MAJOR flaw with
the program has finally forced me to get into something else... if not
to change over to a MAC and FINALE.

Problem: with NOTATOR, one can NOT (unless someone can correct me on this)
display MORE than 2 independent voices on a SINGLE staff. This is
absoulutely necessary for scoring classical guitar. NOTATOR provides
for 2 independent voices for each staff in a grand staff display. This
works wonderfully for 4 part chorales... but when you get into
more complex piano scores (over treble and bass clef) or into
multi-voice guitar parts on a single treble clef, you are f'ed.
FINALE for the mac allows this. I would rather invest in ENCORE
than change platforms, if ENCORE will do what i need on the ST..
i'll keep NOTATOR for sequencing and use ENCORE for publishing.
Otherwise I'll have to go to the MAC and wrestle with a ridiculous
user interface : FINALE's, just because of the one factor.

I spoke with Mikhail .. the US rep for C-LAb about this several times.
He states that it is very unlikely we'll see an update to NOTATOR
for another 8 months or more... and that "my" problem had never been
presented to him before.. that if only a few people see the need for
the "fix".. it won't be done.

BTW: My GCR supposedly will run FINALE.. but, of course, not run
the midi functions. Since i have an older 1040 4MB, the new
Megatalk board by Gadgets won't due me any good.

-kevin

3476. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 19:36:38 UTC
From: bill@mwca.UUCP
Message-ID: <1751@mwca.UUCP>
Source record: 237096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov20.085041.25605@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Along other lines... I just started using ICD's boot stuff with this new
>host adapter... Apparently, whenever the driver detects a write failure, the
>thing shifts the video into medium resolution. What I'm seeing is on my
>multisync monitor in monochrome mode, all of a sudden there'll be a glitch and
>my screen has been divided in half, vertically down the middle. Everything is
>drawn in both the left and right halves of the screen...
>--
> -- Howard Chu @ University of Michigan

I've seen the same thing (with the double mono screen - a cheap two-page monitor!) This happened when I was using a multisync in mono mode - overnight I turn off the monitor but leave the ST on - when I came in the next morning and turned on the monitor I saw what you describe. I suspect it has something to do with the synchronizing circuitry in the monitor becoming confused (in my case, when I turned on the monitor with the ST already on). Perhaps your ICD driver/STe is pulsing the horizontal sync in such a way that the monitor gets confused...

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3477. discounts at schools

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 20:01:55 UTC
From: tellabs.canada@canrem.uucp
Message-ID: <1990Nov21.1113.4059@canrem.uucp>
Source record: 237097

Earlier someone posted stating that Atari should promote its student discounts (which do exist, as was also mentioned in the post) at music schools by donating equipment, etc.

This seems to have been done by Atari at Fanshawe college, London Ontario. A cousin of mine has often mentioned the large number of Atari's being used by students. ST's in music production labs, etc.

My feeling on the subject is the same, it would be nice if Atari made students aware that they did this. WHat use, after all, is a student discount program when nobody knows about it?

Regards,
Mark (tellabs.canada@canremote.UUCP)
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

3478. RAM disk with PC Ditto

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 20:37:27 UTC
From: zapantis@uvphys.phys, uvic.ca
Message-ID: <1990Nov21.123750@uvphys.phys>
Source record: 237098

Does anyone know if it is possible to use a RAM disk with PC Ditto (v3.0)?
I would suspect most of GEM RAM disks will not do, and one would have to use an
MS-DOS
format RAM disk.
Please send your replies directly to me, since I no longer read this newsgroup.

thanks in advance

****
* Nik Zapantis | zapantis@uvphys.bitnet *
* UVIC,Physics and Astronomy | 45393::zapantis(HEPnet/SPAN) *
* Victoria,BC | zapantis@uvphys.phys.UVic.CA (INET) *
* V8W 3P6 | *
* (604)721-7729 | *
****

3479. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 20:39:10 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Nov21123910@weaver.ads.com>
Source record: 237099

In article <647@fsucs.UUCP> boyd@fsucs.UUCP (Mickey Boyd) writes:

|The program of choice here is Digispec. I believe Alpha Systems sells it. It
|will take a .gif file and convert it into a .sps file (spectrum 512). It will
|then look about as good as it can on the ST (it takes some time to process
|each picture). The resulting .sps file is usually MUCH smaller than the
|original .gif. There is a PD viewing program available for .sps files which
|also can compress them into .spc files (I may be backwards about .sps and .spc,
|now that I think about it!).

A few corrections: First, Digispec is from Trio Engineering, the
creators of Spectrum 512, and costs ~$40. Its primary purpose is for
use with their digitizer; gif conversion is an add-on. Second, it will
let you save the result as either an _.spu_ or an .spc file, the latter
being the default. Every Spectrum viewing program I've seen will work
with either of these. Sps is a more compressed representation,
apparently _not_ developed by Trio; .sps files require spslidex (PD) to
view or convert, I'm told.

Digispec does indeed do a better job, not surprisingly, than the PD
converters Bgif and Gifspec. The picture quality is better, the files
are smaller, and you can adjust brightness, contrast, color mix, and
dithering scheme as desired. On the down side, it cuts the top or
bottom (your choice) off of tall gifs, and it screws up the aspect ratio
on the most un-square gifs.

I've seen enough questions on this issue (including my own, a few months
ago) to think there should be something in a periodic FAQ posting on it.
Comments?

--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

3480. Atari announcments at COMDEX?

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 21:43:57 UTC
From: logajan@ns.network.com
Message-ID: <1990Nov21.214357.12480@ns.network.com>
Source record: 237100

Rumor was that Atari would announce the TT for the USA at Comdex
last week. Did they? Anything else?

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

3481. Re: xwindows/xterm

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 22:11:24 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov21.221124.18814@daffy.cs.wisc.edu>
Source record: 237001

Gosh I have been trying for EVER to see if anyone uses X protocol on the ST just for a simple workstation!!

I never got an answer.

--Gregory

3482. My Neocept/Wordup Story.

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 22:24:39 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <1990Nov21.222439.6978@watserv1.waterloo.edu>
Source record: 237002

About a year ago I saw the full page ad in STart for WordUp v3.0. It promised wonderful things, including importing Wordperfect files and editing math equations. Wow, I thought, an alternative to Wordperfect that will be supported and offers more features!! Boy, what a fool I was.

I bought v2.0 as the ad suggested. It promised v3.0 by Feb. 1990. I waited 7 months for v3.0 instead. I waited 3 more months for Disk #1 to be "fixed". When Disk #1 finally arrived, Neocept asked for Disk #5 and a stamped self-addressed envelope...they had to update the printer drivers. I thought this was sleazy...but I didn't want to be a "whiner" <grin>...and I did want a nice, working word processor. So I sent an envelope, a short note and 75 cents in US coin taped to the disk. (In Canada you cannot buy US stamps. Two disks had been mailed to me from California for 75 cents, so I figured that was more than enough for 1 disk.)

Two months later (last week) the envelope arrived rubber stamped with "Return for Postage". The disk had not been updated AND the 75 cents was ripped off...with bits of tape left behind!! How cheap and inconsiderate can one be? I have phoned Neocept twice in the last few days...no answer. (I tried 805-484-2041, and the operator gave me 645-5666 to try.)

I have waited almost a year for a usable word processor. I think it is reasonable that my patience end. This is bulls**t customer service. I have returned the package to my dealer. My dealer had no obligation to look after Neocept's incompetence, but he offered to look after his customer.

WARNING TO ANY NEOCEPT EMPLOYEE: Do not come to a show in Toronto or Windsor/Detroit area. You might meet an
angry fellow.

Brian Bentley, Economics Dept., University of Waterloo

EMAIL: econadm5@watserv1.uwaterloo.ca

3483. Found in TOS 1.4 roms.

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 22:56:32 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Nov21.225632.13705@monu6.cc.monash.edu.au>
Source record: 237003

This may or may not be of great importance, but while browsing through the
TOS 1.4 roms the following messages were found;

at offset 66196 from rombase;
Dave StaUgas loves Bea Hablig
found also at offset 78342.

at offset 70222 from rombase;
JIM LOVES JENEANE

plus the usuall paraphenalia. There is also some spare room from offset
195550 (?) to 196608 from rombase.

Are there any other strange things to be found in the new roms. That reminds
me, I should also look through the old roms and check if any messages exist.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3484. Atari 1040ST sold, hard disk still for sale...

Newsgroup: comp.sys.atari.st
Date: 1990-11-21 23:55:35 UTC
From: pv9y@vax5.cit.cornell.edu
Message-ID: <1990Nov21.195535.1144@vax5.cit.cornell.edu>
Source record: 237004
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Sorry to waste this bandwidth. My Atari 1040ST has been sold with everything except the hard drive, which is still for sale. Chris Russell (wherever he is - I never got mail from him after he called - give me another call if you read this and are still interested, Chris) has first dibs, though. I'm trying to get $300 for the hard drive, which is a 30 meg Seagate in a large case with room for three more drives. It's big and kind of loud if you don't muffle it, but it has been completely reliable for three years and will work with either an Atari ST or a Mac. I'll include all the information I have/used on building hard drives as well as spare hardware such as cables and an extra controller board.

Email is preferred...

--
Adam C. Engst pv9y@vax5.cit.cornell.edu

Editor of TidBITS, the weekly electronic Macintosh news journal

3485. Want DigiSpec

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 03:30:07 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <36138@cup.portal.com>
Source record: 237005

I would like to purchase DigiSpec USED. I don't feel like paying
"~$40" for a copy, so I was thinking maybe I could purchase a used copy
for $20 or so from someone who was interested in selling theirs.

Anyone interested in selling their copy??

Send comments to:

Bryan_Jones_Woodworth@cup.portal.com

3486. Re: Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 07:45:20 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <274B8210.15333@maccs.dcss.mcmaster.ca>
Source record: 237006

In article <1705@beguine.UUCP> Erik-jan.Vens@samba.acs.unc.edu (Erik-jan Vens) writes:
>
>Hi,
>
>does anyone know how the Calamus fonts are built up? I would like to be
>able to convert some fonts to Calamus, and vice versa. I have not found
>info on the layout.
>
>Erik-Jan. Vens@Rug.NL

My friend brought me back a few flyers from Comdex. One of them
is for a product called FontVerter. Apparantly it converts fonts between
Calamus, Pagestream, and Font Designer. Address of the company is:

MegaType
P. O. Box 645
South Bend, IN 46624
(219) 288-7468

Price is $49.95US.

I have no relation or affiliation with the above company or
mentioned products. Hope this is helpful.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3487. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 09:28:34 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1990Nov22.092834.10478@daimi.aau.dk>
Source record: 237007

About the problems with GCC reporting file not found:

Last night I was succesfull in getting my gcc to compile hello.c.
I'm using Gulam and a version of GNUC that I think is identical to
the one on atari.archive.

My environment setup is as follows:

GNUINC = /gnuc/gccincl/
GNULIB = /gnuc/gcclib/
GCCEXEC = /gnuc/gccexec/gcc-
TEMP = /temp/

The folder 'gnuc' ordinary path is 'd:\gnuc\' and temp has
'd:\temp\'.
I think what has gone on is that GCC takes a path to be relative
to the root directory, not knowing the d: drive specification.
The result is that GCC can't find the preprocessor, even though
it reports $(TEMP)/cc100000.cpp as the one missing (a bug perhaps?)

I haven't done any much testing, so I don't know if there is an easy way
to distribute the files on several drives (e.g. by using /dev/C/).
I know however that the slashes at the end of GNUIC, GNULIB and TEMP
can be dropped.

Christian Lynbech

Computer Science Department of Aarhus University
Denmark

email: lynbech@daimi.aau.dk

3488. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 11:53:33 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Nov22125333@kunto.jyu.fi>
Source record: 237008

In article <90325.122417GUTEST6@cc1.kuleuven.ac.be> GUTEST6@cc1.kuleuven.ac.be (Kris Van Hees) writes:

Could anyone please send me a de-archiver for .lzh files. I only have ARC, and so I can't use any program in the archives as they all seem to be .lzh's. An FTP address to get such a de-archiver would also be welcome. As well as a FTP address for the archive (if existing).

Try funic.funet.fi archive

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3489. Re: gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 12:59:16 UTC
From: leo@materna.uucp
Message-ID: <1050@materna.uucp>
Source record: 237009

DON'T USE Gemini 1.18! It have been one of the Beta-Test versions,
about 20 releases from V. 1.2! It definitly includes some bugs which are
corrected in version 1.2, and, like Karsten I. said, it's like piracy!

Apart from this, ther are many new features in th new version:
- programs can be loaded as 'overlays', so Gemini does not stay in RAM
- DA-communication-port, messages can be exchanged between Gemini and
the desk-accessories
- advanced CLI (mupfel) - features, like pipe, for, manual ....
- and Gemini comes bundled with some realy nice and usefull applications:
- treeview: shows the directory-tree in a window, communicates with
Gemini, so you can click on a path in the tree and Gemini (!)
will open a windo for it.
- chameleon: is able to load, install and de-install DAs, and it may take
a acc-name as command-line, can you imagin what this means?

But, i'm not the one to tell you.

3490. gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 13:42:09 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Thu.Nov.22.13
Source record: 237010

ANyone know when the english version of this will be available?
Will it be soon....I'm desparate to see it.

Richard

3491. pricing

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 13:45:39 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Thu.Nov.22.13
Source record: 237011

Anyone like to tell me what the prices of ST's and Macs are in USA?
I'm doing a comaprison of UK and US prices of the following :

520STFM (basic model) - uk price is about 299 pounds
Mega ST2 - about 800 pounds in UK.
SLM804 laser printer
Mac Classic
Mac Classic with HD

The US prices of these models would be greatly appreciated.
Especially as the pound = $2 at the moment :-)

Richard

3492. AS68

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 17:30:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov22183058@orion.laas.fr>
Source record: 237012

Is the assembler AS68 the same as Alcyon? If not is it available
anywhere for ftp? In other words, where can one find it?

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What's a Blitter?

3493. Re: TeX 3.1 and Metafont also running on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-22 22:03:11 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Nov22220311@ugus21.nixdorf.de>
Source record: 237013
Cross-posted to: comp.sys.atari.st,comp.text.tex

Hi out there.

Two days ago I posted a message, that said, that the recently announced web2c version 5.8a for TeX 3.1 and Metafont 2.7 also works for the ST. I'm afraid I was a bit to fast in saying so.

I posted the article after just having finished a final cross recompiling of Metafont in the good spirit that it would also work on the ST, since TeX and most of the utility programs I tried, seemed to work okay. (If I can say that without running the trip test. Several document I run through TeX came out okay).

But sadly I made the experience, that Metafont wouldn't work correctly. Inimf produces a dump of its interna. That works okay. Virmf seems to be the problem. Virmf reads the dumped image correctly, but before the first character of some font is generated, virmf aborts with a "Bad culling amounts" error.

So, I have to say, that Metafont needs a little more debugging.

I'm very sorry for being a bit over enthusiastic and maybe getting some hopes too high.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch, STO / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, // Tel.: (+49) 5251/104685
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BIX:fridder BTX:0525467066-0001
UUCP: !USA: ridderbusch.pad@nixdorf.de
USA: ridderbusch.pad@nixdorf.com

3494. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 00:32:01 UTC
From: Xorg@cup.portal.com
Message-ID: <36170@cup.portal.com>
Source record: 237014

Talon Technologies - the people who bring us SuperCharger from England,
recently picked up ATone and PC Speed distribution in the U.S. and they are
rumored to be readying a machine that boots a simple desktop asking you whethe
you want to boot into ST, MAC, or MS-DOS mode - reportedly they've done their
homework and have a few big orders from a couple of school systems in hand
for this "all in one" box.

Peter Szymonik
xorg@cup.portal.com

3495. Please post TeX/LaTeX 3.X!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 01:26:28 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov23.012628.2859@lonex.radc.af.mil>
Source record: 237022

Could someone please post the latest versions of LaTeX for the ST!! Even if somone in Europe could post to cs.uni.. We could snarf it and post ot atari.archive.umich.edu..

The current version 2.95 works, but I understand that there are now faster versions, 3.0 or 3.1 comiled using Turbo-C in Europe! If they are PD, could some kind soul please post!!

Capt Jeff Long, (LaTeX'head deluxe) :-)

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

3496. Re: STadel and/or <fnord>adel

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 03:22:29 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <7Jk3s2w163w@ersys.uucp>
Source record: 237015

lodzins@pilot.njin.net (Dean Lodzinski) writes:

>
> Does anyone have a version of STadel and/or <fnord>adel that can be
> run as a door from within ///Turbo Board or FoReM ST? I know
> Citadel-86 for the IBM can be run this way. The only thing I can see
> that needs to be changed is so the program (STadel/fnordadel) doesn't
> try to initialize the modem or hang up when a user Terminates. When a
> user terminates control should be given back to the calling program
> like any other (I should say any other) door program does. Also an
> option to pass the baud rate to STadel/<fnord>adel would be nice. If
> anyone has any information on this please let me know.
> --
>
> Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
> 47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
> South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
> USA at 908/727-1914 (1200/2400/9600)

I suggest you get in contact with the authors. If you want, I can relay
them a message, as they live in this very town...

```
_________________________________________________
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
\__/_____________________________________________/ / | \ expressed
[=FoReM-Net:Arktik=Patriot=@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabasca.ca============] true, as I am
[=Ryan Daum=======================================] Divinity.
```

3497. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 04:40:15 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10345@helios.TAMU.EDU>
Source record: 237016

In article <36170@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>Talon Technologies - the people who bring us SuperCharger from England,
>recently picked up ATone and PC Speed distribution in the U.S. and they are
>rumored to be readying a machine that boots a simple desktop asking you whethe
>you want to boot into ST, MAC, or MS-DOS mode - reportedly they've done their
>homework and have a few big orders from a couple of school systems in hand
>for this "all in one" box.

I just purchased PC-Speed. However, I use just plain Super Boot to boot
into any ST program or DOS program. For DOS I just tell superboot to
boot the PC_SPEED.PRG program, and then make the AUTOEXEC.BAT file on
my DOS partition an "OTHER" file in SuperBoot. So I have several customized
AUTOEXEC.BAT files in a DOS directory on the DOS partition. The last thing
each customized AUTOEXEC.BAT file called is the program that I want to
start executing in DOS.

The $15 registration fee is probably much less expensive than the Talon
Technologies program. So for those less classy and less well off people
like me SuperBoot remains a good working solution in lue of a probably
fully featured classy Talon program.

Mark Lehmann
tamuts.tamu.edu!n160ao

3498. MGR query

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 04:46:34 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1990Nov23.044634.21062@sol.cs.wmich.edu>
Source record: 237017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a simple question after I put out the system specs:
Atari Stacy4 running Mint06 off a D: partition.
How can I get MGR to open a window?
All I get is "Can't get a PTY" when I try this.
I didn't see anything in the docs on creating them.
Thanks in advance Harry
--
Harry Dodgson Jr. | Internet dodgson@sol.cs.wmich.edu -(35.132.4.2)-
Western Michigan University | UUCP ...uunet!sharkey!wmichgw!wmu-cs!dodgson
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4420 Dunbar Hall

3499. Compiling uEmacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 04:48:07 UTC
From: gaplace@blackbird.afit.af.mil
Message-ID: <1761@blackbird.afit.af.mil>
Source record: 237023

I've been trying to compile the generic MicroEmacs 3.10 sources that I picked up. I'm using Mark Williams C and I've set the st520 and atari flags in the source and I'm using the Mark Williams makefile. Make goes OK until it hits the file st520.c where complains that the variable mousehidden is undeclared. I've double checked the MWC book and mousehidden is a valid command along with hidemouse and showmouse (which by the way are used in files compiled before st520.c and the compiler seems to have no problems with them). I'm running on a 1040 with MWC 3.0.9. Am I doing something wrong? I'd appreciate any help anyone can give me.

Gene Place

gaplace@blackbird.afit.af.mil

3500. Re: HELP !!!! (I'm desparate)

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 09:49:45 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov23102520@mowitz.pdc.kth.se>
Source record: 237026

Ok, I will not news-reply-yank-original : the original is too big !

1) it is impossible to send you a mail : your daemon sends it back...

2) you use GFA v3.XX !!! The v3.XX compiler includes an option of link between
GFA modules and C modules... why don't you use it ???
Let me see... Try the following thing :

```
PROCEDURE toto
$X main ! or somethin' like this...

#include <stdio.h>
......
......
......
```

/Daniel/

--


```
+--------------------------------------+-----------------------------------+
| Daniel Glazman , TDS | glazou@mowitz.pdc.kth.se |
| The Royal Institute of Technology | |
| S-100 44 STOCKHOLM, SWEDEN | glazman@inf.enst.fr |
+--------------------------------------+-----------------------------------+
```


```
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+-------------------------------------------------------------------------+
```

3501. Re: UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 10:38:26 UTC
From: bode@kaa.informatik.rwth-aachen.de
Message-ID: <bode.659356706@kaa>
Source record: 237027

roberson@aurs01.UUCP (Charles "Chip" Roberson) writes:

>I was just wondering about uniterm and zmodem last night! It has been
>a very looong time since Simon Poole released a new version of uniterm.

>I was wondering if anybody (Simon?) knows if a new version will ever
>come out? If Simon even still programming for the ST?

I don't know if he is still working on ST programs, but he gave up
programing on UNITERM !!

Greetings

Marvin

--
_ _ _ | Christian Bode, Aachen, FRG
'))) , | marvin@tornado.north.de
/ / / __ __ . . , __ | bode@cip-s01.informatik.rwth-aachen.de
/ ' (_(_/_/ (_(__)_/_/ / |

3502. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 11:48:34 UTC
From: jvt@its.bt.co.uk
Message-ID: <V~=^BL$@uzi-9mm.fulcrum.bt.co.uk>
Source record: 237018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov20.085041.25605@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Sorry to stir up the pot with what seems to be a now-dead subject, but I don't
>recall the resolution of all the horror stories, and now have a (horrifying)
>1040STe of my own to deal with. The main problem I'm having is that just
>about everything that loads up gets partially written onto video memory. I get
>vertical lines, I figure 16 pixels apart. I would have expected a plain-old
>overwrite problem to wipe out a couple rows, starting at the top of the screen.
>Instead I get 1 pixel wide vertical lines, evenly spaced out, and occasionally
>the bottom of the screen gets trashed. What's going on?
>
>The STe arrived with the STE_FIX program in the AUTO folder of its language
>disk. Can't boot into medium resolution without it. Yeehah.
>
>Along other lines... I just started using ICD's boot stuff with this new
>host adapter... Apparently, whenever the driver detects a write failure, the
>thing shifts the video into medium resolution. What I'm seeing is on my
>multisync monitor in monochrome mode, all of a sudden there'll be a glitch and
>my screen has been divided in half, vertically down the middle. Everything is
>drawn in both the left and right halves of the screen. The screen borders are
>resized, and look like the color rez borders, but everything stays in black and
>white. The preferences menu still says high rez. This is incredibly annoying,
>as well as making some stuff unreadable. (Although some of it is interesting,
>really. Anyone for a 4 pixel wide font? 160 columns of text. Oooo....) It says
>it's version 4.8.4, by the way.

OUCH!

Firstly apologies for including most of the original but I felt deletions
would destroy the sense of Howard's message.

I too have an ICD host adaptor with the same software. However I do not
have STE_FIX and I am certainly not getting most of these problems. The
only one I get is not booting Med-Res if the desktop is saved in Lo or Med.
One *simple* fix I've found is to save the desktop in Hi-res then when
you boot with a colour monitor it comes up in Med.

I believe there is a hardware bug in the latest ICD board. I have contacted
them & they are sending me a daughter board "which will cure it".
Cannot confirm yet as Snail Mail is still doing its worst!! The
problem is around noise on the DMA bus. To see if you have this problem,
turn on write verify. If it reports error, you probably have read errors
also. A short term fix is to find a DMA lead which allows the disk
to write without error but it will vary from drive to drive. This

may be the cause of your other problems - no promises though.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

3503. TeX

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 13:03:52 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Nov23.130352.61@n6vbg.hamavnet.com>
Source record: 237019

Hello everyone

I've been looking for the TeX package for some time, but have been unable to locate it. I don't have FTP access, to further complicate matters.

If someone knows where I could download this package, please let me know. A BBS anywhere in the US would do just fine (and if you feel inspired and send it uuencoded via mail, even better...:-))

Thanks in advance

--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

3504. Re: xwindows/xterm

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 13:05:38 UTC
From: herbert@tubkom.UUCP
Message-ID: <1288@tubkom.UUCP>
Source record: 237028

Hi,
we are using the xwindow software of Atari Germany and have also some experiences with different prereleases since december 1989 (delivered by X software, the developer).
Configuration:
Atari: Mega ST4, BioNet 100 II - LAN interface, SM124 monitor
Hosts: HP9000/3xx systems
The software is reliable, the performance fast/acceptable (don't compare it with a SPARCstation).
Problems: Sometimes we do have problems with our LAN (campus net). If we have a lot of garbage on the net, the system becomes instable (n bombs, reset required). But this happens only arround 5 or 6 times a year.
Remarks: The Atari side offers only TFTP (trivial ftp, UDP based), but you can use FTP (reliable transfer) if you start file transfer on the host.
The transfer rate (filetransfer) is growing from relase to relase. Now: 10-20 kByte/s. We expect further improvement, because we know, that transfer rates above 50 kBytes/s are possible. We reached this rate using the tcp/ip software (ftp) of BIODATA GmbH (the vendor of the interface card). BIODATA offers also xwindow software, but I don't know anything about prices, performance etc.

Herbert Almus

3505. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 14:24:11 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2815@laura.UUCP>
Source record: 237029

In article <90325.122417GUTEST6@cc1.kuleuven.ac.be>,
GUTEST6@cc1.kuleuven.ac.be (Kris Van Hees) writes:
|> Could anyone please send me a de-archiver for .lzh files. I only have
|> ARC, and so I can't use any program in the archives as they all seem to
|> be .lzh's. An FTP address to get such a de-archiver would also be
|> welcome. As well as a FTP address for the archive (if existing).

At atari.archive.umich.edu (141.211.164.8) you can find what you need. Get
the file lharc.arc from the directory /atari/archivers.

If you also want a decent GEM shell for all the relevant archivers (Zoo,
Arc, LHarc) get the file arcgsh31 from the directory
/atari/Binaries/volume12. (Hmm, that's not the most recent version but a
new release is in the making anyway. Yes, I wrote it.)

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3506. Interest in porting fweb, anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 15:16:45 UTC
From: petcher@ds10.scri.fsu.edu
Message-ID: <1453@sun13.scri.fsu.edu>
Source record: 237030

I have been using fweb (a version of cweb which can handle C, fortran and ratfor and is being updated to handle C++ and fortran '90) very effectively to maintain self-documented code for a collaborative effort on the supercomputer here, and would love to get it up and running on my ST. I can get both fweave and ftangle through Bammi's port of the gnu C compiler, but fweave crashes mysteriously (due to faulty memory/stack handling?) and ftangle works but crashes after completing its task, I think due to something incompatible in the functions associated with time. The program compiles straightforwardly with gcc on a sun, or a vaxstation or decstation running Ultrix.

Would someone be interested in looking into the problem? I don't know much about gcc and haven't had much time to get very far yet. It shouldn't be difficult for someone who is substantially more familiar gnu C than I am.

By the way, to what extent is gdb working for the ST? I can get it going without problem with a liitle program like "Hello World", even with source debugging, although I haven't checked it extensively. It crashes hopelessly with fweave.

Anyone who is interested, please email me. Or any knowledge of bugs or incompatibilities in the ST gnu port/libraries with standard Unix stuff would be appreciated.

Don Petcher
petcher@scri1.scri.fsu.edu
petcher@vsdnp.scri.fsu.edu
petcher@fsu.bitnet
SCRI::PETCHER

3507. urgent: mega-st for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 16:51:12 UTC
From: aike@cgdra.cgd.ucar.edu
Message-ID: <9262@ncar.ucar.edu>
Source record: 237020

Urgent: leaving country, must sell:

ATARI MEGA ST2, monochrome Monitor, 20 Mb Supra Hard-disk

Any reasonable offer accepted!

Aike Beckmann
Chesapeake Bay Institute
711 W 40th Street, Suite 340
Baltimore, Maryland, 21211
(301) 338-0844

3508. Re: Aaarrgh!

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 20:29:09 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.90Nov23152909@acae127.cadence.com>
Source record: 237021

this is a common problem. it has nothing to do with gcc or UNIXMODE
per se. The problem is due to old versions of zoo, that translates
the '-' (minus) character in a filename to an '_' (underscore) when
extracting files on the atari. rename 'gcc_FOO' to 'gcc-FOO' to solve
the problem. if the problem persists, run 'gcc -v foo.c' to see whats
going on.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3509. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-11-23 23:36:35 UTC
From: wilmott@emerald.rutgers.edu
Message-ID: <Nov.23.18.36.35.1990.19181@emerald.rutgers.edu>
Source record: 237024

atari 1040st, color monitor, 20meg hard drive, modem, and
100's of softwares, most have original packaging...

best offer!!!

3510. Re: MGR query

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 03:42:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7860.274da5ec@uwovax.uwo.ca>
Source record: 237025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Just a simple question after I put out the system specs:
> Atari Stacy4 running Mint06 off a D: partition.
> How can I get MGR to open a window?
> All I get is "Can't get a PTY" when I try this.
> I didn't see anything in the docs on creating them.

Make sure the SHELL environment variable is set correctly.
If it still doesn't work, press CTRL-ALT-F1 before trying to create
the window; the resulting trace output will likely tell you what's wrong.

(This is something that should have been emphasized in the MiNT
documentation; CTRL-ALT-F1 is *very* useful for tracking down mysterious
program failures. Pressing the key once gets reports of failed system calls;
pressing it twice gets a trace of all system calls. Use CTRL-ALT-F2 to
cancel the tracing.)
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3511. Mail-based file server

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 12:30:48 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Nov24.123048.62@n6vbg.hamavnet.com>
Source record: 237031

I installed a mail-based file server on my system today. You can request a directory of the available files by sending a piece of mail to st_requests@n6vbg.hamavnet.com with just one line saying *DIR. A brief explanation of the commands will be included.

The subject line doesn't mean anything to the server so you can leave it blank if you wish.

Let me know if you want to make your file available for distribution via this mail server, I'd be happy to include it in the list of available files.

Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

3512. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 12:57:56 UTC
From: be@arium.stgt.sub.org
Message-ID: <7258417@arium.stgt.sub.org>
Source record: 237032

In article <GJH.90Nov21104158@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com
(Graham Higgins) writes:
(Sender was: news@hplb.hpl.hp.com)
>
> ++ Has anyone out there been able to get GNU C to compile a decently large file?
>
> Yes, on an ST larger than 1Mb. Sorry, that's the way it is, GCC is
> memory-hungry.
^^^^^^^^^^^^

Yes, unfortunatly all GNU-Stuff is... :-(

TschauTschau
Bernd
--
Bernd Ebach, Blarerstr. 1, 7ooo Stuttgart 5o, Germany
---
try some of these: be@arium.stgt.sub.org
be@aragon.gtc.de
ud01@kauni2.bitnet
be@ibm3090.rz.uni-karlsruhe.de

3513. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 13:02:49 UTC
From: fred@prisma.cv.ruu.nl
Message-ID: <fred.659451769@prisma>
Source record: 237039

>I used BackupST to back up my drive and I'm quite happy with the results.
>I do have a couple of suggestions for enhancements:
>
> 1) An option to verify the backup would be nice (in the same menu as
> list/backup/restore) - slightly more security than having write verify
> on, and doesn't take much longer.

Can you be more specific on this point. What would you like to have
happen during this verify. Do everything you do in a restore, except
writing the results to disk?

> 3) (If not already present) some error-correction data added to the
> backup to allow recovery in the event of a few bad bytes on the
> backup media.

The error correcting data is minimal. On every disk is a disk header.
Every backup action has got a random number assigned to it. This
number is stored, together with the disk number on every disk.
Everytime a disk is changed, these numbers are checked. The archive
index, which is vital for a restore action, is stored both at the
beginning of the archive, and at the end of the archive. If neither
of these archive index's can not be read, the archive can not be
restored. In the archive index every file is tagged with a
starting position in the archive and a length. If there are some
bad bytes on the backup media, this file is just skipped. The program
will continue with the next file.

If you have any further suggestions about what error-correction data
could be added please let me know.
>
>Please don't take these suggestions as criticism; the program is superb as is.

Thank you.
--
Fred J.R. Appelman, 3D Computer Vision, Utrecht University
AZU, Heidelberglaan 100, 3584 CX Utrecht, The Netherlands.
Telephone: +31-30-506710 Fax: +31-30-513399
e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

3514. TT sold in Germany

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 17:22:44 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.90Nov24182244@tukki.jyu.fi>
Source record: 237040

TT 030 is now available to ordinary customers in Germany. The basic package
includes:
- CPU 32 MHz (not 16 Mhz as in the prereliese)
- 4 Mb ram (all slow ST-ram)
- 68882 32 MHz is included
- Hard disk ST157N-1 46,3 Mb 28 ms
- VGA monitor
- DEM 7298,-

Available memory options (ST-ram+FAST-ram):
- 2+4 Mb
- 2+6 Mb (otherwise as above DEM 7998,-)

FAST-ram can be upgraded to 26 Mb.

Other options:
- 110 Mb, 15 ms, 32Kb hard disk cashe (with 8 Mb memory DEM 8798,-)
- 21" B/W monitor (1280x969) (with above DEM 11298,-)

Other configurations are available.

While price is higher then anticipated, the shift from 16 to 32 MHz,
2 to 4 Mb ram and 30 to 46 Mb hardisk is significant.
Still with 33MHz 386 PC prices coming down the price seems too high.
It is about 4 to 10 times faster then ST. A lot of ST programs (the clean
ones) run as such (Calamus works fast and nice).

Next year the Unix version will have A32/D32 full size VME/Eurocard slot.

Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi

--

Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi

3515. Re: Craft-GPShell

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 20:12:44 UTC
From: rcdsdgx@dutrun.UUCP
Message-ID: <5613@dutrun.UUCP>
Source record: 237033

In article <901117085000@drdhh.hanse.de> bjoern@drdhh.hanse.de writes:
>....
>I heard a lot of 'Craft GP-Shell' and I want to purchase it.
>My problem is that I only know that it is written by Gert Poletiek
>and distributed by ComMedia Amsterdam, NL.
>....

I have the following data on Commedia:
address: Leidsekade 98, 1017 PP Amsterdam (Netherlands :>)
tel.ext: (31)-20-231740 or 209157
fax: (31)-20-380065
telex: 26401 intx nl ref: nl 1032
They are working on an email address, but that is not available at this moment.

--
{ - disclaimer : I usually lie. }
Dik Groot, Delft University of Technology, Rekencentrum, DUneT.
Postbox 354, 2600 AJ Delft. ptt: (31)-15-781938 fax: (31)-15-786522
RCDSDGX@HDETUD1.BITNET rcdsdgx@dutrun.tudelft.nl

3516. Re: GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 22:09:17 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Nov24.220917.21476@mintaka.lcs.mit.edu>
Source record: 237034

In article <1990Nov16.211558.14374@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>I finally got GCC v1.37.1 working here at work!!

Glad to hear it!

>no more "game machine"
>cracks!

Really glad to hear it!

>NOW THAT I HAVE BUTTERED EVERYONE UP......
>
>I have a program that uses a lot of VDI screen routines. After compiling
>it up, I still can't get the linker to resolve the following symbols:
>v_curhome v_curdown v_enter_cur v_exit_cur
>
>Are these not in the gem.olb ?? I had several other vdi calls that
>were unrecognized until I remembered to link in the gem.olb, but these
>four remained?
>
>Any suggestions??
>

I, too, noticed that the VDI cursor control routines are missing from
the GCC GEM libs.

After searching the libs with the archiver and namer, I am now certain
they are not there. At this point, I can only recommend getting the
sources necessary to make gem.olb, and adding the four missing calls
to the ROM code yourself. One day soon, I am going to do this too.

--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

3517. Re: GCC V1.37.1 Lives (and Thanks to many!!)

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 22:56:13 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Nov24.225613.22178@mintaka.lcs.mit.edu>
Source record: 237035

In article <ENTROPY.90Nov17174003@mole.ai.mit.edu> entropy@mole.ai.mit.edu (Nick Castellano) writes:
>In article <1990Nov16.211558.14374@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>>attempts. The UNIXMODE trick mentioned by Doug S. seemed to have helped
>>also.
>
>I saw that message about UNIXMODE -- it didn't describe what all of
>the symbols in the variable mean, though. Could someone post some
>kind of doc on UNIXMODE -- i.e. what programs use it, and what various
>values in it do?
>
>Thanks,
> nick

The file UNIXMODE.doc is available at cs.uni-sb.de. Anyone who is interested, and cannot reach this site, can mail me at dstailey@gnu.ai.mit.edu, and I will send them a (compressed, uuncoded) copy. The file is about 10K in this format.

Good Luck,

Doug

--
disclaimer: This message is sold by weight, not volume. Contents may have settled during shipment.

3518. Undumped preloaded Images

Newsgroup: comp.sys.atari.st
Date: 1990-11-24 23:30:24 UTC
From: mintha@unixg.ubc.ca
Message-ID: <1990Nov24.233024.28375@unixg.ubc.ca>
Source record: 237044

Could someone please explain what is meant by undumped executable?
I was going to ftp Gnuemacs from terminator, but the were two versions -
one labeled undumped preloaded image (executable) and the other labeled
the UN undumped (xemacs, and temacs respectively)
What do these terms mean, and which do I need?
Thanxs,
Jim (mintha@geog.ubc.ca)

--
Jim Mintha
Programming Assistant
University of British Columbia
Vancouver, B.C.

3519. UniTerm 2.0e dialer question

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 00:27:05 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <2961@gmuvax2.gmu.edu>
Source record: 237036

Lately I've been trying to use Uniterm's dialer, and I'm having some problems. I'll have it dial one number, and if it doesn't connect, and I hang-up, I can't change the number I want to dial. In fact, I can't do ANYTHING (except to get it to dial again, and hang-up). I tried pressing <CTRL/C> as it says in the manual, but it doens't do anything.

Can anyone spare some advice on what to do? As it is now, I'm stuck with rebooting (AAARRGH!). Thanks!

-Steve Coile

3520. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 00:52:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov25.005225.20937@math.lsa.umich.edu>
Source record: 237041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1751@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I've seen the same thing (with the double mono screen - a cheap two-page
>monitor!) This happened when I was using a multisync in mono mode - overnight
>I turn off the monitor but leave the ST on - when I came in the next morning
>and turned on the monitor I saw what you describe. I suspect it has something
>to do with the synchronizing circuitry in the monitor becoming confused (in
>my case, when I turned on the monitor with the ST already on). Perhaps your
>ICD driver/STe is pulsing the horizontal sync in such a way that the monitor
>gets confused...

Well, I've seen it in low-rez mode now, too. In mono, what happens is the video shifter gets set to medium rez, but lineA, VDI, AES, etc., aren't notified of any change. From low-rez mode, you get the same vertical division of the screen, only this time, the right half is black. It's really strange, I didn't think the way memory was mapped would allow something coherent to be displayed when modes shifted like this, but there's no scrambling at all.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

3521. Re: UniTerm 2.0e dialer question

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 02:21:57 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Nov25.022157.28576@cs.utk.edu>
Source record: 237037

In article <2961@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
> Lately I've been trying to use Uniterm's dialer, and I'm having some
>problems. I'll have it dial one number, and if it doesn't connect, and
>I hang-up, I can't change the number I want to dial. In fact, I can't
>do ANYTHING (except to get it to dial again, and hang-up). I tried
>pressing <CTRL/C> as it says in the manual, but it doens't do anything.

I had those problems, too. It seems that if you keep pressing <ctrl>c,
it will eventually get out of dialing mode. Another option is to leave most
of the dialer setup options blank (retries, timeout, fail messages, etc.).

Hope this helps some.
-andrew krzywdzinski

3522. Re: GIF format ?

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 04:25:36 UTC
From: ACPS7028@Ryerson.CA
Message-ID: <90328.232536ACPS7028@Ryerson.CA>
Source record: 237038

Hi, there is are .GIF viewers for the ST. Two which I know of are Fast Gif and View Gif. You should be able to get it from most boards around, if not you

can write to:

(for View GIF) 4-319 Mackay St. (for Fast GIF)
Ottawa, Ontario Bradford W. Mott
Canada RT 2 Box 135 1/2 A
K1M 2B7 Harrells, NC 28444

3523. Copy Protection

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 15:08:40 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Nov25.150840.8250@lsuc.on.ca>
Source record: 237046

Looking at the results of the early results of the games survey
a thought crossed my mind and I thought I'd ask about it.

I have had about 11 computers over the years and I currently
own 5 (4 working and 1 burned out). As such I have the luxury of
picking and choosing which programs I'll buy from a wider array
than most people. I've essentially stayed away from copy protected
software -- even in games. It may surprise people to know that although
I don't really play games much, I have bought a fair number. Yet
on a rough guess, over 1/2 the games I have, not including the extremely
short demos in some magazines, are *not* copy protected, and if you
include the short demo programs, a strong majority of my games
are not copy protected. How did this happen?

1. Games that Radio Shack sold for my CoCo and CoCo3 were *not*
copy protected. Nope, none of them. I bought almost all of
the games that came out and they are excellent games at good
prices.

2. Some games for the Atari ST I bought, such as Wayne Gretzky Hockey
were not copy protected. I hope this will be a trend. I
have not really been checking which games are copy protected
but I'm thinking about asking about it in the future.

3. Some of the games I have for the Atari ST came from the magazine
disks. I find I'm fairly happy playing some of these games.
Others aren't so good. An example of one game that was quite
good was "Robotz" in the Sept 1990 issue of "ST Format". This
game would have been quite competitive commercially around the
time PacMan first hit the scene. It's very enjoyable, but
perhaps not something I'd have picked up at normal game prices.
I'm thinking about submitting ratings on the "magazine games"
to the poll since they are becoming a fairly substantial part
of my game software collection.

4. Some of the games I've received online have been legitimate
and workable. So far none have been *good* mind you, but that's
a theoretical possibility. :-) Actually, I've received sources
for Hack variations and discarded them. I like Hack/Rogue type
games, but I have it on the CoCo3 and I don't feel the need
for another one. If I *had* compiled it, I expect it would have
been workable and likely as good as the commercial version of
Rogue I play on the CoCo3. So it's probable that you can be
very happy playing "legitimate, free" games from BBS/Online
sources. Maybe those should be rated in the games poll too?

My feelings being as they are lately, copy protection may be
a good way to ensure that I *won't* buy it. I have substantial
alternatives and will soon be getting another major alternative.
Later this year I'll probably buy a Sega Genesis. You see it's
a matter of not liking copy protected *disks* for me. Disks are
not meant to be permanent media. I don't know why this isn't
understood by some people. The projected minimum latency for a
floppy is only about 5 years. In theory, after 5 years, if the company
has gone bankrupt and you have no backup of a program, you're not
going to have the program at all. I do *not* buy software that I
don't want to keep, so why would I buy software that will "evaporate"
on me over the years? Yes, I really do play old games! That's
why I will not mind buying Genesis cartridges. I've bought a number
of CoCo3 cartridge games as well and will also buy more of these if
they are still around. And no, I won't make "illegitimate" copies
of copy protected software. If somebody doesn't want me to have
a backup, I feel that obviously the person wants to make more money
selling me another copy later, so if other people will provide me
with a similar product and willingly allow me to make backups I'll
simply buy that other product instead.

All in all, if copy protection is a factor in software sales
it might partially be showing up in the games survey. It seems
that not many of us are playing games. To some extent I think
we *all* have a negative feeling to games because we expect that
they are are copy protected. Is this partly what's going on or
am I completely wrong?

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3524. Re: TT sold in Germany

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 16:16:36 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov25.161636.13259@cunixf.cc.columbia.edu>
Source record: 237047

In article <SARNILA.90Nov24182244@tukki.jyu.fi> sarnila@tukki.jyu.fi (Pekka Sarnila) writes:
>
>TT 030 is now available to ordinary customers in Germany. The basic package
>includes:
> - CPU 32 MHz (not 16 Mhz as in the prereliese)

Yawn....Can someone explain to me what this 32mhz figure is all about?
The DRAM is far too slow to take advantage of it and I'm sure that
Atari's custom chips can't keep up as well. Is it just hype?

> - 4 Mb ram (all slow ST-ram)

Expected...

> - 68882 32 MHz is included

Surprise! And a pleasant one at that.

> - Hard disk ST157N-1 46,3 Mb 28 ms

Ho hum....

> - VGA monitor

A little wimpy IMHO. How about some REAL graphics?

> - DEM 7298,-

Reality check: that is US$4900 folks. You could buy a MacII ci
system for that and have FAR better graphics capabilities (not
to mention a HUGE software base).

>FAST-ram can be upgraded to 26 Mb.

How? Using 4 meg SIMMs?

>
>Other options:
> - 110 Mb, 15 ms, 32Kb hard disk cashe (with 8 Mb memory DEM 8798,-)

This is more like it. However, it will cost you an additional
US$1,000. Is it worth it? Probably cheaper to upgrade yourself
I suspect.

> - 21" B/W monitor (1280x969) (with above DEM 11298,-)

A little better, but at US$7550????? That could easily get
you a Mac IIfx system or a SPARCstation SLC or a NeXT 68040 box,

etc...

>While price is higher then anticipated, the shift from 16 to 32 MHz,
>2 to 4 Mb ram and 30 to 46 Mb hardisk is significant.

While it may be "significant" to you that Atari is finally switching
away from a 16mhz 68030, every other manufacturer has done so a
LONG (in computer hardware terms) time ago. Sticking with the
16mhz version would have been a virtual guaranty for failure.
15mb extra of HD space is hardly significant. I suspect, anyone
willing to pay THAT much for a PC will want more.

>Still with 33MHz 386 PC prices coming down the price seems too high.

Agreed. If Atari wants to cultivate the Power Without the Price
buyers, then they will have to live up to that slogan.

>It is about 4 to 10 times faster then ST. A lot of ST programs (the clean
>ones) run as such (Calamus works fast and nice).

Ah, but many of them aren't. There are still a lot of programs that
break on a NORMAL ST when switching to TOS 1.2/1.4!!!

>Next year the Unix version will have A32/D32 full size VME/Eurocard slot.

Forgive me if I'm a little skeptical. I'll beleive it when I see
it.

>--
>Pekka Sarnila, University of Jyvaskyla Finland
>sarnila@tukki.jyu.fi
>--

Best regards,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3525. Memory upgrade for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 17:07:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36215@cup.portal.com>
Source record: 237042

AERCO solderless memory upgrade with 512K of RAM for sale...

Can be used with the 256K chips it has on it already to upgrade a 520ST
to 1 Megabyte of memory, or can use 1 Meg chips for a total of 2.5 Megs
or 4 Megs.

$100 plus shipping...

If interested, send E-Mail or call (313) 483-7358 evenings (EST)

BobR

3526. Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 18:46:24 UTC
From: rriesen@hydra.unm.edu
Message-ID: <1990Nov25.184624.10595@ariel.unm.edu>
Source record: 237043

I am looking for a grammatic checker for the atari ST.
Something like Grammatik IV from Reference Software for the
IBM PC would be great. Is there anything similar available for
the ST?

I am using First Word Plus for my writing and am quite
happy with it, except for the missing thesaurus and grammatic
checker. Any suggestions and comments are welcome. Please reply
by e-mail. Thanks.

--
*****
Rolf Riesen
Albuquerque, New Mexico
rriesen@hydra.unm.edu

3527. STalker 2.06 & STeno 1.03 patches

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 21:04:29 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Nov25.210429.22650@ccu.umanitoba.ca>
Source record: 237048

Uploaded to atari.archive:

[Note: These are *patch programs* only; they're useless if you don't already own previous versions of STalker and STeno.]

STKR_206.LZH:
This ARC contains a patch program which will update versions 2.00 through 2.05 of STalker to 2.06. New features added since 2.03 include: a new remote host mode, where STalker acts like a mini-BBS allowing you to logon to your ST remotely and upload, download, browse directories, and more; a new "Preferences" command which makes the old CONFIG.PRG utility obsolete; improved VT100 emulation, with bold, underline, inverse, and blinking attributes all supported; a type-ahead mode that uses STeno as the type-ahead buffer.

STNO_103.LZH:
This ARC contains a patch program which will update versions 1.00 through 1.02 of STeno to version 1.03. New features since 1.01 include: a new type-ahead mode for use in conjuction with STalker; "Insert File" to insert a file's contents at the cursor position; "Save Selection" to save a selected block of text as a separate disk file.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

3528. 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-25 21:32:32 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov25.213232.17161@rodan.acs.syr.edu>
Source record: 237049

Let's take these separately:
1. I've got a 520ST...not the oldest, but rather the one that has the rf modulator in it AND an external power supply. Now, can this machine handle an internal upgrade to 4 Meg? I seem to recall there could be some problem with the power supply not being able to handle all the memory...what is going on here?
2. Does anybody know how to get in touch with Frontier Software from the USA? They are a company in Great Britain that manufactures an external memory expansion module for the ST. I've got a couple of questions about it (e.g. where does it connect, any limitations on how much memory a particular machine can handle, etc), and I thought it would make most sense to ask them directly.
Thanks very much. You can email me directly, or post here.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

3529. Re: Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 00:40:19 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <30212@boulder.Colorado.EDU>
Source record: 237045

There is (or was) a grammar checker demo on atari.archive.umich.edu called
gramslam.lzh. It may have been nuked when the archive crashed. If its not
there now I will re-upload it.
- Todd
Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source

3530. 520STfm

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 00:59:28 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov26.005928.11195@msuinfo.cl.msu.edu>
Source record: 236910

A friend of mine is looking for a 520STfm (with built in double-sided drive). (Actually, I'd like one, too. I'm just too broke). Any way, he would prefer it to have the 1040 motherboard (the newer ones are like that). Anybody looking to sell.

--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3531. TT control panel

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 06:14:44 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <30216@boulder.Colorado.EDU>
Source record: 236912

Does anyone know the (legal) status of the TT control panel. Specifically, is it freely distribuitable or (excuse the pun) a "controlled substance" <groan>
thanks in advance
- Todd

Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source

3532. Re: Copy Protection

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 07:42:14 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Nov26.074214.24876@rodan.acs.syr.edu>
Source record: 236914

In article <1990Nov25.150840.8250@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
>
> Looking at the results of the early results of the games survey
>a thought crossed my mind and I thought I'd ask about it.
>
>[Discussion against copy protection deleted]
>
>Cheers! -- Jim O.
>--
>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

I agree completely. One of my major peeves about copy protected software is that it can't be installed on a hard disk. Your stuck with a physical floppy diskette while you are REALLY paying for the software itself. The honest people are the ones who get penalized.

Unfortunately, I suspect (or more important, software publishers suspect) that more money is lost in releasing unprotected software to "potential pirates" than would be lost by offending those who boycott protected software. When unprotected software starts outselling protected software (don't hold your breath), publishers will take notice and MAYBE they'll stop the copy protection (again, don't hold your breath).

---jb

3533. Re: TT sold in Germany

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 09:10:02 UTC
From: qralph@dna.lth.se
Message-ID: <1990Nov26.091002.19644@lth.se>
Source record: 236913

The 32MHz cpu of the TT sits on a little card on top of an otherwise 16MHz machine as far as I know, not even with cache memory on that card. Some mag reported a 40% speed increase over the 16MHz machine.
I'm waiting for what Dave Small will produce with his 030 card for the ST.
Ralph

3534. Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 13:00:47 UTC
From: iam@stbimbo.UUCP
Message-ID: <249@stbimbo.UUCP>
Source record: 237050

Well, the only ST software dealer in town just shut his doors for good.
Doesn't matter...I haven't seen a new title worth getting there in months
now. Is it time to get an IBM PC clone? Or is there hope for some sort
of re-birth of the ST software scenario?

Bummed,

--
-------- ---- ---- -- | Ian Mercado: iam@salestech.com |
-- - - ----- -- | gatech!stiatl!iam |
-- -------- -- ----- | |
-------- -- -- -- ---- | "Can't keep my mind from the circling sky" |

3535. Re: UniTerm 2.0e dialer question

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 15:08:16 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27512FE0.27436@maccs.dcss.mcmaster.ca>
Source record: 236901

In article <2961@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>
> Lately I've been trying to use Uniterm's dialer, and I'm having some
>problems. I'll have it dial one number, and if it doesn't connect, and
>I hang-up, I can't change the number I want to dial. In fact, I can't
>do ANYTHING (except to get it to dial again, and hang-up). I tried
>pressing <CTRL/C> as it says in the manual, but it doens't do anything.
>
>Can anyone spare some advice on what to do? As it is now, I'm stuck
>with rebooting (AAARRGH!). Thanks!
>
>-Steve Coile

There's a line in the Dialer Setup dialog box called "Retries:".
Set this to 1 or any positive number and that problem will be solved. I
think zero in this line means try until you connect.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3536. Re: Copy Protection

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 16:05:41 UTC
From: scott@tab29.larc.nasa.gov
Message-ID: <SCOTT.90Nov26110541@tab29.larc.nasa.gov>
Source record: 236902

>I agree completely. One of my major peeves about copy protected software is
>that it can't be installed on a hard disk. Your stuck with a physical floppy
>diskette while you are REALLY paying for the software itself. The honest
>people are the ones who get penalized.

Yeah-- My drive wouldn't even read the second disk to ``BLOOD MONEY''
(I use a backup program on it and my drive used the BACKUP DISK fine...
but not the original. Whatever...)

I like the way ``BATTLE CHESS'' was done. You enter the codes at one time.
(Battle Chess is great on a hard drive...)
``THE IMMORTAL'' makes you enter codes every time you go to another level.
(I have yet to see how this can be put on a hard drive...)

Scott

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

3537. Gemini 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 16:16:41 UTC
From: schultzd@kira.uucp
Message-ID: <1990Nov26.161641.4147@msuinfo.cl.msu.edu>
Source record: 236903

Can somebody give some answers about Gemini 1.2!

1.) Will it run on TOS1.0 (older versions needed 1.2 or above)?

2.) Will it run on a 520ST (older versions needed more memory)?

3.) Is it available in the U.S. yet (I don't care if it is in
German)?

4.) Anybody wanna sell used TOS chips above Version 1.0. Nobody is
really likely to sell 1.4. So I'd settle for 1.2.

Just a poor undergrad looking to upgrade a little. Will TOS 1.2 allow
programs like monSTer (packed with QSTII) to run correctly. It bombs
under TOS 1.0.
--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

3538. Diamond Back II product support address change

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 16:47:11 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <6927@tekgen.BV.TEK.COM>
Source record: 236904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
As a result of a job change, my account bluneski@pogo.WV.TEK.COM will be
discontinued shortly. Please direct all Diamond Back II product support
questions to my new address boblu@tekgen.BV.TEK.COM

Thanks,

____ ____
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/
```

3539. Re: TT sold in Germany (long)

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 18:56:58 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.659645818@peun33>
Source record: 236905

In <1990Nov25.161636.13259@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>In article <SARNILA.90Nov24182244@tukki.jyu.fi> sarnila@tukki.jyu.fi (Pekka Sarnila) writes:
>>
>>TT 030 is now available to ordinary customers in Germany. The basic package
^^^^^^^^
>>includes:
>> - CPU 32 MHz (not 16 Mhz as in the prereliese)

>Yawn....Can someone explain to me what this 32mhz figure is all about?
[stuff deleted]
>> - DEM 7298,-

>Reality check: that is US$4900 folks. You could buy a MacII ci
>system for that and have FAR better graphics capabilities (not
>to mention a HUGE software base).

Doing that kind of price comparison is going to get you looking really stupid someday. As a matter of fact you already look stupid about it. Pardon me. Just pipe that to /dev/null :-). However,...

Here's another reality check, this time for you: in Germany, and that's what we were talking about last time we met on the subject and what we're talking about here, Apples are more expensive than Ataris by a lot. Your MacII ci currently (c't, November issue) costs 14480 DM (40MB hard disk, 4MB RAM). They just lowered the price, BTW, from a whacking 18100 DM) (A DM is a Deutsche Mark and the $ exchange rate currently is 1.46 DM/$.)

That is to say, your Mac, by your reasoning, costs $ 9917.81. Now tell me what great machine you could get at THAT price - will you buy a SPARCstation now?

The whole pricing thing for Apple boils down to this (an article which appeared in c't [a computer magazine from Verlag Heinz Heise]):

\fBMac educates at discounts\fR
This is good news: Apple in Munich has extended their support program for the educational sector to the 68030 SE/30 and the LaserWriter SC. Against submitting an enrolement certificate (ger: Immatrikulationsbescheinigung) students (in addition to schools and teachers) buy the SE/30 (2/40) for 5724 DM (list price: 7632 DM) and the LaserWriter SC for 3263 DM. The standard SE (1/40) is still offered for 2900 DM. Wouldn't it be nice to be twenty again...

By way of a 'European pricing alignment' Apple has also lowered the list price for the high end modell Mac IIci: equipped with 4 MByte RAM and a 40MB hard-disk it now costs 14480DM (used to cost 18100 DM), the version 4/80 with fast 80 MB harddisk goes for 15840 DM.

Three new machines have been announced in the US already: for one 2 color Macs with 68020/030 processors named Mac IIs and LC as cheap versions of the modular Macs and the at $1500 US pretty cheap Mac Classic which will replace the Mac Plus and SE machines sooner or later.
-end_of_article--

Well those are nice facts but the prices won't induce anybody on a low budget to go for the Macs.

>>FAST-ram can be upgraded to 26 Mb.

>How? Using 4 meg SIMMs?

Well, 4MB DRAMS in any case. BTW, if i read the TT test in c't correctly, the low end version sports not 4 MB ST RAM but rather 2MB ST- and TT-RAM. The DRAMS reside on 2 PCBs. The first carries 2 or 4 MB ST RAM (the old ST limit still exists) depending on your TT version. At addresses higher than 16MB there's the fabled TT RAM, 2MB by default. Those two MB are on the motherboard. They can be upgraded using another board to up to 16MB it says (that works out to 22 MB max. for me [4MB ST + 2 MB TT motherboard + 14 MB TT additional board] so I must be missing something. Then again maybe not. The test editor also figures out 22 MB at the maximum). The TT RAM has (according to the article) a 32 bit data bus and the CPU shares it with the DMA for the REAL SCSI only. Except for the 16MHz layout that should be reasonably fast.

As you and everybody else around have noticed, the motherboard, RAM and peripherals drivers are all designed for 16MHz system clock. Only CPU and coprocessor are currently tuned to 32 MHz there. God knows when there'll be a full-blown 32Mhz version.

Some more facts from the test: The VME slot didn't exactly make the testers scream with joy. Seems it isn't ready to drive cards drawing lots of current. Also, the holders are solid metal so cards with active elements close to the edges might produce lots of short circuits in there.

To make a long story short: the benchmarks, the programs that run (or don't) the test summary:

a) Quick Index 2.1:

ST TT TT ST+Hyperchache030
processor 68000 68030 68030 68030
clock 8MHz 32 MHz 32 MHz 25 MHz
cache - off on on
TOS 1.4 3.1 3.1 1.4 modified
res. ST high TT med. ST high ST high
remarks - - read TT used 4 caches
RAM

QI figures:
CPU memory 100% 159% 719% 497%
CPU register 100% 204% 827% 642%
CPU divide 100% 768% 1024% 792%
CPU shifts 100% 2050% 3534% 2697%
DMAreadFloppy 100% 160% 160% 159%
GEMDOS files 100% 100% 100% 100%
TOS text 100% 68% 238% 256%
TOS string 100% 87% 219% 245%
TOS scroll 100% 44% 298% 145%
GEM dialog 100% 111% 257% 361%

Moral: Never work without cache. I won't explain Quick Index (cause I don't have it) The figures are taken from c't! They say that the slow TOS screen update figures have to be put into relation to the video RAM, which is now 5 times as big.

b) Programs

VIP 1.4 - no mouse pointer, no reaction to keys
OMIKRON-BASIC 3.0 -
GFA-BASIC 2.0 - gets into the Editor. produces errors on RUN (Bus error)
GFA-BASIC 3.07 - Bus error
c't-View + (GFA Basic Compiler product!)
Messwert (?) - Bus Error
Calamus SL +
Megapaint 2.3 - Alert box: Megapaint only works with module
Leonardo +
Sagrotan 4.14 (Virus checker) - Bus error
Fastcopy III +
Signum 2! - CPU halts
Larry 2 + doesn't even care about screen res.
Tetris +
STAD 1.3+ +
Edison 1.0 +
Skyplot plus 5 +
1ST Terminal 1.03 +
Retouche 1.11 + only in ST high res mode
Supercharger 1.4 + Problems doing graphics (fixed in new vers)
LHarc 5.21 +
HDU 2.2 +
LDW Powercalc +
Word Perfect 4.1 -
1ST Word PLus 3.15 - Text twice as large as usual.

+ Runs - doesn't run on the TT

Short test summary:

positive negative
+ many external interfaces - misconstructed, tight casing

+ equipped pretty good - RAM slows CPU down, 16MHz motherb.
+ keyboard OK - just a 720K floppy disk drive
+ eye-saving monitor - VME bus not up to strain
+ the new TOS

Well, not to bore you any longer - that's it folks. For more details
read the C'T, Nov. 1990. It features a test.

BTW, NEVER compare prices between the westcoast of the US and the middle
of Europe - it just dosn't work.

Martin
Disclaimer: My company doesn't even know what I said, so how can they
stand behind it?

--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

3540. Re: ST Xformer 2.5

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 19:12:00 UTC
From: darekm@microsoft.UUCP
Message-ID: <59304@microsoft.UUCP>
Source record: 236906

In article <ENTROPY.90Nov16193800@geech.ai.mit.edu> entropy@geech.ai.mit.edu (Nick Castellano) writes:
>Anyone know where I can get a copy of the latest version of ST Xformer
>2.5? If someone could post it on atari.archive or tell me where it
>is, I'd be most grateful.
>
>Nick

Nick, if you have access to Compuserve or GEnie, you can download it from there or a similar service. I always post the master copies to Compuserve and GEnie and let it spread from there. If you want a second hand copy, you can always take your chances with those good for nothing public domain software distributors that I personally have a strong dislike for. The other source is to get it directly from me. If you have sent in your shareware donation for Xformer in the past then you should be on the mailing list for the Xformer 2.6 update which I will probably do just to clear up a few bugs in 2.5. If you want my opinion (which you'll get anyway) I'd suggest you get a life and stop wasting your time with obsolete 8-bit software in the first place.

Darek @ Branch Always Software

3541. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 19:20:16 UTC
From: bill@mwca.UUCP
Message-ID: <1753@mwca.UUCP>
Source record: 236907

In article <fred.659451769@prisma> fred@prisma.cv.ruu.nl (Fred Appelman) writes:
->->I used BackupST to back up my drive and I'm quite happy with the results.
->->I do have a couple of suggestions for enhancements:
->->
->-> 1) An option to verify the backup would be nice...
-> Can you be more specific on this point. What would you like to have
-> happen during this verify. Do everything you do in a restore, except
-> writing the results to disk?

Exactly - this would confirm that there were no media problems, as well as
add some peace of mind that the indices are intact...

->-> 3) (If not already present) some error-correction data..

-> The error correcting data is minimal...

The error correcting code would ideally allow the backup to be recovered even
if a full sector is bad; of course, this would require some fairly extensive
error correction code, and I'm certainly not the person who can suggest how it
be done! PC Tools and Fastback (for MS-DOS) suggest that you can have up to
eighty sectors bad and still fully recover a backup, so it can be done, but
I don't know what the cost in speed/backup size would be. I suspect there are
some freely-published papers in the academic/Usenet world which describe
algorithms for doing this (similar to compression algorithms - perhaps the
two can be combined).
->--
->Fred J.R. Appelman, 3D Computer Vision, Utrecht Universi
->e-mail: fred@cv.ruu.nl or appelman@cs.unc.edu

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3542. HacMan II premiers at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 19:24:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Nov26.192443.1450@wam.umd.edu>
Source record: 236908

Access to the Internet has its privileges. Now YOU can be the first person on the block to own a copy of HacMan II, the sequel to HacMan, released back in 1987. Atari.archive are the proud sponsers of the first official release version.

To play the game, you'll need a color ST (any vintage) with at least one meg of RAM. The game will run from single-sided floppies if necessary.

HacMan II was developed with some game design tools that will (eventually) be made publicly available (see the docs for more info), so I am very interested in hearing of ANY problems anyone has with the game on ANY hardware/software configuration. Please report any odd behavior you see. Thanks!

Look for atari/games/hacman2.zoo at atari.archive.umich.edu. Be sure to FTP in binary mode and extract paths when unzoo-ing:

```
zoo x// hacman2.zoo
```

Once again, if you don't have at least one meg and a color monitor the game will not run. The readme.doc file contains installation info.

What's New in HacMan II?

Many people complained about the lack of sound in HacMan, so HacMan II has all digitized sound effects. (I hope you all are satisfied.) In addition, HacMan II has these new "features":

- 100 new levels
- Four new ghosts
- Cameo appearances by many other creatures
- Puzzle boards
- Skips (skip a board you hate by pressing the space bar)
- Ghost hit/miss statistics
- Secret warps
- A surprise or two for the really devoted

The entire HacMan II design team (see the credits screen) hopes you'll enjoy the game.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

PS> If anyone out there has a TT and could try the game out, please let me know how it goes. Thanks...

3543. Monochrome Atari ST Monitor Needed Desperately!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 19:44:00 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <QbIL20f0BwwuQ351I6@transarc.com>
Source record: 236925

I'm looking for a used monochrome monitor for my Atari ST. Mine cannot be repaired, and I really need a replacement ASAP. Even if you don't have one, I'd appreciate pointers to a source where I could get one for a reasonable price.

HELP!!!! Thanks!!!!

Bill
wvh@transarc.com
412-338-4482 (9-5 EST)
412-687-4839 (~(9-5 EST))

3544. mGRMger....

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 20:36:41 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1734@beguine.UUCP>
Source record: 236909

Where does one go about getting MGR?

John.

3545. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 20:58:41 UTC
From: jimh@ultra.com
Message-ID: <1990Nov26.205841.5475@ultra.com>
Source record: 236911

I encountered the problem, too. My trouble was that I
originally used a version of ZOO that converted '-' filename
characters to '_', and hadn't noticed the difference. The ZOO from
the atari.archive doesn't do this. After I renamed the gcc-<x> files
it ran OK.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

3546. Looking for Wyse50 terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1990-11-26 22:05:25 UTC
From: mfrost@sword
Message-ID: <135712@pyramid.pyramid.com>
Source record: 236915

Hello. I'm looking for a good Wyse 50 terminal emulator for my 1040 ST.
Has anyone made such a beast? I have Uniterm, but I haven't got it updated
in quite some time, so if new terminal emulation types have been added to
that I have missed it.

Thanks

-m---------- Mark Frost (mfrost@pyramid.com)
---mmm--------- System Administrator - Hardware Engineering
-----mmmmm------- Pyramid Technology Corporation
-------mmmmmmm----- 1295 Charleston Rd, P.O. Box 7295
---------mmmmmmmmm--- Mountain View, California 94039-7295
-----------mmmmmmmmmm- (415) 335-8163

3547. Using a Seagate ST225 w/ ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 03:00:01 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Nov27.030001.3851@ncsuvx.ncsu.edu>
Source record: 236932

Has anyone had anyluck using a Seagate ST225 hard drive
with a 520ST? (The drive is off of an IBM)

smisra@eos.ncsu.edu

3548. Z-news

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 03:15:47 UTC
From: msymiste@cuc1.UUCP
Message-ID: <2258@cuc1.UUCP>
Source record: 236916

Could somebody out there tell how can i get Znews on this net...Thanks in advance.

Milton

3549. TT prices

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 06:00:33 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <11744@milton.u.washington.edu>
Source record: 236917

I was hoping someone could let us know what the price(s) of
the TT will be with all its incarnations. Here are the prices
of NeXT machines at UT.. i saw this in the next group.

The University of Texas at Austin
Texas Union Micro Center Price List

9 Nov 90

NeXT HARDWARE & ACCESSORIES

* - Comes bundled with Release 2.0 Standard
^ - Comes bundled with Release 2.0 Extended

NeXTstation CPUs ----------
NOTE: A Starting Point Kit must be purchased with these CPUs.
N1100-OAC-08* 8Mb RAM, 105Mb HD, 2.88Mb Floppy $2,410.00
N1100-OAC-16* 16Mb RAM, 105Mb HD, 2.88Mb Floppy $3,815.00
N1100-OAC-32* 32Mb RAM, 105Mb HD, 2.88Mb Floppy $6,175.00
N1100-OAE-08^ 8Mb RAM, 340Mb HD, 2.88Mb Floppy $4,210.00
N1100-OAE-16^ 16Mb RAM, 340Mb HD, 2.88Mb Floppy $5,390.00
N1100-OAE-32^ 32Mb RAM, 340Mb HD, 2.88Mb Floppy $7,750.00

NeXTstation Color CPUs ----------
NOTE: A Starting Point Kit must be purchased with these CPUs.
N1200-OAC-12* 12Mb RAM, 105Mb HD, 2.88Mb Floppy $3,660.00
N1200-OAC-16* 16Mb RAM, 105Mb HD, 2.88Mb Floppy $4,845.00
N1200-OAC-32* 32Mb RAM, 105Mb HD, 2.88Mb Floppy $7,205.00
N1200-OAE-12^ 12Mb RAM, 340Mb HD, 2.88Mb Floppy $5,235.00
N1200-OAE-16^ 16Mb RAM, 340Mb HD, 2.88Mb Floppy $6,420.00
N1200-OAE-32^ 32Mb RAM, 340Mb HD, 2.88Mb Floppy $8,780.00

NeXTcube System CPUs ----------
NOTE: A Starting Point Kit must be purchased with these CPUs.
N1000A-OAC-08* 8Mb RAM, 105Mb HD, 2.88Mb Floppy $5,335.00
N1000A-OAC-16* 16Mb RAM, 105Mb HD, 2.88Mb Floppy $6,520.00
N1000A-OAC-32* 32Mb RAM, 105Mb HD, 2.88Mb Floppy $8,880.00
N1000A-OAC-64* 64Mb RAM, 105Mb HD, 2.88Mb Floppy $13,605.00
N1000A-OAE-08^ 8Mb RAM, 340Mb HD, 2.88Mb Floppy $6,910.00
N1000A-OAE-16^ 16Mb RAM, 340Mb HD, 2.88Mb Floppy $8,090.00
N1000A-OAE-32^ 32Mb RAM, 340Mb HD, 2.88Mb Floppy $10,455.00
N1000A-OAE-64^ 64Mb RAM, 340Mb HD, 2.88Mb Floppy $15,180.00
N1000A-OAF-08^ 8Mb RAM, 660Mb HD, 2.88Mb Floppy $7,700.00
N1000A-OAF-12^ 16Mb RAM, 660Mb HD, 2.88Mb Floppy $8,880.00

NeXTdimension Boards ----------
NOTE: A Starting Point Kit must be purchased with these Boards.

N7014-08 NeXTdimension Board w/8Mb $3,145.00
N7014-16 NeXTdimension Board w/16Mb $4,330.00

NeXTcube Server System CPUs ----------
N1000A-OAF-32 32Mb RAM, 660Mb HD, 2.88 Floppy $11,240.00
N1000A-OAF-64 64Mb RAM, 660Mb HD, 2.88 Floppy $15,965.00
N1000A-OAF-32 32Mb RAM, 1.4Gb HD, 2.88 Floppy $12,810.00
N1000A-OAF-64 64Mb RAM, 1.4Gb HD, 2.88 Floppy $17,540.00
N1000A-OAF-32 32Mb RAM, 2.8Gb HD, 2.88 Floppy $17,385.00
N1000A-OAF-64 64Mb RAM, 2.8Gb HD, 2.88 Floppy $22,110.00

NeXT Displays ----------
N4000A MegaPixel Monochrome Display $785.00
N4001 MegaPixel Color Display $2,360.00
NOTE: A NeXT Color Sound Box must be purchased
with a MegaPixel Color Display.
N4004 NeXT Color Sound Box $99.00

NeXT Disk Drives ----------
N3000 256Mb Magneto-Optical Drive $2,360.00
N3005 340Mb Hard Disk Drive $2,360.00
N3002 660Mb Hard Disk Drive $3,145.00
N3006 1.4Gb Hard Disk Drive $4,720.00
N3007 CD-ROM Drive $705.00

NeXT Printer & Accessories ----------
N2000 400dpi Laserprinter (Toner not included) $1,415.00
N2001 NeXT Toner Cartridge $85.00
N2002 Paper Cassette $60.00

NeXT Starting Point Kits (Keyboard, Mouse, etc.) ----------
N8500 NeXTcube Starting Point Kit $175.00
N8509 NeXTstation Starting Point Kit $175.00
N8518 NeXTstation Color Starting Point Kit $175.00
N85XX NeXTdimension Starting Point Kit $175.00

NeXT Miscellaneous Items ----------
N5000 256Mb Optical Disk $170.00
N5508 5 - pack 2.88Mb Floppy Disk $30.00
N5510 50 - pack 2.88Mb Floppy Disk $155.00

NeXT Upgrades ----------
N7003 68040 Upgrade Board for Original NeXTcube $935.00
NOTE: One of the following Software Release 2.0
packages must be purchased when upgrading the
original NeXTcube.
N5507 SW Release 2.0 on Optical Disks $185.00
N5509 SW Release 2.0 Upgrade Kit (105Mb HD) $725.00

NeXT Cables ----------
N7007 SCSI-2 to SCSI-1 Cable $38.00
N7006 SCSI-2 to SCSI-2 Cable $38.00

NeXT Software Release 2.0 ----------
Standard Edition
End User Applications
Workspace Manager
NeXTmail
WriteNow Word Processor
Digital Webster's 9th New Collegiate Dictionairy
Digital Merrium-Webster's Collegiate Thesaurus
Digital Librarian
Edit
Mathematica
DataViz/Bridge - Mac -> NeXT Connectivity
Installer
FaxReader
Preferences
Preview for PostScript
PrintManager
Developer Tools
VT100 Terminal Emulator
System Administration Applications
BuildDisk
InstallTablet
MailManager
NetInfoManager
NetManager
PrintTester
UserManager
Installer
Extended Edition includes the following additional items:
End User Applications
Oxford Dictionairy of Quotations
Oxford William Shakespeare: The Complete Works
TeX Document Processing System
Developer Tools
Interface Builder
Objective-C Compiler
C++ Compiler (g++)
Objective-C Class Definitions
56001 DSP Tools
GNU Emacs
GNU Debugger (gdb)
BUG-56 Debugger
Malloc Debugger
AppInspector
PostScript Tools
Application Kit
Music Kit
Sound Kit
On-line documentation for system

NeXT RECOMMENED SYSTEMS

NeXTstation Recommended Systems ---------------------------------------

N1100-OAC-08 CPU: 8Mb RAM, 105Mb HD, 2.88Mb Floppy (Release 2.0
Standard)
N4000A MegaPixel Monochrome Display
N8509 NeXTstation Starting Point Kit _____________________________
TOTAL: $3,370.00

N1100-OAC-16 CPU: 16Mb RAM, 105Mb HD, 2.88Mb Floppy (Release 2.0
Standard)
N4000A MegaPixel Monochrome Display
N8509 NeXTstation Starting Point Kit _____________________________
TOTAL: $4,775.00

N1100-OAE-08 CPU: 8Mb RAM, 340Mb HD, 2.88Mb Floppy (Release 2.0
Extended)
N4000A MegaPixel Monochrome Display
N8509 NeXTstation Starting Point Kit _____________________________
TOTAL: $5,170.00

N1100-OAE-16 CPU: 16Mb RAM, 340Mb HD, 2.88Mb Floppy (Release 2.0
Extended)
N4000A MegaPixel Monochrome Display
N8509 NeXTstation Starting Point Kit _____________________________
TOTAL: $6,350.00

NeXTstation Color Recommended Systems ----------------------------------

N1200-OAC-12 CPU: 12Mb RAM, 105Mb HD, 2.88Mb Floppy (Release 2.0
Standard)
N4001 MegaPixel Color Display
N4004 NeXT Color Sound Box
N8518 NeXTstation Color Starting Point Kit ____________________
TOTAL: $6,295.00

N1200-OAE-16 CPU: 16Mb RAM, 340Mb HD, 2.88Mb Floppy (Release 2.0
Extended)
N4001 MegaPixel Color Display
N4004 NeXT Color Sound Box
N8518 NeXTstation Color Starting Point Kit ____________________
TOTAL: $9,055.00

NeXTdimension Recmmended Systems ---------------------------------------

N100A-OAC-08 CPU: 8Mb RAM, 105Mb HD, 2.88Mb Floppy (Release 2.0
Standard)
N7014-08 NeXTdimension board (8Mb RAM)
N4001 MegaPixel Color Display
N4004 NeXT Color Sound Box
N8500 NeXTcube Starting Point Kit ______________________________
TOTAL: $11,115.00

N100A-OAE-16 CPU: 16Mb RAM, 340Mb HD, 2.88Mb Floppy (Release 2.0
Extended)

N7014-08 NeXTdimension board (8Mb RAM)
N4001 MegaPixel Color Display
N4004 NeXT Color Sound Box
N8500 NeXTcube Starting Point Kit _____
TOTAL: $13,870.00

From: flank@ccwf.cc.utexas.edu (Brett Jacobson)
Newsgroups: comp.sys.next

Hope i didn't violate and "laws" by printing this...

-kevin

3550. atari.archive uploads

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 08:22:14 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <30273@boulder.Colorado.EDU>
Source record: 236918

The following files are now in or will appear shortly in the atari/newitems
directory at atari.archive.umich.edu
note that most are re-uploads that were nuked when the archive crashed

artpak.tos :: a collection of utilties to convert between different picture
and graphics file formats.
driveoff.lzh :: turns off the busy light on the floopy drive if you autoboot
from a hard drive.
dterm_1.lzh :: dterm version 1.0 - first version to be released as shareware
now includes an autodialler. Good term. program
fujidesk.lzh :: puts a spinning fuji next to the Desk menu on the menubar
if and only if there is a Desk menu. Check it out.
gimmicks.lzh :: A bunch of gimmick type programs brought back from a German
Atari show.
ke22.lzh :: programmer's editor. Kepco edit v. 2.2 - similar to pedit
parkhd.lzh :: an acc to park your hard drive...
sfx_lzh.lzh :: create self extracting lzh archives. Works well with
lharc 1.13 (lzh11308.lzh on atari.archive)
speak_ez.lzh :: how to incorporate stspeech voice synthesizer into your own
programs. Includes examples in C
st_whiz.lzh :: Great menu program. Best I've seen.
term4.lzh :: Term program from Kerry Flint. Does automatic zmodem and
ymodem-g. Has simple macros and a good dialer
topdown.lzh :: loads auto programs and accs into high memory to eliminate
conflicts with some programs.
unitmacs.lzh :: some macros for uniterm.
xyz2.lzh :: xyz ver. 2.0 xyz-modem upload/download (this one has docs)

For those without ftp access, mail atari@atari.archive.umich.edu
with a single line
help
the mail server will send you a help file.

Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source

3551. Homoeopathy on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 09:26:56 UTC
From: isodonovan@npe.isnet.inmos.co.uk
Message-ID: <134.27523160@npe.isnet.inmos.co.uk>
Source record: 236919

Dear All,

Does anyone know of a Homoeopathic Repertory and/or Materia Medica
for the ST? I have heard that there is such a thing for the Mac,
but I have no details.

PD or commercial - either would be fine.

Thanks,

Brian
--
o---------------o---o
: # # # # : Brian O'Donovan - I.T., Inmos, Newport, Wales, UK, NP9 1YJ. :
: # # # # # # : Tel : (+44 or 0)-633-810121-X383 o----------------------:
:# # # # # # # # #: Fax : (+44 or 0)-633-810820 :(o)-(o) NISC: The NO :
:# # # # # # # # #: Telex: 497053 : | Instruction-Set:
:# # # # # # # # #: eMail: Isodonovan@Isnet.Inmos.Co.Uk : v Computer. :
:# # # # # # # # #:-----------------------------------o----------------------:
: # # # # # # : "When the chips are down we play our aces, :
: # # # # : hiding them in our broken places." -- The Roches. :
o---------------o---o

3552. Re: New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 11:17:35 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.90Nov27121735@beach.csulb.edu>
Source record: 236920

```
In article <7888.27523ca0@uwovax.uwo.ca> 7103_3654@uwovax.uwo.ca writes:
-
- Hi! Here is a description of a recent (mono) game upload to atari.archive.
- Enjoy!
- Adele
-
- ESPRIT
- Excellent game from the author of Bolo, Meinolf Schneider.
- Roll the ball through a maze and touch certain bumpers, trying to match
- them up...kind of like Concentration. Great sound, great graphics, original
- concept. UnARC with ARC602 as there are subdirectories. Will require an
- extended format disk with around 800K (Use DC Format or similar utility).
- STE users who have 2.5 meg of memory and are using 'simmfix' may have
- problems with this game. Mouse driven. Mono only.
-
- --
- ------------------------------------------------------------------------
- Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
- Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
- University of Western Ontario |
- London, Ontario, Canada | Phone: (Math Dept)
- N6A 5B7 | 519-661-3638 x 6539
- ------------------------------------------------------------------------

Can I store and run the game 'esprit' from the hard disk?
thanks,
Steve
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Steve La California State University Long Beach |
| Internet: SteveLa@CSULB.EDU Telecommunications |
| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
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+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Steve La California State University Long Beach |
| Internet: SteveLa@CSULB.EDU Telecommunications |
| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |
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+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Steve La California State University Long Beach |
| Internet: SteveLa@CSULB.EDU Telecommunications |
| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |
```

3553. New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 15:14:56 UTC
From: 7103_3654@uwovax.uwo.ca
Message-ID: <7888.27523ca0@uwovax.uwo.ca>
Source record: 236921

Hi! Here is a description of a recent (mono) game upload to atari.archive.
Enjoy!
Adele

ESPRIT
Excellent game from the author of Bolo, Meinolf Schneider.
Roll the ball through a maze and touch certain bumpers, trying to match
them up...kind of like Concentration. Great sound, great graphics, original
concept. UnARC with ARC602 as there are subdirectories. Will require an
extended format disk with around 800K (Use DC Format or similar utility).
STE users who have 2.5 meg of memory and are using 'simmfix' may have
problems with this game. Mouse driven. Mono only.

--

Adele Fraser | Bitnet: 7103_3654@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3654@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539

3554. Re: New Apple Mac rumored...

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 15:54:12 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov27.155412.9888@daffy.cs.wisc.edu>
Source record: 236922

Hello everyone, looks like I LOSE and YOU GAIN,

I have a few 1040STe's, yes thats color, stereo, simm upgradeable for
a going price of:

$575 - 25 dollar loss!

Please help me get rid of these beaste's. I made a major boobo when I got
these in the mail so, once they are gone, they are GONE!

I'll even throw in a box of free disks, ship TO YOU anywhere in the USA
C.O.D....I'll even pay shipping!

I never opened the boxes! THEY ARE NEW as new can get.

--Gregory -BOzo the clown

3555. ST to PCjr colour monitor

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 17:33:19 UTC
From: anderson@watserv1.waterloo.edu
Message-ID: <1990Nov27.173319.5758@watserv1.waterloo.edu>
Source record: 236923

Does any one know how to connect (assuming it is possible) a
PCjr colour monitor to an ST520?

3556. mono emulator

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 17:52:00 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <64472@unix.cis.pitt.edu>
Source record: 236924

In article <7888.27523ca0@uwovax.uwo.ca> 7103_3654@uwovax.uwo.ca writes:
>Hi! Here is a description of a recent (mono) game upload to atari.archive.
>Enjoy!
>Adele

I read over one of the nets that there is a MONO emulator for color users that creates a REAL MONO screen, not the 1/2 size ones (i.e. not 320 lines trying to do 640, but actually 640 squeezed on the screen). If this is so, where could I find this file?

Also, is there a file around to convert German text into english? I have a Germna dictionary, but for big DOCs that's a pain. If so, where can it be found? (in the U.S> preferably, or FTP accessible)...

rjast1@cis.unix.pitt.edu

3557. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 19:19:10 UTC
From: bill@mwca.UUCP
Message-ID: <1761@mwca.UUCP>
Source record: 236926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov25.005225.20937@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1751@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>I've seen the same thing (with the double mono screen - a cheap two-page
>>monitor!) This happened when I was using a multisync in mono mode...

>Well, I've seen it in low-rez mode now, too. In mono, what happens is the
>video shifter gets set to medium rez, but lineA, VDI, AES, etc., aren't
>notified of any change...

> -- Howard Chu @ University of Michigan

Are you sure that it is in the ST? I'm assuming that the weirdness is being caused by the multi-sync circuitry of the monitor, since this seems never to have shown up on a non-multisync, and I find it very unlikely that the video circuitry in the ST could 'accidentally' send out each scan line _twice_ on the same line...seems that this would require a doubling of the horizontal scan rate since no information is being lost.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

3558. Re: 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 19:42:28 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov27.194228.23150@d.cs.okstate.edu>
Source record: 236927

In article <1990Nov25.213232.17161@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>1. I've got a 520ST...not the oldest, but rather the one that
>has the rf modulator in it AND an external power supply. Now,
>can this machine handle an internal upgrade to 4 Meg? I seem
>to recall there could be some problem with the power supply
>not being able to handle all the memory...what is going on
>here?
>Thanks very much. You can email me directly, or post here.
>--Gerry
>ggreenbe@rodan.acs.syr.edu
>maxg@suvm (bitnet)

What is the rating of the power supply? How many watts (or volts/amps) can it output? That would help a lot. If it's about the same as a Mega's PS rating, you'll have plenty! (since you don't have the internal floppy to power.)

John Cummins cummins@d.cs.okstate.edu

3559. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 20:17:49 UTC
From: iho@cac.washington.edu
Message-ID: <11768@milton.u.washington.edu>
Source record: 236928

In article <11744@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>I was hoping someone could let us know what the price(s) of
>the TT will be with all its incarnations. Here are the prices
>of NeXT machines at UT.. i saw this in the next group.

Those prices are heavily-discounted student prices. I'm not sure they would be a fair standard to judge the TT prices against.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

3560. DEGAS pictures source

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 20:19:45 UTC
From: iho@cac.washington.edu
Message-ID: <11769@milton.u.washington.edu>
Source record: 236929

Can anyone point to me to a source for some DEGAS pictures. I'd also need
to be told how to get a list of the pictures available.

Please email responses, and thanks in advance.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

3561. Re: Using a Seagate ST225 w/ ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 20:29:12 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov27.202912.23877@d.cs.okstate.edu>
Source record: 236930

I've used an MFM (IBM segate ST 225 type...) harddrive, and it was
a minor pain. I had to buy

1) Case/Power supply ($110 brand new... can be had for $70 I suppose)
2) Host adapter (ICD's ran $110 brand new...)
3) SCSI MFM HD Controller ($80 or more)
4) Misc cables... ($15-20)
$315
Total cost $300 or more in addition th the mechanism.

By going with an SCSI mechanism you save $10 in cables and $90 in the controller
card...

But if you can find an Ompti SCSI MFM controller or an Adaptec 4000A used...
and Ditto for the other parts... you can save at least 50%...

John Cummins cummins@d.cs.okstate.edu

3562. Atari Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1990-11-27 21:47:37 UTC
From: pokey@uncmed.med.unc.edu
Message-ID: <1746@beguine.UUCP>
Source record: 236931

I just sold a 1040ST through the power of the net, and following shipment, he has experienced trouble with the drive. It apparently gives a "disk unreadable" error. Is this a head alignment problem? I never experienced this failure before I shipped the system. If it is a head alignment problem, who will realign internal Atari DS drives? The buyer lives in Lawrence, KS, is there anyplace near there for Atari service, hello anyone in Kansas? What about service by mail, as a last resort? ANY HELP on this is appreciated, I feel terrible shipping out a system that is AOK and having it arrive as inoperable hardware. Please E-mail me if you have any comments.

pokey@uncmed.med.unc.edu Patrick O'Brien

3563. ST for sale(update)

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 00:55:10 UTC
From: coteb@woods
Message-ID: <1990Nov28.005510.1@woods>
Source record: 236949

Hi all. Here's an updated list of stuff I'm selling but I've lowered the prices. I'd like offers on most of the stuff before I sell so I won't get stuck with stuff I can't use. Thanks.

1040ST CPU(mouse and joystick included) - $375
SC1224 Color Monitor - $135

5 1/4" 360k Disk Drive -There is a loose wire in the case that sometimes causes the drive not to be recognized. This can be fixed since the drive easily comes out of the case. If I move the wire around, it seems to be ok. Asking only $55 for this.

Software: Multidesk, LabelMaster, WordUp 3.0, Wordwriter, Music Studio and quite a bit of PD software, and about 25 assorted ST mags. Asking about $50 or best offer

I also have an Okimate 20 color printer that I never used because it doesn't have the Plug 'N' Print module. It was a display model at Sears so I don't know how good it works. They probably didn't use it that much. I'd like $35 in as is condition or best offer for this. Above prices do not include shipping. We can discuss that part later. Thank you very much.

Brian Cote

3564. Drive alignment/damaged disks? Help!

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 01:18:23 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <27114.2752bbff@kuhub.cc.ukans.edu>
Source record: 236945

I just recently bought a used 1040ST, and within a half hour of unpacking it (it was mailed), it was bombing, freezing, and giving me "unreadable disk" warnings out the wazoo. I have two questions - does this sound like a problem with the drive head going out of alignment (as a result of shipping), and if so, are the "unreadable" and unbootable disks likely to be damaged now as a result of being put in the machine? I ask because at least one of the disks was copy-protected (DungeonMaster), and another was the Disk Doctor! (how ironic...). Too bad Lawrence is so far from the nearest service shop. I doubt there's another Atari ST in the entire town! I don't suppose there's anything I could do myself about a drive problem??

Doug Yanega (Snow Museum, Univ. of KS, Lawrence, KS 66045)
My card: 0 The Fool "UT!" Bitnet: kuento@ukanvax
"This is my theory, such as it is....which is mine. AAH-HEM!"

3565. 4160 STe for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 01:34:50 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov28.013450.2680@menudo.uh.edu>
Source record: 236933

For sale by owner:

4160 STe

4 meg STe with SIMs from the factory. Mint condition.
Has stereo sound jacks, analog joystick ports, ds disk drive, all usual ports,
and TOS 1.62

Mail your best offer to us, or call us at the phone number below.

We'll throw in our software too, if you buy it.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3566. VIDEO GAME RATINGS REPORT #2 [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 02:36:03 UTC
From: erc@radon.berkeley.edu
Message-ID: <39774@ucbvax.BERKELEY.EDU>
Source record: 236937
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see
the end of this posting and the article entitled "ABOUT THE VIDEO GAMES
RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX
New Distribution Votes Rank Title
..00121120 22 6.9 Blue Lightning
0.0011310. 31 6.3 California Games
..0.010311 28 7.9 Chip's Challenge
.00121110. 23 5.6 Electrocop
0.0.11220. 22 6.0 Gates Of Zendocon
0.011410.. 20 5.5 Gauntlet III
......1223 16 8.9 Klax
* ....5.5... 2 6.0 Paperboy
* ..3.3..3.. 3 5.3 Robosquash
...001322. 15 7.1 Slime World
....1.61.. 6 6.8 Xenophobe

ATARI ST
New Distribution Votes Rank Title
* ....* 1 10.0 A Day At The Races
...5.5.... 2 5.0 Arctic Fox
* ....*. 1 9.0 Blockbuster
* ....* 1 10.0 Blood Money
........*. 1 9.0 Cadaver
.......5.5 2 9.0 Chaos Strikes Back
.......135 6 9.3 Dungeon Master
.....*.... 3 6.0 Empire Strikes Back, The
.......*.. 2 8.0 Falcon
......5.5. 2 8.0 Flight Simulator
* ....* 1 10.0 Gold Of The Aztecs
..3..3.3.. 3 5.7 Goldrunner
...5..5... 2 5.5 Joust
.......*.. 1 8.0 Lombard Rally
.......*.. 1 8.0 Mean 18
* ....*. 1 9.0 Microleague Baseball
.........* 2 10.0 Midimaze
* ......*... 1 7.0 Mission Impossible II
.*........ 1 2.0 Nine Princes In Amber
...*...... 1 4.0 Pawn, The
.......622 5 8.6 Populous
* ....*. 1 9.0 Pro Tennis Tour

```
......36.. 3 7.7 R-Type
....333... 3 6.0 Return Of The Jedi, The
.....36... 3 6.7 Roadwar 2000
* ......*... 1 7.0 Rocket Ranger
....333... 3 6.0 Rogue
* ...*...... 1 4.0 Rolling Thunder
* ....*..... 1 5.0 Shadow Of The Beast
.......*.. 2 8.0 Shanghai
.......55. 2 8.5 Silent Service
......5.5. 2 8.0 Simcity
* ......*... 1 7.0 Space Harrier II
.....*.... 1 6.0 Star Wars
...2.5..2. 4 6.2 Starglider
* .......*.. 1 8.0 T.V. Sports Football
.....522.. 4 6.8 Time Bandit
.......*.. 2 8.0 Wayne Gretzky Hockey
* .........* 1 10.0 Xenon
* .......*.. 1 8.0 Xenon 2
.6...3.... 3 3.3 Xevious
```

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:

video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!ucbvax!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

3567. Re: 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 02:44:57 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1990Nov28.024457.17483@scion.CS.ORST.EDU>
Source record: 236946

I own an old 520 with the same rf mod/power supply configuration. Even if the power supply puts out enough juice for 4 meg, I have heard that there isn't enough room under the rf shield and outer plastic housing for all those ram chips. If anybody has info to contradict me, I want to know 'cause someday I would like to have 4 meg as well.

While we are on the subject of Paleozoic Era hardware, could somebody tell me what I have? I bought my computer used last year. My floppy drives and power supply are external. I have an RF modulator. I met the guy I bought this from back in Sept '87, and he owned it at the time, so I know it is at least 3 years old. I also know it is TOS 1.0. I have had the lid off this sucker several times, but I don't know how many chips my roms are. 2? 6? Which ones are they so I could count them? A few months ago there was a post about "bad" MMU's. What was that part number again? Is mine likely to have it? It probably makes more sense to get a Mega or an STE instead of expanding this machine, but I am too broke to buy a new one and too sentimantal to part with this one. If anybody can answer all/some of these questions, I would appreciate it greatly.

John Thaanum ## ## ##
email: thaanuj@prism.cs.orst.edu ## ## ##
snail: 1335 NW Kings Bv. Apt #B5 ## ## ##
Corvallis, OR 97330 ## ## ##
voice: (503)-753-2361 ## ## ##
Clever quotes and disclaimers are ### ## ####
strrrrrictly prrrrrrohibited..... ### ## ####

3568. SC-1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 02:50:42 UTC
From: Xorg@cup.portal.com
Message-ID: <36294@cup.portal.com>
Source record: 236934

FOR SALE:

Atari SC-1224 color monitor, used as a backup monitor for over two years ever since I bought a mono monitor. As my game playing time evaporated, the amount of time I spent using this monitor dropped. This is a very early Atari monitor and the display and sharpness is far better than any of the new Atari color monitors I've seen over the years, but I don't believe its a JVC.

$250 and I'll toss in a disk full of PD software and a commercial game or two I no longer play.

Peter Szymonik
xorg@cup.portal.com

3569. 1040ST unit for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 05:22:36 UTC
From: f140032@deneb
Message-ID: <9352@aggie.ucdavis.edu>
Source record: 236951

I have a 1040ST unit for sale. I'm selling it at $400, but make me an offer.

[f140032@deneb.ucdavis.edu | ez000942@deneb.ucdavis.edu]
["Less is more" - Mies van der Rohe]

|| "Don't let your life be the butt of a joke, ||
|| get your lips round a smooth, black Pepsi-coke" -Jesus & Mary Chain ||

3570. Re: Drive alignment/damaged disks? Help!

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 05:23:53 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov28.052353.28567@d.cs.okstate.edu>
Source record: 236947

What I did in a similar situation (it was a drive problem) was
seek out prices and compatabilities of 720k drive mechanisms.

I ended up with an Toshiba ND552 for about $65, with the incompatability
of requiring the media change switch to be glued down. No problem, a
3 minute job. The Atari senses disk changes by monitering the write
protect lines, and ignores the media change lines. The ND352 disconnects the
write protect lines when the disk is ejected, therefore there is no
change in their status when you remove a disk. The Atari didn't know
I had changed the disk (until I glued down the switch for the media detect).

$70.00.... No biggie (IMHO)

Good luck!
John Cummins cummins@d.cs.okstate.edu

3571. Re: Drive alignment/damaged disks? Help!

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 05:50:17 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov28.055017.27984@ecst.csuchico.edu>
Source record: 236948

kuento@kuhub.cc.ukans.edu (Doug Yanega) writes:

- I just recently bought a used 1040ST, and within a half hour of
- unpacking it (it was mailed), it was bombing, freezing, and giving
- me "unreadable disk" warnings out the wazoo.

Open up the computer and reseat the chips. I don't think a drive
alignment problem would cause bombing and freezing, but a few loose
chips (from the shipping) could very well cause all those symptoms.

- I have two questions - does this sound like a problem with the drive
- head going out of alignment (as a result of shipping), and if so,
- are the "unreadable" and unbootable disks likely to be damaged now
- as a result of being put in the machine? I ask because at least one
- of the disks was copy-protected (DungeonMaster), and another was the
- Disk Doctor! (how ironic...).

If the problem really was a drive alignment problem, the disks would
still be readable if they haven't been written to using the drive
that was misaligned.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3572. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 06:11:42 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <11813@milton.u.washington.edu>
Source record: 236935

In article <11768@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>In article <11744@milton.u.washington.edu> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>>
>>I was hoping someone could let us know what the price(s) of
>>the TT will be with all its incarnations. Here are the prices
>>of NeXT machines at UT.. i saw this in the next group.
>
>Those prices are heavily-discounted student prices. I'm not sure they would
>be a fair standard to judge the TT prices against.
>--
> "And now, adding color | Il Hwan Oh
> a group of anonymous, Latin-American | University of Washington, Tacoma
> meat-packing glitterati" | iho@cac.washington.edu
> -- Pink Floyd, Final Cut |

I wonder what the "heavily-discounted" student prices for the TT boxes
will be.

Or does Atari still not have its s___ together.

Most people still are unaware that Atari makes a 68000 machine.

-kevin

3573. Re: Drive alignment/damaged disks? Help!

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 10:15:26 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov28.101526.19155@rodan.acs.syr.edu>
Source record: 236952

In article <1990Nov28.055017.27984@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>kuento@kuhub.cc.ukans.edu (Doug Yanega) writes:
>- I just recently bought a used 1040ST, and within a half hour of
>- unpacking it (it was mailed), it was bombing, freezing, and giving
>- me "unreadable disk" warnings out the wazoo.
>
>Open up the computer and reseat the chips. I don't think a drive
>alignment problem would cause bombing and freezing, but a few loose
>chips (from the shipping) could very well cause all those symptoms.
>
>- I have two questions - does this sound like a problem with the drive
>- head going out of alignment (as a result of shipping), and if so,
>- are the "unreadable" and unbootable disks likely to be damaged now
>- as a result of being put in the machine? I ask because at least one
>- of the disks was copy-protected (DungeonMaster), and another was the
>- Disk Doctor! (how ironic...).
>
>If the problem really was a drive alignment problem, the disks would
>still be readable if they haven't been written to using the drive
>that was misaligned.
> Ed Krimen .....
I think Ed's advice is probably sound. If you know what
you're doing inside an ST, go ahead...if you don't, however,
I'd recommend sending it to someone who does. I had a similar
problem with my 520 a while back...at first it gave
"unreadable disk" warnings, but then after a bit it simply
booted without acknowledging the existence of a floppy drive.
I called L&Y Electronics in VA and they said they have an $85
flat fee repair for things like this. When I got it back, I
found that they had replaced the GLU chip, and now everything
is fine.
I have no connection with L&Y other than being a satisfied
customer...I have nothing but praise for their service, and
would recommend their work without hesitation. They mailed
out my machine this time 2 days after they got it.
Good luck,
Gerry

3574. Re: 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 10:33:38 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov28.103338.22377@rodan.acs.syr.edu>
Source record: 236953

In article <1990Nov27.194228.23150@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>In article <1990Nov25.213232.17161@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>1. I've got a 520ST...not the oldest, but rather the one that
>>has the rf modulator in it AND an external power supply. Now,
>>can this machine handle an internal upgrade to 4 Meg? I seem
>>to recall there could be some problem with the power supply
>>not being able to handle all the memory...what is going on
>>here?
>>--Gerry
>
>What is the rating of the power supply? How many watts (or volts/amps)
>can it output? That would help a lot. If it's about the same as a Mega's
>PS rating, you'll have plenty! (since you don't have the internal floppy
>to power.)
>John Cummins cummins@d.cs.okstate.edu
On the bottom of the power supply is written:
Output: 5VDC 3A
+12VDC 0.03A
-12VDC 0.03A
Does that mean I've got enough power for 4 meg? or not?...(I thought the fact that the external drives have their own power supplies might help here, too.)
--Gerry

3575. Re: 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 10:51:09 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov28.105109.22569@rodan.acs.syr.edu>
Source record: 236936

[No readable article body recovered]

3576. <None>

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 11:21:43 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Nov28.112143.5489@vaxa.strath.ac.uk>
Source record: 236958

When Gemini 1.2 is release is there any chance of the icon editor being
released also as there are some icons I want to edit/create...

```
___
_____ /
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /
```

is 'Only visiting this planet.'

(cadx862 @ uk.ac.strathclyde.computer-centre-sun)
(rmacgreg @ uk.ac.strathclyde.computer-science)
(cadp15 @ uk.ac.strathclyde.vaxb)

3577. Re: Small C-compiler for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 15:21:48 UTC
From: dbrooks@osf.org
Message-ID: <16617@paperboy.OSF.ORG>
Source record: 236956

In article <1990Nov21.090141.15067@santra.uucp>, tij@wolverine.hut.fi (Tapio Johtimo) writes:
|>
|> I would like to do some C in my little brother's MegaST, but haven't
|> so far found anything small enough to work well with only the built-in
|> 3.5" disk-drive.

I use Sozobon 1.2 on my 520ST; it's possible with a single-sided drive
and it's even possible to speed things up with a carefully-sized
ramdisk and Gulam. I kept libraries and ld on a second disk, and
would generally only have one swap for compile-assemble-link.

Now I have a double-sided drive, which makes things easier.

The price is right for Sozobon and Gulam, too.
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
"No, I didn't say I wanted a Bud light!!!" -- Oedipus

3578. Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 15:44:33 UTC
From: waynem@oakhill.UUCP
Message-ID: <4252@dora.oakhill.UUCP>
Source record: 236959
Cross-posted to: comp.sys.atari.st,comp.sys.next

The scoop:

Work: access to the world, able to obtain great stuff via the net.

Home: access to work via 2400 baud modem (yuck).

Twist:
I have a NeXT at work with a DIT CubeFloppy 1.4. The little
black box supposedly formats a 720K DOS disk; according to
the documentation.

However, if I format a disk on the DIT and take it home, the
Atari drive reacts as if it were an unformatted disk.

If I format the disk on the Atari (from the GEM desktop), the
DIT reacts as if the disk were unformatted.

If I format the disk using DCFORMAT.PRG and write the MS-DOS
boot sector, the NeXT accepts the disk as formatted.

If I write files on the MS-DOS boot disk from the Atari, the
NeXT does not see them; they do not appear in the directory
listing.

If I write files on the MS-DOS boot disk from the NeXT, the
Atari does not see them; they do not appear in the directory
listing.

Help: What am I doing wrong?
Is the format of the diskettes not compatible?
If so, is there any software to transfer between the formats?
And if so, from where can it be obtained?

Thanks in advance for the help - Wayne

| Wayne Martinez | waynem@devnull
| Design Engineer | ...!uunet!cs.utexas.edu!oakhill!devnull!waynem
| Advanced Risc Systems | ...!motsps!devnull.sps.mot.com!waynem
| .... | devnull!waynem@oakhill.UUCP

3579. Re: ST for sale(update)

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 16:36:03 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov28.163603.3301@d.cs.okstate.edu>
Source record: 236938

In article <1990Nov28.005510.1@woods> coteb@woods writes:
>
>Hi all. Here's an updated list of stuff I'm selling but I've lowered
>the prices. I'd like offers on most of the stuff before I sell so I
>won't get stuck with stuff I can't use. Thanks.
>
>SC1224 Color Monitor - $135
>
>
>Brian Cote

Brian, Email me with an address. XXX.XXX.XXX.edu
or betterr yet a phone number. A friend of mine (that I just spoke with)
wants some of that stuff and has cash on hand. Email me with details
on how a non internet person can contact you this afternoon and
you'll be all set.

John Cummins
cummins@d.cs.okstate.edu

3580. Re: 2 questions on memory expansion

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 16:59:37 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov28.165937.3571@d.cs.okstate.edu>
Source record: 236961

In article <1990Nov28.103338.22377@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>On the bottom of the power supply is written:
>Output: 5VDC 3A
> +12VDC 0.03A
> -12VDC 0.03A
>Does that mean I've got enough power for 4 meg? or not?...(I
>thought the fact that the external drives have their own power
>supplies might help here, too.)
>--Gerry

15.7 watts isn't much... I'm no authority on STs, but it sounds like your close to the edge there. Keep a voltmeter handy when you upgrade, and if the voltages drop much when you add the memory (and the machine acts flakey) you need a larger PS. Which should be easy to find... (jameco and a few other paarts houses have odd Power Supplies in abundance! Just cut off the cord that comes with it, and replace it with your cord...)

jc cummins@d.cs.okstate.edu

3581. Re: UniTerm and Z-modem

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 17:44:03 UTC
From: roberson@aurs01.UUCP
Message-ID: <59358@aurs01.UUCP>
Source record: 236939

In article <bode.659356706@kaa> bode@kaa.informatik.rwth-aachen.de (Christian Bode) writes:
>roberson@aurs01.UUCP (Charles "Chip" Roberson) writes:
>
>>I was just wondering about uniterm and zmodem last night! It has been
>>a very looong time since Simon Poole released a new version of uniterm.
>
>>I was wondering if anybody (Simon?) knows if a new version will ever
>>come out? If Simon even still programming for the ST?
>
>I don't know if he is still working on ST programs, but he gave up
>programing on UNITERM !!

Could someone possibly convince Simon to release the source code for
Uniterm either into the public domain or to someone who will offer
to support it?

Thanks,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

3582. Funny Goings on on my ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 18:47:14 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <1909@mentor.cc.purdue.edu>
Source record: 236962

I just had a strange thing happen on my way to boot up my ST:

I have a 1040STfm, SM124 mono mon., sm1224 col. mon., and a megafile 30
HD. When I would boot it up, the desktop was frozen. I couldn't move the
mouse or do anything. I would reboot and the same thing would happen. I would
turn the computer off and the back on, but the same thing kept happening.
I then booted with my Dungeon Master (tm) disk and it booted and got up to
the resume/enter screen but the mouse still wouldn't work (alt arrow keys
neither). But when I rebooted after DM, everything was a-ok.

Has this happened to anyone else?

--

```
_____________________________________________
&y Burnett | burnett@mentor.cc.purdue.edu |
---------------------------------------------
```

3583. Re: HacMan II premiers at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 19:21:15 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Nov28.192115.13894@menudo.uh.edu>
Source record: 236940

Yay! This game is professional quality at its best! Y'all have outdone yourselves!

I could have easily spent all day playing it on our TT (yes, it works great on our TT - sounds and all), but I've got work to do.

Bravo!

Unfortunately, the docs didn't say what files belonged in what directory, so I had to go digging in the program to find the path names. For all of y'all who try to get it running, here is what I found:

Folder DISK1 contains the following folders:

PICS
FILMS

In DISK1\PICS put the files: disk2, loading, title and opening
in DISK1\FILMS put the file 2.flm

Folder DISK2 contains the following folders:

PICS
FILMS
SAMPLES
FONTS

In DISK2\PICS put the following files: front and board
in DISK2\FILMS put all the .FLM files
in DISK2\SAMPLES put all the files with number extenders in there
In DISK2\FONTS put all the .FNT files

This will get it running. The ZOO archive did not have the directories in it, so I had a wee bit of trouble.

Dave, give us a call so we can shower you with some accolades! :-)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3584. Help Wanted: Chicken & Egg Problem

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 19:22:22 UTC
From: ivan@megatest.UUCP
Message-ID: <14555@megatest.UUCP>
Source record: 236941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably a ridiculous question; I have been a SW engineer for over a decade, but never used an ST. My brother has one and has used it primarily to run MIDI equipment. Now he has a lot of hardware he wants to hang on to. He wants to do some 'real computer' stuff on his 1040. So much for the intro.

My understanding (from observing this newsgroup for a while) is that there are "UNIXish" pgms out there -- lots of them. Are you people running UNIX? and if so, where did you get it? McGraw Hill is the only place I've heard of. How much is it? Is is 4.2 or sysIV compatible?

Or, am I way off base -- I dunno (AAARGH!). What we do have is the PD version of uniterm. And a host machine (obviously). Therefore we can get some code from the net, but we don't have 'uudecode', 'compress' and/or other UNIX-type stuff you people must have.

And that's the chicken & egg problem we are trying to resolve. Before any of you get upset at such an uninformed question, there appears to be only 2 stores in the entire Silicon Valley which deal in Atari, and I was unimpressed with their assistance (no offense to their knowledge on marketted software). Once we have the basics, I promise to submit more intelligent articles (if any). Please include any archiver info, so we can get a list of what's out there.

Many thanks in advance!

<><>

3585. DeskJet vs DeskWriter: pointer to discussion

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 19:34:10 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340040@hpfcso.HP.COM>
Source record: 236942

This is a pointer to the discussion "Re: JetLink Express 1.2 vs HP DeskJet 500", posted in comp.periphs.printers (and comp.sys.mac.misc, if you don't get c.p.p).

JetLink Express is a PCL printer (Desk/LaserJet) driver for the Macintosh. Someone from comp.sys.atari.st or comp.sys.amiga (GET YER HANDS OFF THE KEYBOARD!) emailed me a question about the DeskJet 500 vs. DeskWriter, and I didn't have a good answer for them. Unfortunately, I purged their name etc. last week and I don't remember who it was.

The discussion mentioned above may be interesting to the person who asked me the question. My apologies to the rest of you.

Regards
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

3586. Re: HacMan II premiers at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 21:10:55 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Nov28.211055.11042@wam.umd.edu>
Source record: 236943

In article <1990Nov28.192115.13894@menudo.uh.edu>
That excellent judge of quality, (Michael B. Vederman) writes:

>Yay! This game is professional quality at its best! Y'all have outdone
>yourselves!
>
>I could have easily spent all day playing it on our TT (yes, it works great on
>our TT - sounds and all), but I've got work to do.
>
>Bravo!

Glad to hear you like it, and (especially) that it has no trouble with the TT.

>Unfortunately, the docs didn't say what files belonged in what directory, so I
>had to go digging in the program to find the path names. For all of y'all who
>try to get it running, here is what I found:

Did you extract it with

zoo x// hacman2.zoo

to get full paths? I was hoping people would do this, but perhaps I
should just upload it as an LZH file so there is no option...Too bad
compressed tars aren't standard on the ST.

To anyone who's had similar problems, please try extracting
full pathnames. The game will NOT LIKE IT AT ALL if it finds files
missing, and NOTE that some files are only loaded when you get to certain
boards. This means that if you don't have all the stuff in the right
places you may get to a board with no shapes, sounds, etc...

If anyone's having trouble, please D/L the new .LZH file at atari.archive
(to appear RSN).

Sorry about the confusion everyone.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3587. Local Atari Users Group - December Meetings

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 21:41:40 UTC
From: daroloso@aftermath.waterloo.edu
Message-ID: <1990Nov28.214140.16258@aftermath.waterloo.edu>
Source record: 236944
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****
8-bit - Wednesday, Dec 5, 1990
MFCF Lounge, Room 3012 (3rd floor)

16-bit (ST) - Wednesday, Dec 12, 1990
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

3588. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 22:01:02 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Nov28.220102.29550@ux1.cso.uiuc.edu>
Source record: 236969
Cross-posted to: comp.sys.atari.st,comp.sys.next

Well, I don't know about NeXT's, but I do know this: I can format
3 1/2" 720K disks on an IBM, and then both the IBM and my 1040 ST can read
and write on the disk. Although, when the ST deletes files from the disk,
it kind of messes up the free-space count, so I always delete from the IBM.

3589. Re: Using a Seagate ST225 w/ ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-28 23:46:25 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Nov28.234625.29824@bwdls61.bnr.ca>
Source record: 236950

In article <1990Nov27.030001.3851@ncsuvx.ncsu.edu>, smisra@eos.ncsu.edu writes:
> Has anyone had anyluck using a Seagate ST225 hard drive
> with a 520ST? (The drive is off of an IBM)

Definitely! Atari shipped a lot of them in the old SH204 "shoebox". It also had inside the case, a "host adapter" (I switched to ICD's), a power supply, and an Adaptec 4000A controller. At least, that's what was included in mine...
>
> smisra@eos.ncsu.edu

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

3590. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 03:01:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2991.275433a5@miavx1.acs.muohio.edu>
Source record: 236954
Cross-posted to: comp.sys.atari.st,comp.sys.next

My experience with the DIT CubeFloppy is that the software is very buggy.
The hardware is there, the software isn't.

On the other hand, could your drive be a little out of alignment. I
remember reading how 1.44" drive mechanisms are so much more precise than
their 720K counterpart.

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3591. STart classics are a rip-off..

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 03:01:25 UTC
From: n8742883@unicorn.cc.wwu.edu
Message-ID: <1990Nov29.030125.28978@unicorn.cc.wwu.edu>
Source record: 236955

For the past few issues, STart has been proudly announcing
their "STart classics" which they issue with the disk based
subscription. The STart classics are nothing more than old programs
which they have already distributed with their subscriptions in past
issues, and are now being re-distributed for "new subscribers" who may
not have purchased them yet.

I find this a load of horse kapooey. A disk subscription
costs around $80 per year. As I have been a faithful STart
subscriber for about four years now, my faithfulness has now been met
by selling me software that I already own-- and last month's "STart
classic" was a program that I never used when I recieved it the fist
time. I feel that STart is ripping me off with this deal, and I plan
to write a letter of complaint to the magazine-- what good that will
do me. I'd be curious to hear if anyone else has similar feelings as
my own.

Time to get off the soapbox here,

***** ******* Perry Pederson: email: n8742883@unicorn.wwu.edu
* * GEnie: P.PEDERSON
**** * Voice: (206) 676-2536
* *
***** *

+++++ +
+ + 'I' before 'E' except after 'C'....
+++ +
+ + ... We sure live in a weird society!
+++++ ++++++

3592. Re: HacMan II premiers at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 06:04:22 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2754A4E7.5842@maccs.dcss.mcmaster.ca>
Source record: 236957

In article <1990Nov28.192115.13894@menudo.uh.edu> uace0@menudo.uh.edu (Michael B. Vederman) writes:
>[raves about great game and drops names like "TT". Show off! :-]
>Unfortunately, the docs didn't say what files belonged in what directory, so I
>had to go digging in the program to find the path names. For all of y'all who
>try to get it running, here is what I found:
>[...]

Dave posted that to extract it, run zoo with this in the command line:
x// hacman2.zoo

That's a great idea, and it works perfectly -- but not from the ST desktop. It uppercases the arguments, remember?? After bashing _my_ head against the wall for a bit, I remembered this, fired up gulam (thank you Jwahar Bammi!) and typed

zoo x//. hacman2.zoo *.*

to extract it into the current directory.

Great game, Dave! Nice to have a decent game that can be put on the HD. Anyone know how to put Stunt Track Racer, DM I & II, Arkanoid II, GoldRunner II, and a few other of my favourite entertainment software titles on the hard drive?

By the way, what are people's experience with Space Ace? I just got a brand new floppy that seems to work great on everything I have, except of course on my friends Space Ace game. Two of my friends can boot it, but nobody else seems to be able to. What do I do about it?

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3593. Re: Small C-compiler for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 09:43:37 UTC
From: tij@punisher.hut.fi
Message-ID: <1990Nov29.094337.8419@santra.uucp>
Source record: 236991

In article <1990Nov21.090141.15067@santra.uucp> I wrote:
>
> I would like to do some C in my little brother's MegaST, but haven't
> so far found anything small enough to work well with only the built-in
> 3.5" disk-drive.

Thank you all very much for mailing me such a many responses to my request on information about C-compilers.

Most of you recommended using Sozobon-C with a few hundred kB ramdisk. Another favourite seemed to be Mark Johnson C (MJC). Someone did also mention commercial compilers Alcyon C and Turbo C.

I have now downloaded both Sozobon-C and MJC, but haven't have time to do any comparisons between them.

Once again - Many Thanks for You All!

Tapio

Tapio Johtimo ...!mcsun!santra!niksula!tij
Helsinki University of Technology tij@niksula.hut.fi
Department of Information Science tij@otax.tky.hut.fi

--
Tapio Johtimo :: tij@niksula.hut.fi

3594. Get OPUS 2.2 Spreadsheet to work

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 13:45:43 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov29144543@orion.laas.fr>
Source record: 236960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know that this subject has been discussed before in one of these two newsgroups, but I still can't get OPUS to allow me to make charts. I have saved the messages concerning OPUS installation, all to no avail!

I have run ASSIGNER.PRG which built me the ASSIGN.SYS file at the end of this posting. I then used FONTWID.PRG (or some such name). I reboot and OPUS complains about incompatible printer fonts.

I have tried with either my *very* old GDOS.PRG or with AMCGDOS.PRG. This concerns a monochrome system. I have an Epson FX-80 with only a few printer fonts. Is that the problem?

Here's my beautiful ASSIGN.SYS file that was produced by ASSIGNER.PRG:

```
PATH = C:\FONTS\ ;
01p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
IBMHSS18.FNT
IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
ATRHSS18.FNT
ATRHSS36.FNT
02p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
IBMHSS18.FNT
IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
ATRHSS18.FNT
ATRHSS36.FNT
03p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
04p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
21 FX80.sys
```

EPSHSS10.FNT
EPSHSS14.FNT
31r META.SYS

Thanks a lot, folks.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST.

3595. MKRSC has been posted at last...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 14:05:16 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Nov29.140516.5530@vaxa.strath.ac.uk>
Source record: 236963

Ok, I've finally been able to read my mail at baird and discovered a great cry for me to post MKRSC so I have. The binaries and sources are in their respective conferences (assuming the mods let them through) and here is the info file that comes with it...

Title: MKRSC
Author: J. Charlton
Version: 1.0
Title From: Documentation
Author From: Documentation
Version From: Documentation
Publisher: J. Charlton
Date: 26/04/90
Keywords:
Shareware: No
Machine: Atari ST
Memory requirements:
Peripherals needed:
Other s/ware needed:
Local id. code: atari/m359
Date mounted/updated: 29/05/90
File names: m359mkrsc.uue
m359src.uue
Unarchived files: 30
Unarchived size: 276693
Omissions:
See also:

Acquiring the package:

Download the .uue format files, and decode them with the uudecode and arc or zoo utilities which can be found in directory micros/atari/p99

Description:

MKRSC is a simple GEM resource construction program (RCP) suitable for the creation of dialog boxes and menus. The purpose in writing this program was to provide a utility for those interested in GEM programming on the Atari ST/MEGA computers, but not having access to a commercial resource builder. The program is only useful for the creation of new resource files and their associated C header files. The program should work in either monochrome or colour. Documentation and sources in C are included.

3596. ThinkJet Printer Driver for Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 14:05:39 UTC
From: fay@wpi.WPI.EDU
Message-ID: <1990Nov29.140539.3997@wpi.WPI.EDU>
Source record: 236964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone with a Spectre GCR found a MacIntosh printer driver for a
HP ThinkJet (not DeskJet) printer? I need one 'big time'. Does it work
properly through the parallel port?
-pete

3597. ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 16:00:12 UTC
From: kws@franklin.ee.umr.edu
Message-ID: <1774@umriscc.isc.umr.edu>
Source record: 236965

********** FOR SALE ********** FOR SALE **********

ATARI 520 ST CPU (~86) with 1 MB upgrade (EZ-RAM)
1 SS 3.5 Floppy Drive (Atari SF354)
1 DS 3.5 Floppy Drive (Atari SF314)
1 Atari SH-204 Hard Drive (has Seagate ST-225) (Has never crashed)
1 Atari SM-124 Mono Monitor (good picture)
1 Magic Sac Plus Macintosh Emulator
1 Navarrone Sound Digitizer (improved with some modifications)

Software:
EasyDraw 2.0
Mark Williams C 3.0 (with Resource Construction Set)
Another Resource Construction Program
Personal Pascal 2.0
GFA Basic Compiler
Flight Simulator
PrintMaster
Quiet Lion Midi Software
Copy 2 PC
PC Ditto 3.0
Degas Elite
First Word
StarGlider

Many Disks of PD, FreeWare, Shareware including
Uniterm, Image Processing Software, etc.
Most installed on the hard disk.

Several Issues of Start Magazine with Software
Other ST magazines

Plus: Custom written Marching Band Software and Multi-Window
Plotting Software with source.

Price: You can get all of this for the amazing low price of $500 plus
shipping.

Kevin Schneider University of Missouri-Rolla
(314) 341-6451 kws@ee.umr.edu

More details available upon request.

3598. A very strange Neodesk 2.05 'quirk'.

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 16:35:53 UTC
From: lhf@ukc.ac.uk
Message-ID: <3330@gos.ukc.ac.uk>
Source record: 236966

I have been using Neodesk for some time now (v2.05), and wouldn't even consider going back to the standard desk. However, I have had a rather worrying 'bug', or rather experience (maybe nothing to do with Neodesk itself).

Basically, when I booted up (and startgem Neodesk), any attempt at launching a program resulted in it being listed. Firstly I took out all my auto folder programs (namely; Superboot, Turbo ST, Hisoft file selector, Shellfix...I think that was all). Then I took out my desk accessories, which were at the time, Neoqueue & Neocontrol. Alas, whenever I tried to launch, Neodesk listed. (it goes without saying that I tried cold booting...a number of times!)

Next, I suddenly remembered that I had a backup of the Neodesk folder on my clean (boot) disk. So I deleted the Neodesk folder on the hard disk, and replaced it with my backup. Still no joy, Neodesk still listed programs. I should mention at this point, that the normal desktop was working quite happily.

In desperation, I also tried pressing escape on bootup, thus cancelling the ICD buffers. Still, Neodesk refused to work. So, I had thought I'd eliminated all these things from being wrong, and replaced them, assuming this was all something very strange indeed.

Ridiculously, Neodesk once again works. I hadn't actually done anything, the system was as it was when the problem started. Suffice to say, I am still very worried, because I don't know what caused the problem.

Was it Neodesk? Was it Superboot (5.something, which I no longer use, just in case)? What was it? Has anyone else out there experienced a similar problem? And if so, did you figure out what caused it, and hence the solution?

(In case it is somehow relevent, here is my setup:
Mega 1 - hi-rez - DS floppy
Third Coast ICD 48Mb hard disk - hence utilities
Hypercache (not on at the time)
TOS 1.2 - Neodesk 2.05
errmmm... I suppose that's all of vaque relevence)

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

3599. For Sale Atari 5 1/4" FD, K3 Editor

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 16:36:27 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460004@hp-lsd.COS.HP.COM>
Source record: 236967

$30.00 Dr. T's Caged Artist K3 / K3M Editor

$125.00 5 1/4 inch 360k disk drive for the Atari ST,
will work with PC Ditto, the software only version

Prices include shipping

Grant
wgg@hp-lsd.cos.hp.com

3600. form.ttp docs

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 17:14:15 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1990Nov29.171415.11640@noose.ecn.purdue.edu>
Source record: 236968

dear netters,

I got ahold of "form," the algebraic equation manipulation program,
and the readme file says that the manual is available in DVI form
via anonymous ftp from nikhefh.nikhef.nl. My host doesn't seem
to know what nikhefh.nikhef.nl is; do any of you know what
the telnet address is (I think that's what the address in the form
of w.x.y.z is called)? Or just as good, does anyone know where else
to get the documentation for it?

Thanks,
Jim
yegerleh@vivaldi.ecn.purdue.edu

3601. Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 18:03:56 UTC
From: waynem@oakhill.UUCP
Message-ID: <4263@dora.oakhill.UUCP>
Source record: 236970
Cross-posted to: comp.sys.atari.st,comp.sys.next

The scoop:

Work: access to the world, able to obtain great stuff via the net.

Home: access to work via 2400 baud modem (yuck).

Twist:
I have a NeXT at work with a DIT CubeFloppy 1.4. The little
black box supposedly formats a 720K DOS disk; according to
the documentation.

However, if I format a disk on the DIT and take it home, the
Atari drive reacts as if it were an unformatted disk.

If I format the disk on the Atari (from the GEM desktop), the
DIT reacts as if the disk were unformatted.

If I format the disk using DCFORMAT.PRG and write the MS-DOS
boot sector, the NeXT accepts the disk as formatted.

If I write files on the MS-DOS boot disk from the Atari, the
NeXT does not see them; they do not appear in the directory
listing.

If I write files on the MS-DOS boot disk from the NeXT, the
Atari does not see them; they do not appear in the directory
listing.

Help: What am I doing wrong?
Is the format of the diskettes not compatible?
If so, is there any software to transfer between the formats?
And if so, from where can it be obtained?

Thanks in advance for the help - Wayne

| Wayne Martinez | waynem@devnull
| Motorola | ...!uunet!cs.utexas.edu!oakhill!devnull!waynem
| Advanced Risc Systems | ...!motsps!devnull.sps.mot.com!waynem
| .... | devnull!waynem@oakhill.UUCP

3602. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 18:05:17 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <obJIrRW00WAx8B1IRW@andrew.cmu.edu>
Source record: 236971

The ST is dying. If you want virtually anything for it, you'll have to mail order it. Living in a big city does help, however. J&R Music World in New York (I live in NJ, when I'm not in college in Pittsburgh) is one of the few major stores I've seen that still support the ST... although even their support is dying, the software section is 1/3 the size it was 3 years ago and the hardware section has all but disappeared.

Get a Mac, not an IBM. IBMs are for corporate fascists, and besides, Macs are better (ease of use, etc.) Apple isn't about to fade into the woodwork like Atari periodically does. If you can't afford a Mac (get at least a IIsi, not a Classic (yuk, same slow processor as an ST, and 9" mono "graphics")) then get a Spectre GCR (wait for Version 3.0.)

I dunno, Atari's new models aren't too impressive to me, price/performance wise... they may buy the farm for good this time.

I'm getting a Mac IIsi if my parents can/will help me afford it (although it's pretty cheap here with student discounts, $3000 is still a lot of money) or a Spectre GCR if that's all I can afford.

|\ /|
| \/ | ike Greelish
Carnegie-Mellon U. undergrad

quote: "When you're bored, everything is your business." --Me
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3603. New portfolio archive at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 18:28:04 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4056@vela.acs.oakland.edu>
Source record: 236972
Cross-posted to: comp.sys.handhelds,comp.sys.laptops,comp.sys.ibm.pc.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.os.msdos.misc,comp.os.msdos.apps,comp.os.msdos.programmer,alt.msdos.programmer

There is a new archive now in place at atari.archive.umich.edu for atari portfolio files. For those of you unaware what the portfolio is, it is atari's 1 pounder 'Palm top' that runs dos 2.0 with limited bios.

I have recently started a mailing list at swood@vela.acs.oakland.edu for atari portfolio users, and there was a demand for an ftp site, so here it is. You can find the portfolio directory via anonymous ftp to atari.archive.umich.edu (terminator.cc.umich.edu) in the atari directory. Seeing as how these files are ms-dos, and not atari format, there is also a symbolic link for the portfolio that can be found in the msdos directory.

Please send files, and please include an explanation of the source, use and and other helpful information with each of the files. Thanks and happy programming.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

3604. Serial mouse for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 19:16:28 UTC
From: dalessio@motcid.UUCP
Message-ID: <5299@feldspar23.UUCP>
Source record: 236973

I asked this question before but did not receive any
replies, so I am asking again.

How can I connect a Microsoft compatible SERIAL mouse
to my ST?

There has been a lot of talk about MS mouses, but they
seemed to be about the bus mouse. I have a MS compatible
serial mouse and would like to use this one. I don't
mind cutting the cable if I have to.

Thanks in advance for any help!

****
* ** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ** *
****

3605. The punchline (was Drive align/damaged disks?)

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 19:46:55 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <27150.2755114f@kuhub.cc.ukans.edu>
Source record: 236974

Many thanks to those of you who have sent advice on my drive problem. I put the advice to work and found that:
(a) I was able to format a new floppy just fine, and the machine booted and ran flawlessly with that disk -ergo, it looks like the drive *is* out of alignment.
(b) when I gave the machine a gentle drop to reseat loose chips (as suggested by Doug Monk), most of the "bombing" problems went away, though a few of the disks still do cause an "infinite loop" while attempting to boot with them (falls just short of opening the desktop - can catch a glimmer of the bee, then it makes a grinding noise and tries again, until I switch ot off). Thus, it looks like I probably have some loose chips as well.
As long as I'm getting it serviced for the drive, then, I'll let someone *else* worry about the chips. Thanks again to everyone who helped out! Ain't the Net just great?

Doug Yanega (Snow Museum, Univ. of KS, Lawrence, KS 66045)
My card: 0 The Fool "UT!" Bitnet: kuento@ukanvax
"This is my theory, such as it is....which is mine. AAH-HEM!"

3606. MSDOS Emulation and related stuff

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 20:20:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Nov29.202043.13759@rodan.acs.syr.edu>
Source record: 236975

OK...sorry about this, but now I'm really confused. I know that there are at least a couple of other interested parties out there, so I'll go through all this again.

About a month ago or so I decided to really try to find out what was out there in the world of msdos emulation that would provide for EGA or VGA emulation (yeah, I know...I'll need to get a multisynch...but that isn't the question). Well, at that time, ATSpeed had just come out...so at least there was 286 emulation. Also, people at Talon said that VGA emulation was in the works, but didn't mention anything about 286 capability. Well, I called a mail order place that was selling ATSpeed. They said it would do EGA emulation. Then I called Michtron, who was at that time the US distributor for ATSpeed, and they said "no way, ATSpeed doesn't do EGA". So, I had pretty much given up. Well, recently I started to read about a 286 card for SuperCharger and that the VGA card might be ready soon too. Well, I called up Talon Tech today and asked what was up. They said they hope their 286 card would be ready by Jan 1991 and that they hope to have the VGA card ready sometime in the beginning of 1991...OK, I'll buy that. Then they told me that they are now distributing ATSpeed AND that it does EGA!!! What gives?

Well, I am not necessarily going to run right out and buy a machine today, so I can wait a bit...although I would like to be able to pick up a good buy if the occassion presents itself...the point is: I keep going back and forth between the idea of buying a cheap used clone (or putting one together) or getting one of these emulators (if they can give me 286 AND at least EGA [better yet VGA]). While I have a feeling that a clone would provide more compatability, it would be nice to not have another machine taking up a lot of space. Also, in the case of Super Charger, you get to use additional memory, too. Does anybody out there know about ATSpeed, how msdos compatible is it, does it really emulate EGA? (Does it do windows?) If so, please post to the net...as I said before, I think there are a couple of other interested parties out there.

Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

3607. Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 20:59:37 UTC
From: waynem@oakhill.UUCP
Message-ID: <4267@oakhill.UUCP>
Source record: 236976
Cross-posted to: comp.sys.atari.st,comp.sys.next

I need help transferring files from a NeXT CubeFloppy to a MegaST-2

The scoop:

Work: access to the world, able to obtain great stuff via the net.

Home: access to work via 2400 baud modem (yuck).

Twist:
I have a NeXT at work with a DIT CubeFloppy 1.4. The little
black box supposedly formats a 720K DOS disk; according to
the documentation.

If I format the disk using DCFORMAT.PRG and write the MS-DOS
boot sector, the NeXT accepts the disk as formatted.

If I write files on the MS-DOS boot disk from the Atari, the
NeXT does not see them; they do not appear in the directory
listing.

If I write files on the MS-DOS boot disk from the NeXT, the
Atari does not see them; they do not appear in the directory
listing.

Help: What am I doing wrong?
Is the format of the diskettes not compatible?
If so, is there any software to transfer between the formats?
And if so, from where can it be obtained?

Thanks in advance for the help - Wayne

| Wayne Martinez | waynem@devnull.sps.mot.com
| Motorola Incorporated | ...!uunet!cs.utexas.edu!oakhill!devnull!waynem
| Advanced Risc Systems | ...!motsps!devnull.sps.mot.com!waynem
| .... | devnull!waynem@oakhill.UUCP

3608. Re: STart classics are a rip-off..

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 21:00:26 UTC
From: lodzins@pilot.njin.net
Message-ID: <Nov.29.16.00.21.1990.11322@pilot.njin.net>
Source record: 236977

I canceled my subscription to STart. One reason was because of
repeated programs on disk. I also got fed up with Atari and their
false announcements. I don't hold much hope for Atari in this country
(US) anymore.
--

Dean Lodzinski DEAN_L@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle csra19@TURBO.Kean.edu or D.LODZINSKI on GEnie
South Amboy, NJ 08879 Dean Lodzinski on Hologram Inc., FNET Node 133,
USA at 908/727-1914 (1200/2400/9600)

3609. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 21:11:42 UTC
From: charlie@wam.umd.edu
Message-ID: <1990Nov29.211142.10967@wam.umd.edu>
Source record: 236978

In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>The ST is dying. If you want virtually anything for it, you'll have to
>mail order it. Living in a big city does help, however. J&R Music World
>in New York (I live in NJ, when I'm not in college in Pittsburgh) is one
>of the few major stores I've seen that still support the ST... although
>even their support is dying, the software section is 1/3 the size it was
>3 years ago and the hardware section has all but disappeared.
>
>Get a Mac, not an IBM. IBMs are for corporate fascists, and besides,
>Macs are better (ease of use, etc.) Apple isn't about to fade into the
>woodwork like Atari periodically does. If you can't afford a Mac (get at
>least a IIsi, not a Classic (yuk, same slow processor as an ST, and 9"
>mono "graphics")) then get a Spectre GCR (wait for Version 3.0.)

<stuff deleted>

Unfortunately I have to agree--CalCom, the biggest Atari dealer here
in the DC area, has closed and gone to mail-order. There are now 3
Atari dealers in the area, and one of those is mostly emulation stuff.
I blame Atari management, but I won't go on with all that.

But, if you have an educational discount, check out the NeXTStation-
it is the natural step from an ST.

-Charlie

3610. StereoTek

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 21:21:46 UTC
From: charlie@wam.umd.edu
Message-ID: <1990Nov29.212146.11354@wam.umd.edu>
Source record: 236979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where I may get some SteroeTek 3D glasses
and some of the associated 3D software. I would like to buy
either new or used (if in good shape).

I may be contacted at

charlie@wam.umd.edu

or

cwf@lakisis.umd.edu

Thanks,
Charlie

3611. 1040 ST and S/W for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 21:54:56 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <934.27552141@sleepy.bmd.trw.com>
Source record: 236980
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following for sale:

1040 ST (no monitor) with mouse,
Z-Time internal clock, and
SOcketed 68000 $410 (includes shipping)

Personal Pascal Ver 1.1 $20

TackleBox ST Ver 1.00 this inludes
GEMDOS, BIOS, XBIOS, VDI,
AES, and Math Lib calls for
use with personal Pascal $20

Dungeon Master $10

Rogue $10

Silent Service (sub simulation) $10

I,ll pay shipping for any purchase of $30 or more. All software includes
original disks and documentation. Make me an offer on any or all.

Jim Harres jharres@doc.bmd.trw.com

or call at 801-876-3118 after 5PM weekdays or on weekends. Mountain Day
Light savings Time zone. I might be slow to respond as our terminal servers
are out of commission quite frequently.

3612. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 22:16:07 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov29.221607.10686@ecst.csuchico.edu>
Source record: 236981

mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

- The ST is dying. If you want virtually anything for it, you'll have
- to mail order it. Living in a big city does help, however. J&R Music
- World in New York (I live in NJ, when I'm not in college in
- Pittsburgh) is one of the few major stores I've seen that still
- support the ST... although even their support is dying, the software
- section is 1/3 the size it was 3 years ago and the hardware section
- has all but disappeared.

I don't understand this. Do people actually waste time looking for places that *don't* support the ST as opposed to places that do? Why waste your time with J&R Music World? Yes, I know what it's like not to have a local dealer for 9 months out of the year. Pick a dealer that is as local as possible, that gives a reasonable amount of support, and that looks like he's going to be around for a while and help and support him. Bitching about J&R isn't going to do anything 'cause they have other things on their minds besides the ST; they have other merchandise to support them and the ST isn't their main concern.

(WARNING. Tearful success story follows. ;^)

I bought an Omniswitch in San Francisco before I returned to school (3 hours away) only to find out that it may be damaged. I called the dealer and told him about it. He's sending me another one. When I receive it, I will send the bad one back. Find a dealer that does stuff like this and support him. Buy stuff from him. If you like his service, tell other ST users about it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3613. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 22:32:23 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Nov29.223223.8024@cunixf.cc.columbia.edu>
Source record: 236982

{stuff deleted}

Sure, everyone was calling me crazy, using insulting language and
trying to pass me off as someone with an ax to grind. I return
today to the group and I scroll by 5-10 messages of the same. I
guess it is finally starting to sink in, eh?

Ian,

Buy a Mac. :-) You can come up to NYC at Computer Era and we can
hang out for those brewskies. :-)

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3614. atari.archive uploads

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 22:45:15 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <30419@boulder.Colorado.EDU>
Source record: 236983

Here are some more files that should be appearing at atari.archive.umich.edu
in the atari/newietms directory "real soon now" :-)

artst232.lzh :: shareware paint prorgam v. 2.32 color/mono
dcfmt302.lzh :: DC formatter v. 3.02
lha121.lzh :: lha v. 1.21 based on MSDOS lharc 1.13b -- fast!
megaform.lzh :: disk formatter form Germany
memfile.lzh :: sector/file/memory editor. Is an ACC
nx1000.lzh :: use this ACC to setup your start nx1000 or nx1000 rainbow
sheet_20.lzh :: Sheet v. 2.0 sharware spreadsheet
shredder.lzh :: Shredder 2, completely wipes out files so people can't snoop
around your disk.
unix2dos.lzh :: makes '/' works as a directory separator like '\'
unixmode.lzh :: unixmode.txt gives details of the proposed unixmode standard
used by GCC and lharc102 among others.
bit36_e.lzh :: bit copier/disk formatter from germany
calculat.lzh :: 4 calculator accs, 2 scientific, 2 normal

- Todd

Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source

3615. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 23:03:05 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <568@organpipe.UUCP>
Source record: 236984

In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>The ST is dying. If you want virtually anything for it, you'll have to
>mail order it. Living in a big city does help, however. J&R Music World

no, I don't think it ever really had life, kinda like a zombie.

>Get a Mac, not an IBM. IBMs are for corporate fascists, and besides,
>Macs are better (ease of use, etc.) Apple isn't about to fade into the

How about a NeXTstation?

>I dunno, Atari's new models aren't too impressive to me,
>price/performance wise... they may buy the farm for good this time.
>
>I'm getting a Mac IIsi if my parents can/will help me afford it
>(although it's pretty cheap here with student discounts, $3000 is still
>a lot of money) or a Spectre GCR if that's all I can afford.

Well a NeXTstation is about $3000 with a student discount...
Is any one else that currently has an ST thinking about a next? I am and
I hope others are too.
BTW I saw a nextstation here at the campus bookstore and it was awsome!
Speed that was unbelievable, a real OS, and nice looking windows etc. (unlike
some other machines that we all know)

>
>|\ /|
>| \/ | ike Greelish
>Carnegie-Mellon U. undergrad
>quote: "When you're bored, everything is your business." --Me
>stupid disclaimer: My opinions are dictated to me by a 23 year old
>telepathic Chilean aardvark living in my closet.

David Koski

3616. dungeon master editor

Newsgroup: comp.sys.atari.st
Date: 1990-11-29 23:07:48 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <570@organpipe.UUCP>
Source record: 236985

Is anyone out there interested in a dungeon master character editor? I wrote one one day over the summer and tried to sell it to EABCO. I talked with EAB himself once, but I haven't been able to reach anyone there since! Well, I was wondering if anyone wanted this kind of stuff... it is an editor that will change your characters while playing the game (you can set characteristics to anything, increase health and mana, even set exp levels), but the most usefule thing it does is heal you! Anytime you are near dead, you can heal back up to full mana, health, stamina. It works on DM and CSB.

If anyone is interested, please mail me with suggestions, questions, comments. I will either release it as shareware, PD, or sell it to START magazine based on response...

Thanks in advance

David Koski

3617. Re: ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 00:32:30 UTC
From: coteb@woods
Message-ID: <1990Nov30.003230.1@woods>
Source record: 236986

>
> I believe I have an Okiemate 20 plug -n- print module for an Atari 8-bit
> computer... so if you want the okiemate 20 color printer, you might give me a
> hollar! Unused, still in the box. $5 plus shipping... your choice on the
> shipping.
>
> jc
>
> cummins@d.cs.okstate.edu

I think there are different interfaces for different computers so I don't
think the 8 bit one would work with my ST. Thanks anyway.

3618. 3.5" DSDD external drives - where?

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 01:21:35 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90333.202135PMR2@psuvm.psu.edu>
Source record: 236987

I am interested in buying a 3.5" DS external drive for my 1M 520ST. Can anyone tell me:

--> Where can I get a complete drive? For how much?

or...

--> Where can I find a drive mechanism? For how much? Can I use the controller board inside my SF354 (SS) with it?

Any info at all on these subjects would be greatly appreciated... reply to PMR2@PSUVM.

Paul

3619. HacMan II Premieres -- One more time

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 04:56:26 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Nov30.045626.20807@wam.umd.edu>
Source record: 236988

As I mentioned in my follow-up to Mike Vederman's post, I plan to post an .LZH file to atari.archive in the hopes that there won't be so many problems with full pathname extraction. Note that the .LZH will also have an additional doc file that mentions a few things I, ah, forgot to put in the readme file -- like the fact that you press ESC to exit the program -- along with a few hints.

Hopefully the ZOO version hasn't gotten too far around the world yet. If anyone sees the ZOO version posted somewhere, please delete it and replace it with the LZH version so there won't be a million "broken" copies lying around. I'd hate for people to D/L 330K only to have trouble getting the game installed...

Several people have asked for the numeric address of atari.archive. Well, nslookup here reports [141.211.164.8].

BTW, does anyone have a reasonably fast implementation of Lharc? Or for that matter, anything that takes less than _5 hours_ to create an LZH file? The version of LHarc I have makes arc look fast.

In any case, the new .LZH should show up at atari.archive by Monday, December 3.

Thanks,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3620. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 05:20:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36363@cup.portal.com>
Source record: 236989

Golly........!

Where are all the Atari Cheerleaders....????

Where are all the diehard Atari Apologists....????

Where are all the Atari Ostriches who still believe that if we "wait until COMDEX" everthing will be just fine...????

Why don't you jump all over the folks who have been expressing concerns over "real life" experiences with trying to deal with Atari Corp's non-interest in our marketplace...????

I dunno... seems like the "faithful" are slipping...

BobR

3621. Re: dungeon master editor

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 05:28:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36364@cup.portal.com>
Source record: 236990

David Koski asks about a Dungeon Master editor he's written..

I sure would be interested in something like this...

In fact, it might be worth calling FTL and seeing if they'd be interested at all... call them at (619) 453-5711 and ask for Wayne Holder.. president of FTL... Wayne has said that he's wished that outside programmers had contacted them about this kind of project...

(Tell Wayne that I told you to give him a call... :)

BobR

3622. Re: form.ttp docs

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 07:12:03 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Nov30081203@kunto.jyu.fi>
Source record: 236992

In article <1990Nov29.171415.11640@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:

Or just as good, does anyone know where else
to get the documentation for it?

Try funic.funet.fi or jyu.fi if you can't find it enywhere else. It should be in atari.archive, but I'm not sure.

Kippis,
Timo
--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Ajatukset(?) ovat omiani (jos eiv{t ole varastettuja), eiv{t yliopiston.

3623. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 07:57:47 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <12014@milton.u.washington.edu>
Source record: 236993

In article <568@organpipe.UUCP> dkoski@hercules.as.arizona.edu (David Koski) writes:
>In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>>The ST is dying. If you want virtually anything for it, you'll have to
>>mail order it. Living in a big city does help, however. J&R Music World
>
>no, I don't think it ever really had life, kinda like a zombie.
>
>How about a NeXTstation?
>

[stuff deleted]
>Well a NeXTstation is about $3000 with a student discount...

compare that with the "unannounced" price of the TT package[less].

>>Is any one else that currently has an ST thinking about a next? I am and
I hope others are too.
>BTW I saw a nextstation here at the campus bookstore and it was awsome!
>Speed that was unbelievable, a real OS, and nice looking windows etc. (unlike
>some other machines that we all know)
>
>>
>>|\ /|
>>| \/ | ike Greelish
>
>David Koski

I am certainly thinking of getting a NeXT.

It wouldn't make much sense to spend an equivalent amount
of money on a system that doesn't have an operating system...
or a useful one, i should say.

What's a computer without an OS? It's not much different than
a car without an engine.

There are several software packages on other platforms that i was
hoping would get ported to the ST. Virtually every developer
of these particular packages that i have spoken with tells me they
don't want to have to "deal with TOS"...

-kevin

3624. Re: New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 08:16:23 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <510011@hpbbi4.BBN.HP.COM>
Source record: 236994

ESPRIT is copyrighted. You have to buy it from Application System Heidelberg.

The Game OXYD is shareware (or Dongle like the autor named it).

Someone should remove this illegal copy

Stefan

3625. Using a Seagate ST225 w/ ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 10:34:30 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Nov30.103430.11132@kcbbs.gen.nz>
Source record: 236995

Most of the orginal Sh205's came with a ST225 as did the SH204's. So to answer your question yes it will work fine.

```
| / /~~ Public Unix BBS 24hrs | Ban French
|_/ /\ |~\ |~\ /\ | |~ | | /~ | (~ Auckland NEW ZEALAND | nuclear
| \ \,\ |,/ |,/ \,\ | | |_| \_ | _) KC BBS: 09-817-3714 | testing in
| \ | | \__ Voice: 09-817-5569 | Pacific
```

3626. Re: 3.5" DSDD external drives - where?

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 11:53:00 UTC
From: bannermanb@merrimack.edu
Message-ID: <20664.2756481c@merrimack.edu>
Source record: 236996

> I am interested in buying a 3.5" DS external drive for my 1M 520ST. Can
> anyone tell me:
> --> Where can I find a drive mechanism? For how much? Can I use the
> controller board inside my SF354 (SS) with it?
> Paul

Last year on ST base of FIDO Net I read several postings about doing this... so I went out, plunked down the $55 on a 720k DS NEC 1037A drive just as told by several sources. I opened up my SF354, unhooked the drive cable and the power cable, hooked them up to the NEC drive (lot of fun since the connectors for the NEC drive and the SF354 mechanism where upside down as opposed to each other), booted up the system and had my self a much quieter, and slightly slower 360K SS drive....

I wrote frantically back on FIDO and was told, "Oh, you must have a newer drive that has the drive side select cut.... better reconnect it, or get an older drive." I tried to reconnect it by following the mechanism's documentation and the SF354, but no luck. I found an older drive and picked it up for $15 (an SF354) and tried it and it didn't work... so if anyone else out there has any input, both Paul and I would be interested!! :)

Beau
bannermanb@merrimack.edu

3627. ST Transputer

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 12:00:37 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Nov30.120037.24132@warwick.ac.uk>
Source record: 236997

I recently posted an article regarding a proposed transputer add-on for the ST, and asked if anyone wanted further details. Enough people have replied for me to post the rest, so here it is.
Before I start though, I want to stress that this add-on DOES NOT yet exist, and may never do, it could just be vapourware but I'm going to pass it on anyway as it sounds pretty interesting. All this info comes from the Dec.1990 issue of ST Format.

Atari are supposedly working on an ST-based transputer workstation "at a price observers believe is simply astonishing". Full tech.spec. is a long way off, but it is likely to attach by the DMA socket and enable the ST to run at 15-20 MIPS, compared to the ST's 1 MIPS.
The price is supposed to be about 300-400 pounds, making it an incredibly attractive sounding graphics workstation.
It is NOT just a rehashed ATW, it is a completely separate project.
Andy Leaning of Silica (major U.K. ST dealers) is quoted as saying that the unit is "bobbing around on the horizon", but "nothing official".

That's about the face of it - if you want to read it with a pinch of salt, that's probably a good idea, but it does sound VERY interesting. And they are talking about a summer 1991 release...

3628. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 13:48:04 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Nov30.134804.19900@d.cs.okstate.edu>
Source record: 236998

In article <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Where are all the diehard Atari Apologists....????
>
>Why don't you jump all over the folks who have been expressing concerns over
>"real life" experiences with trying to deal with Atari Corp's non-interest
>in our marketplace...????
>
>I dunno... seems like the "faithful" are slipping...
>
>BobR

Bob, I must have missed something. My atari works, doesn't yours?
Why do you suppose people should go nuts over a company that
doesn't seem to give a hoot about the US market?

Because some of us actually like our STs, prehaps?

<flames deleted before posting>

cummins@d.cs.okstate.edu

3629. Re: Drive alignment/damaged disks? Help!

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 13:50:59 UTC
From: roberson@aurs01.UUCP
Message-ID: <59362@aurs01.UUCP>
Source record: 236999

In article <1990Nov28.101526.19155@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I have no connection with L&Y other than being a satisfied
>customer...I have nothing but praise for their service, and
>would recommend their work without hesitation. They mailed
>out my machine this time 2 days after they got it.
>Good luck,
>Gerry

I can also vouch for L&Y. I have been into their shop several times
and I think very highly of them. They are a small but stable family
run shop and they have been supporting Atari since the 800. They are
my preferred place to shop and if anything ever went wrong with my ST
they would be the first place I would send it.

Standard disclaimers apply.

cheers,
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

3630. Re: HacMan II Premieres -- One more time

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 14:33:10 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Nov30.143310.1@simvax.labmed.umn.edu>
Source record: 237000

In article <84@bart.cs.mcgill.ca>, depeche@quiche.cs.mcgill.ca (Acme Instant Dehydrated Boulder Kit) writes:

> jeez... Now if only zoo recognized uppercase letters as commands then
> I'd be in eternal bliss

Actually, I think you should be able to unarchive into a directory structure from the Desktop using the command:

-restore <archive.name>

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3631. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 15:39:26 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Nov30.153926.24198@ux1.cso.uiuc.edu>
Source record: 236851

Well a NeXTstation is about $3000 with a student discount...
Is any one else that currently has an ST thinking about a next? I am and
I hope others are too.
BTW I saw a nextstation here at the campus bookstore and it was awsome!
Speed that was unbelievable, a real OS, and nice looking windows etc. (unlike
some other machines that we all know)

---
have you actually tried to use one. My net conenction is through
a more-or-less public access Next. Every once in a while I go in and do
my stuff at the console (better than 1200 baud from home). The raw unix
window is just fine, but doing anything with the GUI is s---l---o---w.
fer example, it can take up to 1.5 minutes to get back to you, post
login/password.
try before you buy.

chuck@mrcnext.cso.uiuc.edu

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3632. Re: ThinkJet Printer Driver for Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 16:29:00 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340041@hpfcso.HP.COM>
Source record: 236852

> Has anyone with a Spectre GCR found a MacIntosh printer driver for a
> HP ThinkJet (not DeskJet) printer? I need one 'big time'. Does it work
> properly through the parallel port?
> -pete

Hi Pete,

There's a "dummy-up" switch on the back of the Centronics ThinkJet that turns it into an Epson-compatible. It's one of the 8 DIP switches, number 4 or 5 if my memory serves me.

The ThinkJet has two operating modes: PCL (or "HP mode") in the book, and Epson (or "Alternate mode") in the book. The Epson mode works fine, except that the dot spacing is 128dpi. Graphics works fine; it's just 25% (33%?) smaller than you would expect.

Now, whether it works with MacPrint is another story!

Regards
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

3633. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 16:46:44 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Nov30.164644.1784@murdoch.acc.Virginia.EDU>
Source record: 236853

In article <1990Nov30.153926.24198@ux1.cso.uiuc.edu> chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:

>BTW I saw a nextstation here at the campus bookstore and it was awsome!

That's great. But this is comp.sys.atari.st.

There's already an Amiga/NeXT flamewar going on. If this keeps up we'll also have an ST/NeXT flamewar going on. Nobody learns anything from a flamewar.

So, to stop this in its tracks: If anyone sees a message about NeXTs that they think ought to go on comp.sys.next instead of comp.sys.atari.st, please join me in dropping the poster a polite email message.

3634. GFA Basic Version 3.5

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 16:55:15 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <90334.105515MV010320@NDSUVM1.BITNET>
Source record: 236854

I am considerring purchasing GFA Basic version 3.5. I would like to know however what I am in for, not having tested this program yet. What are the limitations and what are some advantages. I know that the ST basic that comes with the 520ST on the language disk can only have 32k of dimmed variables. And your output is always put in this annoying output window. Are these problems taken care of in GFA Basic?

Thanks,
Thomas

3635. Re: HacMan II Premieres -- One more time

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 17:04:08 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <84@bart.cs.mcgill.ca>
Source record: 236855

I don't know what all this fuss about 'broken' versions of hacman II
is all about. I did a zoo x hacman2.zoo and got everything in the same
directory. Tried to run it, realized that there were subdirectories
involved, and deleted each file, and did a zoo x.// (or whatever it is) and
it extracted with subdirectories.

In the future, I'll first do a zoo v <filename> to see if there are full
pathnames in the archive, and then do the extraction.

jeez... Now if only zoo recognized uppercase letters as commands then
I'd be in eternal bliss (I'm one of those weirdos who can't seem to find a
CLI which I like better than PCOMMAND, even though it has all those stupid
problems such as converting all input lines to upper case).

--
|S. Alan Ezust | depeche@cs.mcgill.ca |
McGill University School of Computer Science	Montreal, Quebec, Canada
"Sing while you may, for it may not be so for long..."

3636. Misc Software forsale

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 17:31:40 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <6410@vice.ICO.TEK.COM>
Source record: 236856

```
Well, its time again to clean out the old software that I am not
using, so I can buy more.
================================================================

Eagle's Nest $12
Gauntlet $12
Star Trek $14

Superbase $35
Music Studio $15
Analyze $15
Multi Desk $12
Mictron Backup $12

================================================================
I'll pay shipping anywhere in the USA. First come first served.

Keith Rast
keithr@icogem3.ICO.TEK.COM
```

3637. Hard Drive HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 17:32:50 UTC
From: psurge@ccwf.cc.utexas.edu
Message-ID: <40437@ut-emx.uucp>
Source record: 236857

I am in desparate need of help!!! Last night I was working on my system and I had my hard drive running. All night I was booting off of the hard drive as I tested some modifications I was making to my ST. I had bumped the hard drive but never had it crash. As I put everything away for the night, I parked the HD and turned everything off, then rescrewed the HD case back on, (I had the screws from the back of the case off of it, and it rattles so I was putting the screws back in. Anyway, I barely even moved the hard drive and when I tried to reboot, the Hard drive is seen as unformatted.

I would imagine that the boot sector got messed up somehow. Is there some way to resotre the boot sector and restore the Hard drive itself? I do have backups, but they are from last month, and I have done mucho stuff since then.

It has been mentioned to me that there is a backup boot sector on the disk similar to the way the FATS are backed up. I have the Meg-A-Minute backup program which will restore the boot partition, but I don't have any of the first disks where the boot partition is stored. Is there a program that will allow you to manually enter the boot sector and at least get all the new stuff from the hard disk?

Thanks in advance...(Oh, are there any IBM utilities like Nortons that will do this? I can run them under PC Ditto if that is the case...)

SEND REPLIES TO:

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<
--

Troy Carpenter
Department of Computer Sciences

3638. Memory....

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 17:43:09 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1788@beguine.UUCP>
Source record: 236858

Howdy, I just wanted to post about memory and power supplies.... I just recently put in a 4 meg upgrade and I have not had any problems with power.. I have a 520st with the internal rf modulator, but no internal drive. The upgrade is the JRI simms upgrade and it works great! I have not experienced any problems.. Wasn't even real difficult to put in for a hardware novice like me... ;-)

The other thing I wanted to ask about is where to get MGR... I have seen a lot of people refer to it, and I would like it, but have no idea where to get it..... Help!!!!!!

John Bunch

John.Bunch@samba.acs.unc.edu

3639. Flash

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 19:00:31 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Nov30.190031.18944@rodan.acs.syr.edu>
Source record: 236859

Hello World

I need some help with the translation table in Flash. I can't change the backspace key to a backspace, I'm getting ^h when I hit it. I know how to change regular keys, but the backspace and delete is killing me.
And I don't want to die just yet.

Also in Uniterm, is there a capture buffer than can be viewed with a click of the mouse like in flash?
Thanks.
Matthew

--
But I still like my ST... HP-48SX GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

3640. Sequencer program for ST

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 19:02:55 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <90334.130255MV010320@NDSUVM1.BITNET>
Source record: 236860

I have an old CZ 101 and a Yamaha Drum machine both of which are MIDI capable I have just recently purchased a 520ST and am wondering what is the best MIDI program for the buck. Some of the features I would like is on screen editing and the ability to compose,(being able to print tabliture is not really needed), play back at different speeds, and stuff like that. In other words a type of Musical word processor. I'm not really up on what's out there so what I'm asking for may not exist and if it doesn't I'd like to know about something that comes at least close.
Thanks,

Thomas

3641. Program to select res. at boot-up?

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 19:10:47 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <2061@mentor.cc.purdue.edu>
Source record: 236861

Is there a program that will allow me to select which resolution I
want to use when I boot my computer?

--

____
&y Burnett | burnett@mentor.cc.purdue.edu |

3642. Satellite prediction software

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 19:57:42 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <941.27565747@sleepy.bmd.trw.com>
Source record: 236862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for an email address for Scott Tilley who wrote NORAD. More precisely I'm looking for a copy of the March/April 1981 issue of Orbit Magazine which contains the equations for doing satellite postion predictions. I am planning on writing this for the St in C. Scott wrote NORAD in GFA Basic for which I don't have a manual to translate as well as not having all the equations I want. If anybody has Scott's address please email me. If you have the article let me know and I'll pay coping and shipping costs.

Thanks in advance.

Jim Harres jharres@doc.bmd.trw.com

3643. Hard disk controller cards (Question)

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 21:03:19 UTC
From: daniel@hexagon.se
Message-ID: <1786@hexagon.se>
Source record: 236863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[I got no replies when I asked this last time, but surely there are
a lot of people on the net who knows something about this?]

I'm looking for information about different brands of HD controllers for
a 1040 STfm. SCSI or MFM. Pointers to information are also welcome!

Replies by e-mail please. I'll summarize if I get some answers this time :-)

Yours,
Daniel

--
Daniel Deimert Fidonet 2:204/117.0
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

3644. Re: ST Transputer

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 21:12:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4e5299e0.20b6d@apollo.HP.COM>
Source record: 236864

In article <1990Nov30.120037.24132@warwick.ac.uk> csual@warwick.ac.uk (Jas) writes:
[...]
> Before I start though, I want to stress that this add-on DOES NOT yet exist,
>and may never do, it could just be vapourware but I'm going to pass it on
>anyway as it sounds pretty interesting. All this info comes from the Dec.1990
>issue of ST Format.
>
> Atari are supposedly working on an ST-based transputer workstation "at a
>price observers believe is simply astonishing". Full tech.spec. is a long way
>off, but it is likely to attach by the DMA socket and enable the ST to run at
>15-20 MIPS, compared to the ST's 1 MIPS.
> The price is supposed to be about 300-400 pounds, making it an incredibly
>attractive sounding graphics workstation.
> It is NOT just a rehashed ATW, it is a completely separate project.
> Andy Leaning of Silica (major U.K. ST dealers) is quoted as saying that the
>unit is "bobbing around on the horizon", but "nothing official".
>
> That's about the face of it - if you want to read it with a pinch of
>salt, that's probably a good idea, but it does sound VERY interesting. And
>they are talking about a summer 1991 release...

This isn't intended as a flame, but I'd swear I heard of a rumorware
ST transputer hang-on as long ago as 1987. I'm sure it can be done,
and perhaps someone in an Atari lab's even built them by the dozen,
but I take entire BLOCKS of salt when anyone suggests something from
Atari is "on the horizon". (The "event horizon" of a black hole,
perhaps... :) The TT has been "on the horizon" since '87, at least.
--
"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | The Apollo Systems Division of
stepping on ants..." -- Freelance Police | Hewlett-Packard

3645. USA TT Prices: Finally Here!

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 22:23:42 UTC
From: mjv@brownvm.brown.edu
Message-ID: <58127@brunix.UUCP>
Source record: 236865

[note: I posted this to world since Atari users seem interested in
what things cost in other countries.]

I just got this information from my local Atari dealer (gosh, I
actually have 2 of them!) from his new price list.

Atari TT (32MHz 68030,...we know the specs)
(These are Suggested Retail Price)
2megsRam/50megHD --- $2999.95
4megsRam/50megHD --- $3499.95
8megsRam/80megHD --- $4299.95

TT color monitor -- $549.95
(forgot to ask about the 2-page monitor)

Yes, the TT does include a 68882 (not 881) FPU !! Yeah!
Keyboard is included

My dealer said he could lower the price quite a bit and still
make a good profit. Expect street prices to be about 3/4 of MSRP.

For some comparison here are some Mac prices here at Brown (education
pricing)

MacIIsi (20MHz 68030, one slot,no fpu)
2/40HD --- $2,426.46
5/80HD --- $2,941.50

MacIIci (25MHz 68030, 3 slots, 68882)
1/nohd --- $3,776.22
4/80HD --- $4,232,43

Mac keyboard -- $152.07 (the one similar to the TT's)
Apple 13" RGB color monitor --- $664.89
(yes, there is another color monitor but this one is similar to
the TT's)

Of course, no word on release data. No prices on MegaSTe's.
Hope you find this interesting!

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

3646. RE: 1040ST and S/W for sale - UPDATE

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 23:02:12 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <942.27568284@sleepy.bmd.trw.com>
Source record: 236866
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Dungeon Master, Rogue, Silent Service, and TackleBox have all be spoken for. Still have the 1040 ST with socketed 68K and Personal Pascal ($400 and $20 respectively)

Jim Harres jharres@doc.bmd.trw.com

3647. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 23:27:22 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <5215@rex.cs.tulane.edu>
Source record: 236867

In article <568@organpipe.UUCP> dkoski@hercules.as.arizona.edu (David Koski) writes:
>In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

>>Get a Mac, not an IBM. IBMs are for corporate fascists, and besides,
>>Macs are better (ease of use, etc.) Apple isn't about to fade into the
>
>How about a NeXTstation?

>>
>>I'm getting a Mac IIsi if my parents can/will help me afford it
>>(although it's pretty cheap here with student discounts, $3000 is still
>>a lot of money) or a Spectre GCR if that's all I can afford.
>
>Well a NeXTstation is about $3000 with a student discount...
>Is any one else that currently has an ST thinking about a next? I am and
>I hope others are too.

Here, here! I've been looking at getting a new computer next fall, and
my #1 choice would definately be a NeXTstation! Nowadays, as a Computer
Engineering junior, I see that more and more I _NEED_ a powerful Unix
machine, and the NeXTstation is simply PERFECT. I have the same feelings for
the new NeXT machines as I did back when I had an Atari 800 and I first
heard the name 'ST'. I definately want to buy one before I graduate though,
because of the _HUGE_ student discounts available...

Don't get me wrong: I absolutely love my Mega... but I just hope that by
___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////////

3648. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-11-30 23:36:11 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <5216@rex.cs.tulane.edu>
Source record: 236868

In article <1990Nov30.153926.24198@ux1.cso.uiuc.edu> chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:
> have you actually tried to use one. My net conenction is through
>a more-or-less public access Next. Every once in a while I go in and do
>my stuff at the console (better than 1200 baud from home). The raw unix
>window is just fine, but doing anything with the GUI is s---l---o---w.
>fer example, it can take up to 1.5 minutes to get back to you, post
>login/password.
> try before you buy.

Are you talking about a NeXTstation or about an old NeXT cube? Comparing the NeXT cube vs the NeXTstation is like comparing Apple's Lisa vs the first Macintosh... one was very 'experimental', and the other is more 'streamlined'. And both sets were done by Steve Jobs (he's definately got a talent for going back to get things right!).

BTW, it's very different using a Unix computer that is overtasked with lots of other people using it and using one all by yourself...

___ / _____ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu _____
/ ak662@cleveland.freenet.edu ////////////////////////////

3649. gnu c 1.37

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 00:59:47 UTC
From: wchow@world.std.com
Message-ID: <1990Dec1.005947.18460@world.std.com>
Source record: 236869

not sure if i should have post this message to entire net, but here
goes...

what are the minimum files that i would need to get gnu c 1.37
up and running? i am looking at the archives at terminator.cc.umich.edu
so can anyone recommend the files that are needed or that one file
that has all the directions?

thanks

.

3650. Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 01:12:19 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <obJkBny00Uh7E4o1Qt@andrew.cmu.edu>
Source record: 236870

Hey wait a minute! Here we go again with someone trying to tell other net posters what they can and cannot discuss on an open bboard... I mean, come on, lighten up.

There *ARE* some things that have no business being mentioned on this bboard, but other computers (vis-a-vis Ataris) should be a "sanctioned" topic. After all, comparisons between computer systems are quite relevant. A feature that proves to be highly successful on one may very well show up on others.

For my $0.02, here's my opinions on a few non-Atari systems:

Amigas: cool, but pricey, and they could "disappear" like Ataris these days...
Macs: cool, although still pricey even after reductions. However, I *KNOW* Apple will be around for quite a while... I want my customer support!
NExts: veddy veddy cool, veddy pricey, and totally nonstandard. An experiment.
IBMs: clunky and not very user-friendly. However, they *ARE* expandable.
Timex-Sinclair 1000s: make good doorstops
...etc. *AND THESE ARE RELEVANT, FOLKS* (Well, sorta.)

If Atari *FINALLY* comes out with the TT (I have yet to see one for sale), and it costs <$2000 (actually, I'd like even less, but...) and if it's accepted, and if Atari gets its marketing/support act together, then all I will talk about is Ataris. Their recent marketing waffles leave me wanting, however.

|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad
quote: "The truth hits everybody" ---The Police, 1978
stupid disclaimer: My opinions are dictated to me by a 23 year old telepathic Chilean aardvark living in my closet.

3651. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 01:17:51 UTC
From: seitz@netcom.UUCP
Message-ID: <17809@netcom.UUCP>
Source record: 236871

True, support for the ST seems to be weakening. I've often thought about buying another comptuter. But after I think it through, I never do.

Recently, Bill Gates, in defending the PC versus NeXT and Mac, said "What is there that you can do on those machines that can't be done on the PC." I think the same (almost) applies to the ST. I can't think of anything that can be done on the PC, or Mac that you can't do on the ST.

In my case, my major uses of my ST are 1) terminal emulation, 2) word processing, 3) hobbyist programming, mostly in C and Pascal. I have yet to be convinced that a Mac or PC can do these so much better than the ST as to make it worth the hassle and expense of selling my ST, and buying, installing, and learning new software. Nor have I seen any thing new that the PC or Mac can do that would make it worthwhile.

If I were buying a new computer, it probably would not be an ST. But since I own one now, I think my time and effort are best spent supporting and enhancing it, rather than buy something new.

Matt Seitz
netcom!seitz
seitz@netcom.UUCP

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

3652. New at atari.archive ===>Stitchmeister Demo

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 01:26:18 UTC
From: billm@CSUFresno.EDU
Message-ID: <1990Dec1.012618.14418@CSUFresno.EDU>
Source record: 236872
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have just sent Stitchmeister Demo to atari.archive.
Stitchmeister is color program for creating patterns for
counted-crosstitch out of 16 color neochrome images. This allows the
happy stichmeister user to digitize photos of things like family members
roses, etc. in color or 16 grey levels (which tends to work best), and
then print them out as a pattern for counted cross-stitch. (those
little stitched homesweet home, etc. signs that look so homey)
This allows for interesting photorealistic decorations.
Stitchmeister demo has a few shortfalls, such as no error traps, and I
think a couple of other bugs. Stitchmeister Demo may be distributed
freely, so long as it is not put to commercial use.

Be seeing you...
-Bill Mills
.

--
=-=-=-

3653. Atari ST CD-ROM - what format is this beast? Is there a standard?

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 03:07:38 UTC
From: phoenix@ms.uky.edu
Message-ID: <16466@s.ms.uky.edu>
Source record: 236873

[]
Hi. I've got a friend who has a CD-ROM disk that he knows was
used in a CD-ROM player attached to an Atari 1040ST. My question:
is there a standard format for such things? He doesn't have an Atari
but has an interest in reading this CD-ROM disk and others of the same
series. He would like to get an Intel box reading it, as he can get
the type of CD-ROM player used on PCs for very cheaply.
We can't ask a dealer, as there isn't one left in the state. (The
last one went bankrupt about six months ago; local Atari ST owners
tell me that they now must drive to Columbus, which is about four
hours away.) So if someone who knows about this could mail me information,
on Atari ST CD-ROM disk format, I'd really appreciate it.
Thanks a lot in advance. Oh, note: I've set the Followup-To tag
to post directly to my mailbox.
- R'ykandar.
--
R'ykandar Korra'ti | Editor, LOW ORBIT Science and Fiction
"I hate you, you timepiece from Hades." - Plucky Duck
phoenix@ms.uky.edu | editor@lorbit.UUCP | ukma!lorbit!editor

3654. Re: Program to select res. at boot-up?

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 03:46:44 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750096@hpsad.HP.COM>
Source record: 236874

In comp.sys.atari.st, burnett@mentor.cc.purdue.edu (Andy Burnett) writes:
> Is there a program that will allow me to select which resolution I
>want to use when I boot my computer?

I suggest you try SUPERBOOT. It does what you want and much more. I downloaded it from GEnie a few years ago and liked it so much I've downloaded every update as soon as they've become available. I currently using (I think) version 6.x.

-Bob

3655. Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 03:58:32 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1990Dec1.035832.24062@ccu.umanitoba.ca>
Source record: 236875

Greetings,

I ordered a 1040e from MicroTyme (Kettering, Ohio). That was back on Sept. 26th. I call them about once a week to get updates on the status of my order (it's their money -- it's an 800 number).

According to them, they have been waiting all this time for a shipment of 1040e's from Atari. Everytime I call they give me a date when they should arrive and everytime I call back on that date they say Atari has delayed the shipping date again.

This is starting (as if it isn't already) to turn into an absolutely ridiculous situation!! Is Atari actually this negligent when it comes to supplying their dealers with products? Maybe this explains why sales for 1040e's are so poor -- nobody can get them from Atari.

Or, is there something I don't know about the mail order company (MicroTyme) that I should know.....

Anybody out there having any similar problems with Atari? I would appreciate any comments on this. Maybe one of those Atari guys who read this board could explain their distribution problems.

--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

3656. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 04:01:10 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec1.040110.8734@math.lsa.umich.edu>
Source record: 236876

In article <5216@rex.cs.tulane.edu> dejesus@bourbon.ee.tulane.edu (Francisco X DeJesus) writes:
>Macintosh... one was very 'experimental', and the other is more 'streamlined'.
>And both sets were done by Steve Jobs (he's definately got a talent for going
>back to get things right!).

Heh - what he's *definitely* got a talent for is getting things *wrong*, the first N tries...

> BTW, it's very different using a Unix computer that is overtasked with
>lots of other people using it and using one all by yourself...

Yes, but none of this is relevant to a discussion about a computer that is overtasked just with its own windowing system...

It would be kind of nice if these folks would use Better Software as the solution to their performance problems, instead of always relying on Faster Hardware. (Obviously the ideal situation is to have optimal software running on the fastest hardware, but you ain't gonna get that from NeXT...)

--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

3657. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 06:14:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec01.061400.25535@ecst.csuchico.edu>
Source record: 236877

umochock@ccu.umanitoba.ca (Russell Ochocki) writes:

- This is starting (as if it isn't already) to turn into an absolutely
- ridiculous situation!! Is Atari actually this negligent when it
- comes to supplying their dealers with products? Maybe this explains
- why sales for 1040e's are so poor -- nobody can get them from Atari.
^^^^^^
Because MicroTyme doesn't ship an STe to you doesn't mean that
dealers are having trouble getting STe's from Atari.

- Or, is there something I don't know about the mail order company
- (MicroTyme) that I should know.....

I don't recall ever hearing about any serious problems when dealing
with MicroTyme, but I suggest you flex some more muscle and find out
why you're not getting your STe. Or, cancel your order with them and
buy from a real dealer.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3658. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 07:11:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec01.071140.10836@chinet.chi.il.us>
Source record: 236878

In article <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Golly........!
>
>Where are all the Atari Cheerleaders....????
>
>Where are all the diehard Atari Apologists....????
>
>Where are all the Atari Ostriches who still believe that if we "wait until
>COMDEX" everthing will be just fine...????
>
etc.

You rang? Maybe it's because the Mega E is so nearly the machine I thought Atari should have introduced as a cash cow about 10 months ago, to me it looks good. An ST (well, an STE, but who's paying attention to that) running at 16 MHz all the way through on a 68000. Low risk engineering with performance that matches (or slightly beats) the 16-20 MHz 386SX clones that are now 'utility' PCs. It'll be nice if someone puts something useful on VME boards at a hobbyist price, but I can live without it. The new GDOS could be a big improvement if it sees the light of day; seems I've read the same thing about imaging models for PCs and MACs in the last year (True Type, anyone?). The Atari Advantage program, which looked like a neat way to make bitter enemies (start people out on low-end non-upgradable machines while your main product line is a lot better than that) seems to have died.

Meanwhile, Atari still has a better manufacturer repair program than IBM or Apple (what, you want me to compare them with Dell?), and they're trying to help developers where they can.

Seems to me that a year ago there were no STs to be had in the US, and there was a great deal of doubt that TOS could handle large amounts of hard disk. Stacy was a nasty joke. The TT wasn't even a well-defined rumor. The STE wasn't even a rumor. So how's Atari doing compared to that?

What is catastrophic is the situation of Atari dealers. There's no prospect that the people who went out of business getting tortured a little more every week are ever going to be made whole. But that isn't the whole story of Atari STs. The stuff above is part of the story too.

Steve J.

3659. Re: ST Transputer

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 08:54:53 UTC
From: buggs@cup.portal.com
Message-ID: <36421@cup.portal.com>
Source record: 236879

Didn' Kuma have several versions of tranputer cards MANY years ago?

Ed June

3660. Uniterm Auto-dial loop advise

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 09:22:15 UTC
From: pv@polari.UUCP
Message-ID: <2819@polari.UUCP>
Source record: 236880

This is the explanation of the Uniterm auto-dial loop problem and suggestions
as to what to do.

The real problem here is a small bug in the auto-dialer menu, specificly the
redial number entry. Do not enter "0" as the re-dial number. Any other number
is fine. Repeated Cntrl-c commands will eventually get you out of the re-dial
loop, but in the event of using the forbidden 0, you might have to just hold it
down until you get out. If you enter a lot of redial times and want to get out,
you have to press or hold Cntrl-c for the number of times you asked it to dial.
In 2.0e, Fail1 and Fail2 are not implemented, but are placed there for future
development. All the other entries work and may cause problems if you leave
them blank.
These are the entries I use:
Prefix:ATDT Suffix:Cr (actually you press Cntrl-m here)
Hangup:+++%w(20)ATH0Cr (again Cr means enter Cntrl-m here)
Retries:1 (or whatever, never 0)
Connect Message:CONNECT Timeout:40
Fail1: Fail2:

Note: when you press the Cntrl-m while the cursor is on the menu entry, you willget a small
"Cr" which stands for the Atari ST Carriage Return and means you've
entered a control character. Whenever Uniterm sees this, it will put a carriage return at
the end of the line and execute it.
-PV-

3661. Re: Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 09:27:44 UTC
From: pv@polari.UUCP
Message-ID: <2820@polari.UUCP>
Source record: 236881

```
> I am looking for a grammatic checker for the atari ST.
>Something like Grammatik IV from Reference Software for the
>IBM PC would be great. Is there anything similar available for
>the ST?
>
> I am using First Word Plus for my writing and am quite
>happy with it, except for the missing thesaurus and grammatic
>checker. Any suggestions and comments are welcome. Please reply
>by e-mail. Thanks.
>

I have heard there is something called Gramslam. I've not been able to locate
it. Would appreciate anyone else passing on what they know.
-PV-
/+=+=+=
```

3662. Re: STart classics are a rip-off..

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 10:36:37 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Dec1103637@zappa.FtCollins.NCR.com>
Source record: 236882

Perry Penderson writes:
> < some stuff about STart classic programs deleted >
>
> I find this a load of horse kapooey. A disk subscription
> costs around $80 per year. As I have been a faithful STart
> subscriber for about four years now, my faithfulness has now been met
> by selling me software that I already own-- and last month's "STart
> classic" was a program that I never used when I recieved it the fist
> time. I feel that STart is ripping me off with this deal, and I plan
> to write a letter of complaint to the magazine-- what good that will
> do me. I'd be curious to hear if anyone else has similar feelings as
> my own.

I've been a long time STart subscriber, as well, and I think the STart Classic programs are kind of bogus too. I'd wager a fair percentage of those 'new' subscribers from ST-Log already had STart subs. and the new subscribers from Analog don't care what's on the disk, cuz they're 8-bitters!

But, on the plus side, they're moving to double sided format next issue. This will effectively double the amount of software they're able to include with each issue. So that'll be an improvement in the amount stuff they'll be putting on each issue.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

3663. Re: Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 14:54:11 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec1.145411.22579@terminator.cc.umich.edu>
Source record: 236883

In article <2820@polari.UUCP> pv@polari.UUCP (Paul Varn) writes:
>> I am looking for a grammatic checker for the atari ST.
>>Something like Grammatik IV from Reference Software for the
>>IBM PC would be great. Is there anything similar available for
>>the ST?
>
>I have heard there is something called Gramslam. I've not been able to locate
>it. Would appreciate anyone else passing on what they know.
>-PV-
> /+=+=+=

3664. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 16:33:39 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <12088@milton.u.washington.edu>
Source record: 236884

In article <1990Dec01.071140.10836@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>In article <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Golly........!
>>
>What is catastrophic is the situation of Atari dealers. There's no prospect
>week are ever going to be made whole. But that isn't the whole story of
>Atari STs. The stuff above is part of the story too.
>
> Steve J.

Both of my once exclusive ATARI dealers are now selling
Amigas and clones...

"we have been forced to..." as they say.
Both dealers complain heavily about ATARI as a company...
doesn't make the consumer too excited about buying into it.

Also, they say they are having a hard time justifying why
people should buy an ATARI over a mac, or a clone given the
prices these days.

I always remind myself, with all my "gripin' " , that my ST
can still do what it always has done. TEMPUS is still great.

-kevin

3665. Re: Uniterm Auto-dial loop advise

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 18:36:27 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Dec1.183627.6153@cs.utk.edu>
Source record: 236885

I found that this hangup message works faster (at least with a Hayes-compatible):

Hangup: +++%get('OK\r\n',3)ATH<ctrl><m>

I just leave other fields blank (except for prefix and suffix, of course).

-andrew krzywdzinski (andrew@cs.utk.edu)

3666. CONS-FIX??

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 19:10:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec01.191015.29164@ecst.csuchico.edu>
Source record: 236897

Can someone tell me what this program fixes (the docs are in German)?
I got it from atari.archive and Todd Miller's description says that
it fixes some problems with Quick ST and Turbo ST when they're used
with Gemini and Rufus.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3667. PCditto problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 20:34:53 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <6054@uqcspe.cs.uq.oz.au>
Source record: 236886

Can anyone help me with the following problem?
I have a Megafile 20 H/disk, 1040ST, tos 1.0 :-(
I also have PCditto2, and it has worked well for about 6 months.
Then I decided to clean up my H/disk, so I backed it up (2 partitions:
C=14K, D=6K; D contained all the PC stuff). Then I applied DLII, but it
munged the hard disk.
So I reformatted, using atari's HDX. Then I restored everything to the
H/disk. BUT Pcditto2 was unable to read any drives. The mesages from pcd2
looked OK, but when it tried to access disc D it couldn't read it. likewise
for C : and A:.
Then I thought I'd try to use the old software emulator, PcDitto1, and
exactly the same result occurred.
At one point, PCD2 said there was no vol label on disk D.
Does anyone have any clues about what to do? I've tried dropping the
keyboard, and also reseating chips - no good!
Is there some way to write a label onto the partition? Or is that not the
real bug? HH-EE-LL-PP!!

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 377 2908
JUNET: marshall@batserver.cs.uq.oz.au || fax: +61 7 371 0783
****
"If you want to make god laugh, show him your plans"
Woody Allen
****
PCD2, at one point, said that there was no volume lable on disk D.

3668. .tny pictures

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 22:14:46 UTC
From: burnett@mentor.cc.purdue.edu
Message-ID: <2129@mentor.cc.purdue.edu>
Source record: 236891

Can someone tell me what a .tny picture file is (i.e. how it is different from a .gif file).

Where can I find .tny files?

--

____
&y Burnett | burnett@mentor.cc.purdue.edu |

3669. PK fonts (size 12)

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 22:23:22 UTC
From: <>
Message-ID: <1990Dec1.222322.9217@cs.utk.edu>
Source record: 236896

I can't seem to be able to find some PK fonts for showdvi, namely the
size 12 fonts.
The ones I need (and don't have) are (at least) cmti12, cmmi12, cmr12,
with resolutions 80, 96, 105, 115, etc. Does somebody have those, or can
somebody point me to a place where they can be found ?

Please let me know through e-mail. Thanks,

-andrew krzywdzinski (andrew@cs.utk.edu)

3670. Re: ST Transputer

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 22:37:52 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec1.223752.22598@murdoch.acc.Virginia.EDU>
Source record: 236893

In article <4e5299e0.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:

>This isn't intended as a flame, but I'd swear I heard of a rumorware >ST transputer hang-on as long ago as 1987.

Kuma brought out such a gadget, and there were various magazine reviews about it and netters who discussed it. That's a bit more than a rumor. Probably didn't sell that many, though, as the Transputer isn't that impressive, IMHO.

3671. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-01 22:41:11 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec1.224111.22795@murdoch.acc.Virginia.EDU>
Source record: 236899

In article <obJkBny00Uh7E4o1Qt@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>Hey wait a minute! Here we go again with someone trying to tell other
>net posters what they can and cannot discuss on an open bboard... I
>mean, come on, lighten up.

I'm not telling you what to do. I'm just saying that I've seen lots of flamewars in the past, and I haven't seen much of anything productive out of them. Stick around for a few years and see if you agree with me. Or go take a look in the Amiga and NeXT groups if you'd like to see a real live flamewar in action. When 80% of the postings are about something most people aren't interested in, the group dies for a while.

If I want to learn about other machines, I read their group or I go see one in person.

3672. Portfolio <=> ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 00:09:38 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec2.000938.10414@cs.dal.ca>
Source record: 236895

Has anyone figured out how to transfer files between a Portfolio and an Atari ST with the parallel interface? I've tried running FT.COM from PCditto 1, but cannot establish a connection.

Seems weird that I can transfer to an IBM machine, but not an Atari machine!

--

William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3673. Re: .tny pictures

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 00:21:10 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec02.002110.732@ecst.csuchico.edu>
Source record: 236894

burnett@mentor.cc.purdue.edu (Andy Burnett) writes:

- Can someone tell me what a .tny picture file is (i.e. how it is
- different from a .gif file).

A .TNY file is a compressed Degas or Neochrome picture.

- Where can I find .tny files?

Usually anywhere. Atari.archive may have a few. They are only
16 colors, so they're not as popular as Spectrum 512 pics.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3674. STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 01:10:38 UTC
From: dh@tardis.cs.ed.ac.uk
Message-ID: <sent.Sun.Dec..2.01
Source record: 236887

A response from Atari on this one please!

Here in Europe, Atari are now shipping some STE's with soldered in RAM.
Forgive me if i'm wrong, but was one of the plus points of the STE not the
easy memory upgrades using SIMM's?

I reckon Atari are peeved that people are buying 520STE's and pluggin in
extra SIMM modules. Atari would rather people buy the 1040STE.
However, there is no difference between the 520STE and 1040STE apart from
the larger memory...so why splash out extra dosh for a 1040STE?

I reckon Atari have dug themselves into this hole. The basci hardware of
all their machines is the same...face it...there is absolutely no
reason to buy a 1040STE.

But why do Ataari have to go and spoil it and solder in ram. It's going
to confuse memory upgrading even more.

On a different note, I've just bought the new SIMM Ram board for my normal ST
from Evesham Micros here in the UK. It costs 89 UK pounds wheen it commes with
2x256K simm's which upgrades a 520ST to 1Mb of ram.
This allows me the easy-upgradeability of the STE range (hah!).
I can currently get 1Mb simm's for 30 pounds....s to upgrade my ST to
4Mb would cost me 120 pounds in the future.

Hmm..why would a Mega 4ST cost me hundreds more <grin>
Time for some price reductions Atari!

Rich

3675. arc 602 (was Hackman II)

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 01:58:32 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Dec2.015832.10177@hub.cs.jmu.edu>
Source record: 236898

>I don't know what all this fuss about 'broken' versions of hacman II
>is all about. I did a zoo x hacman2.zoo and got everything in the same
>directory. Tried to run it, realized that there were subdirectories
>involved, and deleted each file, and did a zoo x.// (or whatever it is) and
>it extracted with subdirectories.

What's wrong with arc 602? It is so automatic it isn't even funny.
It will create the needed subdirectories "anchored" in the current
directory without any extra commands, just: "arc x arcname",
quite a far call from zoo, and it's archives are more compact than
zoo's too from the tests that I've done. I especially like the
fact that arc is compatible in the DOS and Mac environments too
since I have a consulting job which uses these. Anyone interested
can find it at atari.archive.umich.edu under the atari/utilities/archivers
directory. I highly recommend it.

JT
internet:
help_jt@vax1.acs.jmu.edu or
bayers@hub.cs.jmu.edu

3676. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 02:42:06 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <UbK6byG00WBLA2frdX@andrew.cmu.edu>
Source record: 236888

I have done extensive business with MicroTyme, and have *never* had a
problem with them. Except that I got the British version of Populous,
and the mail-in warranty card had an address in England printed on it...
big deal. :-)

However, I would *NOT* ever mail order anything as expensive and fragile
as a computer. I wanna go home with the thing under my arm, with a full
receipt and everything. Of course, this requires a local computer
(Atari) dealer.
It's just another example proving how f**ked up Atari is lately.

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad
quote: "The truth hits everybody" ---The Police, 1978
stupid disclaimer: My opinions are dictated to me by a 23 year old
telepathic Chilean aardvark living in my closet.

3677. Re: dungeon master editor

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 04:34:22 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340042@hpfcso.HP.COM>
Source record: 236809

I second Bob's motion. Isn't there a "for-sale" DM editor out there already?
In factI think EABCO sells it. In any case, I'd like to see yours.
Shareware or whatever.

Regards
Ray Depew
HP ICBD -- IC's by Bill & Dave
rrd@hpfitst1.hp.com

3678. Re: Just Gripin'

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 05:18:13 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec02.051813.2131@ecst.csuchico.edu>
Source record: 236889

thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:

- For one thing, everybody complains that support from atari is
- terrible and dealers can't seem to get anywhere with atari. Perhaps
- these "dealers" are the kinds that have one or two ataris in the far
- corner. IB Computers is atari only, they do big volume, and atari
- seems to grant them their every wish. If these other struggling
- dealers would try to stock enough inventory to make it worth atari's
- while to support them, the support would be there.
-
- All I know is that at this particular dealership (there is another
- IB store in Portland, OR which I have never been to) I get great
- service, lots of selection, and pleasant discussion about the world
- of atari computers.

This is the same in the San Francisco Bay Area. I hear good things from Houston. I also hear of great Atari support in South Carolina from Sheldon Winick's Computer Studio dealership. He has MS-DOSers come in his store wishing they had support in the area like the ST does. From what I understand, he has walls of software and all hardware on display. Some dealers, like the one I frequent in the Bay Area, won't display (but will order on request) Atari's 44meg removable which a lot of customers don't have the interest in or the cash for.

A lot of the stuff I buy from SF is at or below mail order cost. This is because I support him. I give him copies of the latest European demos, share rumors with him, and buy stuff from him. There are at least 3 more dealers within an hour of him, not to mention a few MIDI stores which sell Atari products. If you support your dealer, he will support you. For some, this seems hard to believe, but it works with very little effort.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3679. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 05:28:13 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Dec2.052813.9937@onion.pdx.com>
Source record: 236890

In article <5299@feldspar23.UUCP> dalessio@motcid.UUCP (Mario D'Alessio) writes:
>How can I connect a Microsoft compatible SERIAL mouse
>to my ST?
>
>There has been a lot of talk about MS mouses, but they
>seemed to be about the bus mouse. I have a MS compatible
>serial mouse and would like to use this one. I don't
>mind cutting the cable if I have to.

There's ******* NO DIFFERENCE ******* between the Microsoft Bus and serial mice. The mice are identical. You can take a serial mouse, and plug it into a PC bus card with no problems at all. (I have done this, and vice versa)

I've posted the directions on how to do this several times. Is there a FAQ for this group? If so, then maybe it can be stuck in there, or uploaded to the Atari archive.

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

3680. Archivers

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 05:47:26 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10576@helios.TAMU.EDU>
Source record: 236802

I'm looking for a good archiver that has ARC, LZH, ZOO, and ZIP formats.
A TAR decoder for the ST would also be nice.

I have an ARC, and LZH decorder, but I am looking for a ZOO, ZIP, and
TAR decoder. Please tell me what you have had luck with.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

3681. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 08:00:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec02.080049.3006@ecst.csuchico.edu>
Source record: 236801

```
- I'm looking for a good archiver that has ARC, LZH, ZOO, and ZIP
- formats. A TAR decoder for the ST would also be nice.
-
- I have an ARC, and LZH decorder, but I am looking for a ZOO, ZIP,
- and TAR decoder. Please tell me what you have had luck with.
```

I have DC Xtract 2.0 from Double Click Software and it's pretty good. It's the only archiver for the ST that ZIPs files (there are others that unZIP). It also has ARC, LZH, and ZOO, although as I discovered tonight with HacMan II, the extract ZOO function doesn't extract to directories, even though I had the create directories set to yes. It doesn't have TAR built-in however. You may be able to work something out with ARCGSH 3.2; I'm not too fluent with TAR or ARCGSH though.


```
--
Ed Krimen .............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

3682. Re: ST Transputer

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 13:35:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec2.133505.2888@actrix.gen.nz>
Source record: 236812

In article <1990Nov30.120037.24132@warwick.ac.uk> csual@warwick.ac.uk (Jas) writes:
>
> I recently posted an article regarding a proposed transputer add-on for the
> ST, and asked if anyone wanted further details. Enough people have replied for
> me to post the rest, so here it is.
> Before I start though, I want to stress that this add-on DOES NOT yet exist,
> and may never do, it could just be vapourware but I'm going to pass it on
> anyway as it sounds pretty interesting. All this info comes from the Dec.1990
> issue of ST Format.
>
> Atari are supposedly working on an ST-based transputer workstation "at a
> price observers believe is simply astonishing". Full tech.spec. is a long way
> off, but it is likely to attach by the DMA socket and enable the ST to run at
> 15-20 MIPS, compared to the ST's 1 MIPS.
> The price is supposed to be about 300-400 pounds, making it an incredibly
> attractive sounding graphics workstation.
> It is NOT just a rehashed ATW, it is a completely separate project.
> Andy Leaning of Silica (major U.K. ST dealers) is quoted as saying that the
> unit is "bobbing around on the horizon", but "nothing official".
>
> That's about the face of it - if you want to read it with a pinch of
> salt, that's probably a good idea, but it does sound VERY interesting. And
> they are talking about a summer 1991 release...
This was done some time back by a company called Triangle if i
remember, and you could add extra Inmos T800, to get more mips
but you still get the limmited ST's screen resolutions, if it was
worth while the othere add on would still be here, i do have a Magazine
with the Triangle unit in, plus i think a review, will post if wanted..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3683. Neodesk, my fault not its.

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 13:39:52 UTC
From: lhf@ukc.ac.uk
Message-ID: <3339@gos.ukc.ac.uk>
Source record: 236900

> Basically, when I booted up (and startgem Neodesk), any attempt at
>launching a program resulted in it being listed.

A fair few people expressed an interest in an answer to this 'problem'.
Thanks to 'Bob The Schulze' for telling me what was happening.

Something I forgot to mention in the original article, was the fact
that at the time, my left mouse button had failed (as per Atari mouse usual).
I resorted to using the ALT alternatives. It seems that Neodesk has a feature
to list any filename, and guess how you do it? Yep, by pressing ALT. So the
only way of launching a program is with the mouse (which is okay, as long as
the mouse is working).

I should have read the manual more closely. I still think Neodesk is
wonderful, and I expect to be upgrading to v3 very soon.

Lee.

--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

3684. Re: Program to select res. at boot-up?

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 13:44:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec2.134450.2992@actrix.gen.nz>
Source record: 236806

In article <2061@mentor.cc.purdue.edu> burnett@mentor.cc.purdue.edu
(Andy Burnett) writes:
>
> Is there a program that will allow me to select which resolution I
> want to use when I boot my computer?
>
>
>
> --
> ____
> &y Burnett | burnett@mentor.cc.purdue.edu |
> ---
****
Yes just Save the Desktop from the drop down menu, the next time
you boot up, it will be in that resolution that was saved
Note: You must select the resolution before you save it..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3685. Mono screen, 520 vs. Mega-2

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 15:41:27 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec2.154127.23475@cs.dal.ca>
Source record: 236892

I recently bought a Mega-2 (via good old UseNet) and find when I
install it the screen display on my SM124 monochrome monitor is
appreciably smaller than the display I had with my 520. I've seen
reference on the net to complaints about the black borders, but I never
appreciated what the noise was all about, so I didn't pay careful
attention. If someone can enlighten me on the cause and any possible
fixes (I recall mention of a program called bigscreen or somthing like
that), it would be appreciated.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3686. Re: .tny pictures (What they are)

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 17:15:06 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec2.171506.4948@wam.umd.edu>
Source record: 236805

In article <1990Dec02.002110.732@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>burnett@mentor.cc.purdue.edu (Andy Burnett) writes:
>
>- Can someone tell me what a .tny picture file is (i.e. how it is
>- different from a .gif file).
>
>A .TNY file is a compressed Degas or Neochrome picture.

Not precisely, although the .TNY format is, like Degas and Neo, specific to the ST. The Tiny format was invented by David Mumper several years ago. The compression algorithm is especially suited to the interleaved bitplanes of the ST's screen memory, so Tiny format pictures are much smaller than their uncompressed and Degas-compressed counterparts.

For a detailed description of the Tiny format, consult the Picture Formats List, posted here periodically and archived at atari.archive.umich.edu in atari/graphics/picfmts.doc.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3687. Re: Neodesk, my fault not its.

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 17:20:18 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <39849@ucbvax.BERKELEY.EDU>
Source record: 236810

I lost the thread on how to format your
hard drive so you can get it to be recognized by a Mac
and Spectre 128. My only hope of getting any files to
D my computer is by transferring using a hard drive, so I
erased a 60 meg disk and when formatted on a Mac it
won't read on the spectre and vice versa. Is there a
foolproof way of getting It to read and write on both?
D I don't even care if there is no TOS partition on the
disk. Does it matter which atari formatting/partitoning
software one uses on the atari end (ICD, supra)? My
chance to use the CD rom at work is going to evaporate
D replies through e-mail. I have access to most formatting
software on the Mac so if there is a fairly bulletproof method
I'd like to hear about it.
soon so if there is a fairly bulletproof method I'd like to know
about it.

Emerson@stat.berkeley.edu

D

3688. HacMan II: A Lesson on Archivng Subdirectories (Results)

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 17:37:54 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec2.173754.5805@wam.umd.edu>
Source record: 236811

In article <1990Dec2.015832.10177@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:
>What's wrong with arc 602? It is so automatic it isn't even funny.
>It will create the needed subdirectories "anchored" in the current
>directory without any extra commands, just: "arc x arcname",
>quite a far call from zoo, and it's archives are more compact than
>zoo's too from the tests that I've done.

Well, I was afraid that most people would have old versions of ARC that could not unpack archives made with arc 602. I spent about 5 hours trying to find the best way to archive the game (remember, it's 700K+ of data and it must be unpackable on single-sided drive systems with 1 meg), and came up with the following: I took the data and made two .LZH files (one for disk1 and one for disk2), then converted them to self-extracting LZH archives. (Thanks to Todd Miller for that suggestion.) Then I archived those two self-extracting archives into an LZH file, along with a short doc file explaining that DISK1.TOS and DISK2.TOS are in fact self-extracting.

I think this is probably the best approach because:

a) It's very hard to mess up the unpacking. (In particular, no problems are caused by the desktop upper-casing all the command line args.)
b) It works on a single-sided drive (i.e., no hard drive) machine with a 600K RAMdisk.
c) LZH compresses far better than ZOO or ARC (at least the versions I have). The .ZOO file was 335K while the .LZH file is only 255K. The ARC file was over 300K too.
d) LZH files unpack faster than ARC and ZOO files.
e) You don't even need an .LZH unpacker that knows about subdirectories, since the subdir archives are self-extracting. Even the most primitive LZH unpacker should be suitable.

You can get all the tools you need to do this from atari.archive.umich.edu. The Lharc and SFX (self-extracting archive) utilities are all in atari/archivers. (SFX is by Stefan Gross and is really great -- try it!)

Hope this saves others some work...

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3689. 1040Ste's almost ALL GONE

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 18:59:54 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Dec2.185954.2847@daffy.cs.wisc.edu>
Source record: 236813

Hello Everyone!

Well it looks like I have just a few remaining 1040STe's left. So, this
is the LAST CALL, once there gone, there gone FOREVER! These are brand new,
never opened out of the box.

These 1040STe's are going for 500 bucks a piece. Thats el cheapo!
If you want one, tell me where to ship it, C.O.D. and you can have a
machine that is easily expandable SIMM memory, stereo sound, 4096 colors!
What an XMAS present, plus you can help me get my money back so I can
pay for school next semester!!!!

I must admit TOO, they are ticking my roomate off since its kinda hard
to store all this shit in my dorm! Its not so bad anymore though, thanks for
those who have bought them, before....!!! :)

Well....must go! Talk to you later.

Greg Carter |Apple: "We make em at 120 bucks a pop
University Wisconsin - Madison | so you can buy at 50000%
608-264-3622 | markup!" - John Scummey
"Intel SUCKS", 386's can't even add!! |"AFTER ALL WE INVENTED THE WINDOW!!!"

3690. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 19:36:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36461@cup.portal.com>
Source record: 236816

Michel Paul Greelish mentions:
>If Atari *FINALLY* comes out with the TT (I have yet to see one for
>sale), and it costs <$2000 (actually, I'd like even less, but...) ...

After promises from Atari of the TT being available for sale to coincide
with COMDEX, the new word is "after the first of the year"...

Is this Deja Vu, or is there an echo in here..?

BobR

3691. Re: Space Ace Booting Problems (was Re: HacMan II...)

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 20:20:57 UTC
From: jvance@ics.uci.edu
Message-ID: <27596229.26731@ics.uci.edu>
Source record: 236815

In article <2754A4E7.5842@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
> By the way, what are people's experience with Space Ace? I just
>got a brand new floppy that seems to work great on everything I have,
>except of course on my friends Space Ace game. Two of my friends can
>boot it, but nobody else seems to be able to. What do I do about it?

I my GTS-100 drive wouldn't boot Space Ace at all, so I figured it was the drive. When I got a second DS drive (a SF314), I still got stuck on the second disk in Space Ace. The disk just wouldn't boot.
Now I can't tell if it's the drive's or the copy protection or both.

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

3692. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 20:56:36 UTC
From: mboen@nixdorf.de
Message-ID: <mboen.660171396@peun33>
Source record: 236835

In <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Golly........!
>
>Where are all the Atari Cheerleaders....????
>
>Where are all the diehard Atari Apologists....????
>
>Where are all the Atari Ostriches who still believe that if we "wait until
>COMDEX" everthing will be just fine...????
>
>Why don't you jump all over the folks who have been expressing concerns over
>"real life" experiences with trying to deal with Atari Corp's non-interest
>in our marketplace...????
>
>I dunno... seems like the "faithful" are slipping...
>
>BobR

Seems to me, nobody gives a damn about this kind of discussions any more.
They've happened too often to care about. They don't add anything new to
anyone's base of knowledge, they're not thrilling, they just bore people to
death.

Probably most of the people posting in support of Atari in the last couple
of flareups of this subject have kill files that work on article contents,
so whenever some article predicts imminent death of Atari Corp, they don't
even see it. You could try posting in Esperanto to get past these :-).

The point is - nobody cares if Atari dies or is bought by Commodore or
builds NeXTstations in agreement with Jobs or what. People here just have
gotten tired of it. I have too, so this is it. Luckily I'm using the nn
news reader so I can skip anything with suspicious Subject: lines.

Bye bye, gripers.
Martin
Disclaimer: This opinion is mine. If anyone wants it, make me an offer.

--
Email: in the USA -> mboening.pad@nixdorf.com
outside USA -> mboening.pad@nixdorf.de
Paper Mail: Martin Boening, Nixdorf Computer AG, SNI STO SI 355,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 146155)

3693. Re: Just Gripin'

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 21:05:39 UTC
From: pietrzak@fox.CES.CWRU.Edu
Message-ID: <1990Dec2.210539.22438@usenet.ins.cwru.edu>
Source record: 236803

In article <1990Dec02.051813.2131@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>
>- All I know is that at this particular dealership (there is another
>- IB store in Portland, OR which I have never been to) I get great
>- service, lots of selection, and pleasant discussion about the world
>- of atari computers.
>
>This is the same in the San Francisco Bay Area. I hear good things
>from Houston. I also hear of great Atari support in South Carolina...

Don't forget Ohio! Down in Dayton, I've got three good dealers nearby (including the famed MicrOtyme).

JP

3694. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 21:56:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec02.215601.7327@ecst.csuchico.edu>
Source record: 236818

Bob_BobR_Retelle@cup.portal.com writes:

- After promises from Atari of the TT being available for sale to
- coincide with COMDEX, the new word is "after the first of the
- year"...
-
- Is this Deja Vu, or is there an echo in here..?

And the reason is FCC approval. :^D Talk about deja vu. From what I
understand, they can't even get Class B.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3695. TOS 1.0 40 folder problem and HD's

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 22:05:54 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Dec2.220554.64@n6vbg.hamavnet.com>
Source record: 236804

Hello everyone,

I have a 1040ST with TOS 1.0, and megafile 20 (which I put apart, mounted the original ST225 and host adaptor in a different enclosure and added an ST251 for added storage).

Atari's hard disk software does not support the ST251 (or at least I couldn't make it recognize the extra space over the ST225) so I'm using Supra's hard disk utilities.

Now, I am familiar with the TOS 1.0 bug that limits the amount of folders per disk to 40. Atari used to supply a little utility that would fix that. DOes anyone know if that utility (I believe it was called FOLDR100.PRG) will work with Supra's hd utilities?

Thans in advance,

--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

3696. Help for Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 22:57:10 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <6640@bgsuvax.UUCP>
Source record: 236807

I usually avoid putting postings about assistance in games but I am stuck in CSB and I cannot figure out what to do. I am near the end of the game and have recovered 3 out of 4 Corbums. My problem is at the junction of the ways. I cannot figure out how to get past the pit that is located next to the button that turns off the teleporter on the pad. I have looked at the hint oracle's clues and I am stuck. I have tried throwing things onto the pad and have tried throwing things down the hallway past the pit but I have had no luck. Any help would be appreciated and please respond by mail. There is no need to clutter up the board. Thanks...

****
* Denn die Todten reiten shnell *
* - B. Stoker -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
****

3697. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-02 23:47:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36471@cup.portal.com>
Source record: 236808

Russell Ochocki writes, concerning an STe he ordered in September:

>This is starting (as if it isn't already) to turn into an absolutely
>ridiculous situation!! Is Atari actually this negligent when it comes to
>supplying their dealers with products?

Perhaps incompetent would be a better word...

>Maybe this explains why sales for 1040e's are so poor -- nobody can
>get them from Atari.

Yes.. this is one reason...

>Or, is there something I don't know about the mail order company (MicroTyme)
>that I should know.....

No.. they're just another dealer at the mercy of Atari Corp...

>Anybody out there having any similar problems with Atari?

Yes... my local dealer orders four STs from Atari and receives one...
three potential Atari customers go elsewhere and buy IBM clones.

>I would appreciate any comments on this. Maybe one of those Atari guys
>who read this board could explain their distribution problems.

I'd like to hear that too.

Atari Corp has a tiny production facility and poor financial resources.
They stop producing one product line so they can crank out other products.
For example, they don't make computers for the Christmas selling season,
they make video games... thus, no computers in the pipeline.

Right now, I understand there's an extreme shortage of Mega ST4s..
although, you can now get the monitors to go with the Megas you can't
get, which themselves had been in short supply earlier.

Remember who you're dealing with. Your computer may show up at MicroTyme
tomorrow, or it may be "first quarter 1991"..

BobR

3698. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 00:40:20 UTC
From: seitz@netcom.UUCP
Message-ID: <17941@netcom.UUCP>
Source record: 236820

I retract my earilier statement that Atari ST is dying. What is dying is

1. Dealer support, and

2. Interest by the general computing public and major software publishers.

Outside of these two areas, there are lots of signs of strength:

1. There are plenty of ST periodicals. I just picked up a half dozen. Some of these are available at general computer stores (not just Atari dealers).

2. New software and hardware products and updates to old products are still being released. I've read reviews this week of 3 68030 upgrades.

3. Atari is still making and improving on the ST. The STe is shipping. The Stacy is shipping. TOS 1.4 is shipping. The TT and Mega STe sound darn close to shipping..e

4. There are plenty of mail order shops with lots of titles available.

No, the ST doesn't look like it's going to replace DOS or the Mac as the most popular computers. It doesn't even look like were giving the Amiga much to worry about. But why does that have to kill the Atari? Isn't there enough room in the market for a fourth computer standard? Just because the ST is #4 doesn't make it dead. It just makes it #4.

Owning a popular computer makes your life easier. More software, more dealers. But just becauase a computer isn't popular doesn't make it inferior. It just means you have to work a little harder to find the parts you need. But if you take that time, you may have a better computer than if you took the first IBM clone that got stuck under you're nose.

Yes, I'd love for Atari the be the most popular computer. I'd like there to be plenty of dealers, and Borland and Microsoft writing software for it. But those aren't the critical issues. The critical issues for me are:

1. Is there another computer that can do what I'm doing with my ST for less money?

2. Is there another computer that can do what I'm doing sufficiently better to justify paying more than I do for my Atari ST?

3. Is there another computer than can do something my Atari can't, and is worth paying more than I do for my Atari ST?

I think the ST/TT family can survive as a #4 computer. I think there are enough users and developers out there that I'll continue to find the software, hardware, parts, and support that I want and need. It may not always be as easy as with an IBM or Mac. But with a little work, I can have a better system

for less money than with either of the big two.

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

3699. More dealer discussion

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 01:47:06 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec03.014706.8481@ecst.csuchico.edu>
Source record: 236823

A couple of days ago I posted a positive message about supporting your local dealer and how, basically, you'll be better off than mail order.

I guess I have it lucky though. An STer I know sent me mail describing some of his unfortunate interactions with his local dealer. I know that there are a lot of bad apples in the bunch. Part of this stems from the fact that if you have one Atari dealer in a town (or MS-DOS or Mac for that matter), he can pretty much do and charge whatever he wants. I suppose the only thing you can do is tell the dealer this and tell him that you're going to do your business elsewhere. If you and others go to other dealers, soon the dealer will be out of business and it will be his problem that he charged so much. It's a tricky situation, like chicken and the egg I guess. Oh well, such is life.

Happy computing. :^Z

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3700. Re: CONS-FIX??

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 01:48:00 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2296@troll.opal.cs.tu-berlin.de>
Source record: 236821

In article <1990Dec01.191015.29164@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Can someone tell me what this program fixes (the docs are in German)?
>I got it from atari.archive and Todd Miller's description says that
>it fixes some problems with Quick ST and Turbo ST when they're used
>with Gemini and Rufus.
>
Hello Ed,

ConsFix 1.3 (latest version!) fixes 2 problems...
- If you are using a shell like GEMINI / NeoDesk... and also use QuickST or TurboST you run into trouble if you use the GEMDOS redirection. The Consws and Fwrite(stdout) Calls are not written into the Console window or into a file, but are 'speeded up' by QuickST / TurboST.
This is the first problem ConsFix patches.
- QuickST does not save the Register A2 while GEMDOS-Calls. The TurboC compiler (wrongly!) assumes that the register is not changed and so you often get bombs, when using programs that are compiled with TurboC an QuickST. This A2-Fix is the second patch in ConsFix.

The version 1.2 doesn't work with TurboST > 1.6, so please check the version is 1.3! ConsFix must start bevor QuickST in the AutoFolder. I am writing the english docs....
I have written another patch program: VdiFix patches an error of the v_opnwk/v_opnvwk call. Under certain conditions the same handle is assigned to every newly opened VDI-Workstation. This error is found in every TOS except TOS 1.2.

Sincerly, Karsten

3701. Re: New at atari.archive ===>Stitchmeister Demo

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 02:39:11 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec03.023911.8795@ecst.csuchico.edu>
Source record: 236824
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

billm@CSUFresno.EDU (Bill Mills) writes:

- Stitchmeister is color program for creating patterns for
- counted-crosstitch out of 16 color neochrome images. This allows
- the happy stichmeister user to digitize photos of things like family
- members roses, etc. in color or 16 grey levels (which tends to work
- best), and then print them out as a pattern for counted
- cross-stitch. (those little stitched homesweet home, etc. signs
- that look so homey) This allows for interesting photorealistic
- decorations.

And they say there's no software for the ST.

Talking about a niche market. Or is that a 'stitch' market?

Will Atari go after this lucrative market now? Will they start
advertising in 'Stitching Today' magazine? I can see the Stacy ads
now!

Will Atari be present at the National Stitching Convention?
Damn, look what Elie missed!

Get out those knitting needles, Uncle Jack!

Hey R&D, how about a Sewing Machine Digital Interface? You'll have
all the true ST enthusiasts making their own clothes!

- Stitchmeister Demo may be distributed freely, so long as it is not
- put to commercial use.

Geez, I'm glad there's no fee for using the demo!

(I'm truly sorry if I offended anyone. I couldn't resist the attempt
at humor. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3702. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 02:50:01 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3027.2759770a@miavx1.acs.muohio.edu>
Source record: 236814

In article <1990Dec01.061400.25535@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> umochock@ccu.umanitoba.ca (Russell Ochocki) writes:
>
> - Or, is there something I don't know about the mail order company
> - (MicroTyme) that I should know.....
>
> I don't recall ever hearing about any serious problems when dealing
> with MicroTyme, but I suggest you flex some more muscle and find out
> why you're not getting your STe. Or, cancel your order with them and
> buy from a real dealer.
^^^^^^^^^^^

MicroTyme is my local dealer (if you call a hour away local) Anyway, I have had no problem whatsoever with them. The one time I had my ST repaired it only cost me $45, including the $15 fee to get them to look at it to give me an estimate. (I blew up something in the parallel port, but thats a different story)

But I would suggest digging into the problem further!

p.s. As a side note to this, my roommate is currently in the process of buying a 386sx clone. He orignally ordered from DAK, but after a month or two of not getting his computer, he ordered from PC Brand, and its been getting close to a month on that order too!

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3703. More on Programming Problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 03:04:51 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec3.030451.18445@lsuc.on.ca>
Source record: 236841

1990/12/01

Re: the Mouse Cursor Limit Problem

As you may recall the problem was how to reset the limit
of the mouse cursor travel after resetting the screen from Medium
resolution to Low resolution.

First, it seems clear to me from the help I received that
there is still no support for absolute mouse addressing in GEM/TOS
1.4. Apparently, only relative mouse returns are processed
and the travel limits are within GEM/TOS itself. I have been
informed that it is possible to reset the limits by using a
"change cursor" command on the VDI level, and at first I thought
I'd received enough information to do this. Upon reading the
information I received, I did not have sufficient information.
I do not have the Pseudo-Op code number and the definitions for
parameters passed and returned in the various data structures.
I thought about pursuing the matter further, but decided against
it. The program which required this setting is "functional" and
I have decided not to continue cleaning up the code for publication.
Rather, I have decided to put my time into developing my original
longer term project for which this program was necessary.

My thanks to all who responded!

Re: Sprites

And now on to the next, and hopefully my last problem along
the way to producing this main project. In this case, I have almost
all the technical capabilities to finish the whole project! Almost.
However, I've run into a very unexpected problem. As you may
recall, I wrote a number of Line-A bindings for the earlier
project and they were all successful. So looking at the Line-A
calls for the drawing and undrawing a sprite, I expected no
particular problems. Indeed, when I looked a the description
in "Atari ST Internals", it looked like a particularly simple
problem.

Draw Sprite:

Entry Conditions:
A0 = pointer to sprite definition block
A2 = pointer to buffer
D0 = Hot Spot X
D1 = Hot Spot Y

The Sprite Definition Block:
Unsigned shorts:
1. X offset to hot spot
2. Y offset to hot spot
3. Format 0 = VDI, 1 = XOR
4. Backgrnd colour
5. Foregrnd colour

followed by 16 pairs of shorts making up a set of bitmaps

background, foreground, (first row)
background, foreground, (second row)

etc.

The Buffer has a different format, but it's unimportant.
Simply stated, if it's 266 bytes (or 133 shorts), then it's
big enough to hold any data expected.

The Undraw Sprite definition was even simpler. Only
the pointer to the buffer is passed in A2 according to the
book.

So, I wrote the following:

```
.text
.globl _sprshow
_sprshow:
; void sprshow(sprite,buffer,posx,posy)
; short *sprite;
; short *buffer;
; short posx;
; short posy;
;
; Show sprite with "hot spot" at posx/posy
; Line-A support module for Sozobon C by Jim Omura
;
;var 4 8 _sprite
;var 4 12 _buffer
;var 2 16 _posx
;var 2 18 _posy
;
link a6,#-0
;
movea.l 8(a6),a0 ; A0 = Sprite Def Block
movea.l 12(a6),a2 ; A2 = Sprite buffer
move.w 16(a6),d0 ; D0 = X
move.w 18(a6),d1 ; D1 = y
;
.dc.w $a00d ; pseudo-op
;
unlk a6
rts
```

```
.data
; *** End of SprShow ***
.text
.globl _sprhide
_sprhide:
; void sprhide(buffer)
; short *buffer;
;
; Replaces Sprite with Buffer stored by sprshow()
;
; Line-A Support module by Jim Omura
;
;var 4 8 _buffer
;
link a6,#-0
;
movea.l 8(a6),a2 ; A2 = buffer address
;
.dc.w $a00c ; pseudo-op
;
unlk a6
rts
.data
; *** End of SprHide ***
```

It all looks nice and simple, but it doesn't work.
I crashed with bombs on the first attempt to "sprshow()".
I don't know if the "sprhide()" works because I never
succeeded to draw the sprite in the first place, and the
undraw command only works if you have the data stored.

It doesn't make sense to me that the actual routines
would not be working in TOS 1.4, and I don't think I'm being
particularly big headed in assuming that I made no mistakes
in my coding in accordance with the information in the book.
So the book is probably wrong. That would not surprise me.
In particular, I was surprised that *no* data has been sent
through the big A-Line data structure. It's possible that this
is correct. I don't see any reason to doubt it, but then
again, it seems like the place to look.

Does anybody have any information about the sprite
routines that contradict what I have?

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3704. Alternative Networking

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 03:36:54 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec3.033654.20009@lsuc.on.ca>
Source record: 236817

After a lot of frustration with the workings of Usenet, I'm starting to get tired of it. I have STadel which is an offshoot of Citadel and it has networking capabilities. Some of the capabilities are a bit unclear. For example, the documentation does not state clearly if I can connect with Fidonet. Not that that's likely much loss. I wasn't impressed with the message content on Fidonet anyway. However, if anybody in the Toronto area wants to start building up an informal Atari ST network based on the STadel software, send me Net mail in reply to this message. I've been running the software for a year or so now and it's not wonderful, but it seems to be stable. I would like to set up a small set of overnight connections with maybe a couple of other Atari ST people.

Failing that, if anyone has some local Toronto BBS numbers for ST related boards, preferably with some reasonably intelligent people, I would appreciate receiving that much. The last BBS I was attached to folded some time ago.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3705. Experience with Canvas or Deluxe Paint?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 06:25:15 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2759EFCB.1791@maccs.dcss.mcmaster.ca>
Source record: 236819

If anyone has the demoes of Deluxe Paint or Canvas, I'd like to play with them. Is it legal to send those around over the net? Would someone be willing to email them to me or post them on (what is it now?) what used to called terminator?

I had a guy lined up to do a show at our December meeting, but suddenly he is going to find himself on vacation (poor guy) and so now looks like I'll have to do it. Among other things I'd like to show off Deluxe Paint, but before I buy it, I'd like to compare the two demoes. Canvas got a lousy review in STart, I hear. Any net.thoughts on the matter?

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3706. What happened to the Abaq/ATW??

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 09:21:05 UTC
From: black_pd@darwin.ntu.edu.au
Message-ID: <1990Dec3.185105.437@darwin.ntu.edu.au>
Source record: 236838

Forgive me for asking about something that must be old stuff to most of you, but I'd appreciate it if someone could tell me what became of the Atari Abaq (or ATW?) - by e-mail, unless it would be of general interest.

I had been hearing about the Abaq for some years, then a year or two ago I read that the release of the ATW was imminent, and then it was never mentioned in the generalist magazines again... (or I just got busy). I gather that it was never actually released, but after hearing so much hype I can't help wondering why.

Thanks in advance from a new user of the net.

Paul Black / black_pd@darwin.ntu.edu.au / Northern Territory University

3707. Archive sites

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 10:35:35 UTC
From: cleland@sdbio2.ucsd.edu
Message-ID: <14662@sdcc6.ucsd.edu>
Source record: 236822

Could noble souls out there please email or post a list of
favorite Atari archive sites on the Internet? My node has
a small site list so numeric addresses would help a *lot*
also. Many thanks.

Thom
tcleland@ucsd.edu

--

Thom Cleland "It is easier
tcleland@ucsd.edu to get forgiveness
Amiga User's Group at UCSD than permission"

3708. Re: Program to select res. at boot-up?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 12:49:58 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1990Dec3.134958.1@telematik.informatik.uni-karlsruhe.de>
Source record: 236825

In article <2061@mentor.cc.purdue.edu>, burnett@mentor.cc.purdue.edu (Andy Burnett) writes:

> Is there a program that will allow me to select which resolution I
> want to use when I boot my computer?
>
>
>
> --
> ____
> &y Burnett | burnett@mentor.cc.purdue.edu |
> ---

My program ALT_BOOT in version 3.0 allows the use of up to ten different DESKTOP.INF files (in addition to managing the auto folder and accessories), so you can have one each resolution. It is available at serveral FTP-servers, I posted it to comp.binaries.atari.st serveral month ago.

Greeting, Thomas

PS: Perhaps there will be a new version in a few weeks, I got some new ideas.

+- new address (!): -------+---+
| Thomas Dorner, | I speak only for myself. |
| Institute of Telematics, +---+
| University of Karlsruhe, | FIRST Law of Computer Science: |
| Germany | Any program contains at least one hidden bug. |
+-------------------------+---+
| Internet: dorner@telematik.informatik.uni-karlsruhe.de |
| UUCP: ...!uunet!unido!telematik.informatik.uni-karlsruhe.de!dorner |
+-------------------------+---+

3709. Need TeXinfo.TeX

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 15:16:25 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <5031@tertius.in-berlin.de>
Source record: 236752

Hi Netland,

I tried to get the file TeXinfo.tex form the Terminator e-mail server but
got no answer. Could someone send me this file via e-mail (it's needed to
read some docimentation) ?

Thanks in advance

Ralf Gaertner e-mail: gaertner@fhi-berlin.mpg.dbp.de
Fritz-Haber-Institute

3710. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 15:31:20 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec3.153120.27313@cunixf.cc.columbia.edu>
Source record: 236826

In article <1990Dec02.215601.7327@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>- After promises from Atari of the TT being available for sale to
>- coincide with COMDEX, the new word is "after the first of the
>- year"...
>-
>- Is this Deja Vu, or is there an echo in here..?
>
>And the reason is FCC approval. :^D Talk about deja vu. From what I
>understand, they can't even get Class B.

This is a load of crap. Atari is always screaming about the FCC this,
the FCC that....FCC guidelines are published and most other manufacturers
seem to met them in a reasonable fashion. Perhaps, people should start
pointing the finger at the "engineers" who design Atari's products.
This is what happens when you try to cut corners and then try to
retro-fit the sheilding problem later on when you get busted.

Regards,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D‡r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3711. Wanted ARC 6.02 for Unix(tm)

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 15:49:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec3164920@orion.laas.fr>
Source record: 236827
Cross-posted to: comp.sys.atari.st,comp.sources.d,comp.sources.wanted

In article <1990Dec2.015832.10177@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:

> What's wrong with arc 602? It is so automatic it isn't even funny.
> It will create the needed subdirectories "anchored" in the current
> directory without any extra commands, just: "arc x arcname",
> quite a far call from zoo, and it's archives are more compact than
> zoo's too from the tests that I've done.

Now that things are being posted with arc 6.02, has a Unix version of this program been posted?

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST.

3712. Yamaha, software

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 16:15:24 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1990Dec3.161524.26329@wpi.WPI.EDU>
Source record: 236828
Cross-posted to: rec.music.synth,comp.sys.atari.st

Seasons Greetings!
I recently spoke to a Yamaha rep who volunteered
to mail me sofware patches on disc. The patches are for
my new TG-55 synth module. The disc is for an IBM based
system and I have an Atari 1040st. Does anyone know how
I can get these sounds into my TG-55 either with my 1040ST
or by any other means?
Regards,
Doug White

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

3713. Mail Order Check-Up (Toronto Area)

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 16:15:54 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1990Dec3.161554.19162@ccu.umanitoba.ca>
Source record: 236829

Since I had nothing but problems from the first mail order outfit I tried to get a 1040e from, I thought this time I'd look before I leap...

Anyone ever dealt with COMPUPLACE inc. (Downsview, ON) before? How long has the place been in business? Ever have any problems with them? When they say they have an item in stock, does that mean they ACTUALLY have it in stock (sounds strange, but the last place I dealt with said they had 1040e s in stock and they didn't)?

Any comments would be much appreciated.
--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

3714. PC emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 16:25:19 UTC
From: alex@hpqtdla.sqf.hp.com
Message-ID: <15760001@hpqtdla.sqf.hp.com>
Source record: 236830

Hello,

I'm looking for some information about the experiences people have had with the various PC emulators that are available for the ST. I'm interested in both the "hardware and software" and the "all software" types.

I'll probably spend most of the time running CAD programs for electronics (schematic capture, PCB design and simulation) so graphics and speed are likely to be most important features. Some idea of how easy they are to live with would be most welcome too.

Thanks for your time,

Alex.

Alex Ballantyne,
Hewlett Packard Ltd.
Queensferry Telecoms. Div.
South Queensferry,
Scotland, U.K.

alex@hpsqf.sqf.hp.com

3715. TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 16:33:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec3173300@orion.laas.fr>
Source record: 236831

Don't forget TT's are already on sale elsewhere (a little expensive though)!

Enjoy,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3716. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 17:38:05 UTC
From: towns@atari.UUCP
Message-ID: <2760@atari.UUCP>
Source record: 236832

```
in article <mboen.660171396@peun33>, mboen@nixdorf.de (Martin Boening) says:
>
> In <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>>Golly........!
>>
>>Where are all the Atari Cheerleaders....????
>>
>>Where are all the diehard Atari Apologists....????
>>
>>Where are all the Atari Ostriches who still believe that if we "wait until
>>COMDEX" everthing will be just fine...????
>>
>>Why don't you jump all over the folks who have been expressing concerns over
>>"real life" experiences with trying to deal with Atari Corp's non-interest
>>in our marketplace...????
>>
>>I dunno... seems like the "faithful" are slipping...
>>
>>BobR
>
> Seems to me, nobody gives a damn about this kind of discussions any more.
> They've happened too often to care about. They don't add anything new to
> anyone's base of knowledge, they're not thrilling, they just bore people to
> death.
>
> [....]
> The point is - nobody cares if Atari dies or is bought by Commodore or
> builds NeXTstations in agreement with Jobs or what. People here just have
> gotten tired of it. I have too, so this is it. Luckily I'm using the nn
> news reader so I can skip anything with suspicious Subject: lines.
>

Finally! Someone who sums up the entire situation. I remember when reading
news was fun and most of all a learning experience. Seems like the quality
of people and information here is slipping a great deal.

Remember when you didn't need a news reader with a kill file? or nn to
sort through the trash and the good stuff. <sigh>

Maybe someday, comp.sys.atari.st will come back around to its intended
purpose in life: to discuss the Atari ST computer. In the meantime, I
guess we all have to use news readers like nn to get rid of the trash
that Bob Rotelle (and others) write.
```

--

John Townsend ames!atari!towns
Atari Corporation
"I know I need something.. I just don't know what it is!"

3717. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 17:39:41 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Dec3.173941.29280@cs.ucla.edu>
Source record: 236842

In article <1990Dec3.153120.27313@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Dec02.215601.7327@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
...
>>And the reason is FCC approval. :^D Talk about deja vu. From what I
>>understand, they can't even get Class B.
>
>This is a load of crap. Atari is always screaming about the FCC this,
>the FCC that....FCC guidelines are published and most other manufacturers
>seem to met them in a reasonable fashion. Perhaps, people should start
>pointing the finger at the "engineers" who design Atari's products.
>This is what happens when you try to cut corners and then try to
>retro-fit the sheilding problem later on when you get busted.
>
>Regards,
>
>Chris

That's not entirely true. This past summer, I worked for CalComp, and one of my responsibilities was some EMI testing. The VDE (German equivalent of the FCC) and the FCC have very similar requirements for radio frequency emissions testing (the levels are different, but so are the distances from which they are measured). The big difference is that the VDE is self-ceritfying, that is, if a VDE certified testing lab says you pass the limits with a certain margin, you can get automatic approval. The FCC, on the other hand, still requires that you submit results from a certified lab, but then they make you fill out some paperwork which takes approximately 3 months to process. You don't know if they will decide to check your results until they process the paper. Then it can take an indefinite period of time for them complete their own testing before giving you FCC certification. It is entirely possible that Atari didn't do anything at all wrong (or even questionable) this time, but given their track record, the FCC decided they'd be a good company to spot check. It might also be that the lab they used is being spot-checked.

I believe that Atari met the FCC guidelines for the TT and was just waiting for the paperwork which _should_ have come back before Comdex. This is just a guess, though. Undoubtedly, the TT is shipping in Germany and the rest of Europe because it has VDE approval. Let's give Atari the benefit of the doubt on this one.

--Steve

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())

UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

3718. IBM to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 17:56:30 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1990Dec3.175630.12383@wpi.WPI.EDU>
Source record: 236833

Seasons Greetings!
I need some information in regards to using a
free disc being sent to me from Yamaha corp. The disc
contains sounds to be loaded into my newly acquired
TG-55 synthesizer rack mount module. The only problem
is I need to find a way to load it in. My computer is
a 1040ST so, what to do? Any suggestions anyone?
Regards,
Doug White

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

3719. Re: Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 18:12:51 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <c0J002fN03NF01@JUTS.ccc.amdahl.com>
Source record: 236834

GramSlam is the only grammar checker for the ST that I know of. It's available from:
Phil Comeau Software
43 Rueter Street
Nepean
Ontario K2J 3Z9
Canada.

I am told that it is somewhat similar to Grammatik for the PC. I cannot comment on it since I haven't used it; and I SHOULDN'T comment on it since I know Phil slightly ......
As someone mentioned, there is a demo at atari.archive.

Roger

3720. Re: Grammatic checker for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 19:08:14 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <30555@boulder.Colorado.EDU>
Source record: 236836

```
In article <2820@polari.UUCP> pv@polari.UUCP (Paul Varn) writes:
>
>I have heard there is something called Gramslam. I've not been able to locate
>it. Would appreciate anyone else passing on what they know.
>-PV-
> /+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+\
> + COMMENTS COMPLIMENTS CONTINOUS COMPLAINTS +
> " COURTESY: Paul Varn "
> + UUCP: pv@polari GEnie: p.varn +
> \+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+/

There is a working demo of gramslam at atari.archive.umich.edu
If you do not have ftp access, you can use the mail server.
mail atari@atari.archive.umich.edu with a single line: help

- Todd
Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source
```

3721. Re: What happened to the Abaq/ATW??

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 19:53:46 UTC
From: psurge@cs.utexas.edu
Message-ID: <15389@cs.utexas.edu>
Source record: 236848

In article <1990Dec3.185105.437@darwin.ntu.edu.au>, black_pd@darwin.ntu.edu.au writes:
> Forgive me for asking about something that must be old stuff to most of
> you, but I'd appreciate it if someone could tell me what became of the
> Atari Abaq (or ATW?) - by e-mail, unless it would be of general interest.
>
> I had been hearing about the Abaq for some years, then a year or two ago
> I read that the release of the ATW was imminent, and then it was never
> mentioned in the generalist magazines again... (or I just got busy). I
> gather that it was never actually released, but after hearing so much
> hype I can't help wondering why.

Bob Brodie reported at the Atari Safari in Houston that the ATW has long since left the public eye and is aimed at big research groups. Although he would not name which companies are using it, he did assure us that that the ATW is real and is in use, just not on the public forem.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3722. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 19:57:56 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec3.195756.27537@cunixf.cc.columbia.edu>
Source record: 236849

In article <1990Dec3.173941.29280@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>In article <1990Dec3.153120.27313@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>In article <1990Dec02.215601.7327@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>...
>>>And the reason is FCC approval. :^D Talk about deja vu. From what I
>>>understand, they can't even get Class B.
>>
>>This is a load of crap. Atari is always screaming about the FCC this,
>>the FCC that....FCC guidelines are published and most other manufacturers
>>seem to met them in a reasonable fashion. Perhaps, people should start
>>pointing the finger at the "engineers" who design Atari's products.
>>This is what happens when you try to cut corners and then try to
>>retro-fit the sheilding problem later on when you get busted.
>>
>>Regards,
>>
>>Chris
>
>That's not entirely true.

I didn't mean my point of view to be considered "entirely true." I am just pointing out that Atari has pulled the FCC-is-holding-us-up stunt so many times in the past that maybe (just maybe) the fault lies at Atari. How many times can you tell your teacher that your dog ate your homework without finally taking the blame for not doing it? :-)

Besides, even the stuff that did pass must've been marginal. My old 1040ST used to create snow on any TV I was watching in the same room. Of course, matters didn't get much better when I removed the RF shielding to make room for my RAM expansion board. :-)

>This past summer, I worked for CalComp, and one
>of my responsibilities was some EMI testing. The VDE (German equivalent of
>the FCC) and the FCC have very similar requirements for radio frequency
>emissions testing (the levels are different, but so are the distances from
>which they are measured). The big difference is that the VDE is self-
>ceritfying, that is, if a VDE certified testing lab says you pass the limits
>with a certain margin, you can get automatic approval. The FCC, on the other
>hand, still requires that you submit results from a certified lab, but then
>they make you fill out some paperwork which takes approximately 3 months to
>process. You don't know if they will decide to check your results until they
>process the paper. Then it can take an indefinite period of time for them

>complete their own testing before giving you FCC certification. It is entirely
>possible that Atari didn't do anything at all wrong (or even questionable) this
>time, but given their track record, the FCC decided they'd be a good company
>to spot check. It might also be that the lab they used is being spot-checked.

Hmmm, I was under the impression that German RF/EMI leakage standards were
tougher than those set by the FCC. That is what always boggled me about
Atari's griping about the FCC. You'd figure that a company who gears its
products for the German/European market would use their stricter standards
when designing their products.

>I believe that Atari met the FCC guidelines for the TT and was just waiting
>for the paperwork which _should_ have come back before Comdex. This is just a
>guess, though. Undoubtedly, the TT is shipping in Germany and the rest of
>Europe because it has VDE approval. Let's give Atari the benefit of the doubt
>on this one.

Gee, seems like there are those that always want to give them another
inch of rope. :-)

>
> --Steve

Cheers,

chris

Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |

3723. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 20:06:50 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec3.200650.25435@cunixf.cc.columbia.edu>
Source record: 236837

In article <RALPH.90Dec3173300@orion.laas.fr> ralph@laas.fr writes:
>Don't forget TT's are already on sale elsewhere (a little expensive though)!

Realy??? How much?

Just to piss glh off...I saw a demo of the new NextStation today. Someone
earlier mentioned that the windowing system was very slow. That doesn't
seem to be a problem. Seems that when you throw a 25mhz 68040 at the GUI,
it seems fine. I didn't notice any slowness. However, the machine wasn't
running THAT many tasks at the time either. The educational pricing makes
the thing so cheap that you could throw in the NeXt 400dpi laser printer
too and have a very nice unix system with scads of included software at ~$4500.

>Enjoy,

OK, working on it. :-)

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3724. Info wanted for BeckerCAD, Drafix, and BETA-CAD

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 20:40:45 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990Dec3.204045.27289@resrch.molienergy.bc.ca>
Source record: 236846

Hai There,

Currently I am considering purchasing a CAD package for my Atari. But before
I plunge ahead I like some more information about the following packages:

BeckerCAD
Drafix
BETA CAD

So if there are any users of these programs that read this could you give me
some feedback. One thing I wonder about is the import/export of drawings
to AUTOCAD format. Also for anyone familiar with the SKETCH program from
AUTODESK, how do the above programs compare with it.

Thanks in advance,

Martin Siebert

BTW my system is a 1040st with a 40 Mbyte HD.

--
Martin Siebert
martins@molienergy.ba.ca
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada

3725. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 21:00:59 UTC
From: don@col.hp.com
Message-ID: <16830007@col.hp.com>
Source record: 236839

>
>I ordered a 1040e from MicroTyme (Kettering, Ohio). That was back on
>Sept. 26th. .....

>According to them, they have been waiting all this time for a shipment of
>1040e's from Atari.
>|
>| \/ Russell Ochocki, University of Manitoba
>| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)

As another point of reference, I was just in my local Atari dealer's store this weekend (we still have one here!) and asked him if he was going to be carrying the 1040STe's. He said they'd be carrying them whenever Atari got around to shipping them the ones they'd ordered, and also said that they haven't been able to get any monitors from Atari at all...something about Atari changing brands or vendors or something on the color monitors, and having hit a snafu, so that the warehouse has no monitors of any sort to ship now...should make for an interesting Christmas season!

Don Allison
HP Colorado Springs Division
don@col.hp.com

#include <std.disclaimer>

3726. MIDI software

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 21:06:22 UTC
From: aieta@ils.nwu.edu
Message-ID: <95@anaxagoras.ils.nwu.edu>
Source record: 236751

Does anyone have any PD MIDI software (Sequencers, Librarians, Voice Editors, etc.) for an Atari 1040ST?

Michael Aieta - aieta@ils.nwu.edu The Institute for the Learning Sciences Northwestern University Evanston, IL

3727. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 21:16:12 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec3.211612.2176@watmath.waterloo.edu>
Source record: 236850
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <4267@oakhill.UUCP> waynem@oakhill.UUCP (Wayne Martinez) writes:
>I need help transferring files from a NeXT CubeFloppy to a MegaST-2
...
I use the program IBMFMT by Moshe Braner. An equivalent program is PS2FORM.
Both are free.

I frequently use disks formatted this way, or formatted with the PC, to
write files with PC, read with ST, and to
write files with ST, read with PC.

For casual use, you should limit the number of such disks on the Atari
to ONE disk, because the ST system gets confused by the fact that all
PC volume serial numbers are the same. If you really have to use two
different IBM formated disks *in your ATARI ST*, insert a floppy that has
been formatted from the desktop of your ST in between. That way, the ST
will know that disks have been swapped, becauze the serial numbers will
be different, both times, once changing from a PC disk to an ST disk,
and again from ST disk to PC disk. (Think if it sort of like double
clutching. :-)

I can not say much about the NeXT system and how it interacts with
the PC. I suggest that you experiment with a real live PC with a
couple of simple text files.

3728. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 21:33:31 UTC
From: techno@lime.in-berlin.de
Message-ID: <YCXLWVL@lime.in-berlin.de>
Source record: 236843

seitz@netcom.UUCP (Matthew Seitz) writes:

>I retract my earilier statement that Atari ST is dying. What is dying is

>1. Dealer support, and

>2. Interest by the general computing public and major software publishers.

>Outside of these two areas, there are lots of signs of strength:

>1. There are plenty of ST periodicals. I just picked up a half dozen. Some
>of these are available at general computer stores (not just Atari dealers).

>2. New software and hardware products and updates to old products are still
>being released. I've read reviews this week of 3 68030 upgrades.

>3. Atari is still making and improving on the ST. The STe is shipping. The
>Stacy is shipping. TOS 1.4 is shipping. The TT and Mega STe sound darn close
>to shipping..e

>4. There are plenty of mail order shops with lots of titles available.

>No, the ST doesn't look like it's going to replace DOS or the Mac as the most
>popular computers. It doesn't even look like were giving the Amiga much to
>worry about. But why does that have to kill the Atari? Isn't there enough
>room in the market for a fourth computer standard? Just because the ST is #4
>doesn't make it dead. It just makes it #4.

>Owning a popular computer makes your life easier. More software, more dealers.
>But just becauase a computer isn't popular doesn't make it inferior. It just
>means you have to work a little harder to find the parts you need. But if you
>take that time, you may have a better computer than if you took the first IBM
>clone that got stuck under you're nose.

>Yes, I'd love for Atari the be the most popular computer. I'd like there to
>be plenty of dealers, and Borland and Microsoft writing software for it. But
>those aren't the critical issues. The critical issues for me are:

>1. Is there another computer that can do what I'm doing with my ST for less
> money?

>2. Is there another computer that can do what I'm doing sufficiently better
> to justify paying more than I do for my Atari ST?

>3. Is there another computer than can do something my Atari can't, and is worth
> paying more than I do for my Atari ST?

>I think the ST/TT family can survive as a #4 computer. I think there are
>enough users and developers out there that I'll continue to find the software,

>hardware, parts, and support that I want and need. It may not always be as
>easy as with an IBM or Mac. But with a little work, I can have a better system
>for less money than with either of the big two.
>
I totally agree with Matthew on every point. All reades of this newsgroup
should print out this article and pin it to their bedroom wall. If you
don't agree with this, why are you reading this newsgroup for ?

Matthew, this is my letter of the month.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3729. Autobooting in low rez with Superboot

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 21:36:49 UTC
From: bill@mwca.UUCP
Message-ID: <1765@mwca.UUCP>
Source record: 236844

I've been unable to make the autoboot feature of Superboot 6.0 with TOS 1.4 work properly - anyone know if this is a TOS limitation? It works in medium rez, and in low rez DESKTOP.INF does have the filename I want to autoboot, it just doesn't do it. Any ideas?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

3730. ARC 6.02 doesn't warn when out of space!?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 22:10:36 UTC
From: apratt@atari.UUCP
Message-ID: <2761@atari.UUCP>
Source record: 236840

I have ARC 6.02ST and I found out last night that it doesn't tell
you when it runs out of disk space! Freeware buyer beware!

Here's the banner message from the ARC I have:

ARC-ST - Archive utility, Version 6.02ST, created in November of 1989
Copyright 1985-89 by System Enhancement Associates, Inc.; ALL RIGHTS RESERVED

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3731. Re: Experience with Canvas or Deluxe Paint?

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 23:00:52 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec03.230052.16015@ecst.csuchico.edu>
Source record: 236845

johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

- If anyone has the demoes of Deluxe Paint or Canvas, I'd like to
-play with them. Is it legal to send those around over the net? Would
-someone be willing to email them to me or post them on (what is it
-now?) what used to called terminator?

The Deluxe Paint demo was on atari.archive before the Big Crash.
I'll send it again if it's not there. I can also send the Canvas
Demo.

- I had a guy lined up to do a show at our December meeting, but
-suddenly he is going to find himself on vacation (poor guy) and so now
-looks like I'll have to do it. Among other things I'd like to show
-off Deluxe Paint, but before I buy it, I'd like to compare the two
-demoes. Canvas got a lousy review in STart, I hear. Any net.thoughts
-on the matter?

I read an unfavorable review of Canvas in a magazine, but I can't
remember if it was STart or ST Informer. The program has a lot of
features, but as was pointed out by the reviewer, it also has some
deficiencies.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3732. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 23:12:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec03.231227.16193@ecst.csuchico.edu>
Source record: 236753

First, stephen@oahu.cs.ucla.edu (Steve Whitney) writes:

>I believe that Atari met the FCC guidelines for the TT and was just waiting
>for the paperwork which _should_ have come back before Comdex. This is just a
>guess, though. Undoubtedly, the TT is shipping in Germany and the rest of
>Europe because it has VDE approval. Let's give Atari the benefit of the doubt
>on this one.

Then cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

- Gee, seems like there are those that always want to give them another
- inch of rope. :-)

Hmmm, I thought we cut yours off a while ago.

;^D

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3733. Miami Atari Users NOTICE!

Newsgroup: comp.sys.atari.st
Date: 1990-12-03 23:41:17 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec3.194118.7468@umiami.ir.miami.edu>
Source record: 236754

I am looking for anyone who is an the Miami area and is interested in starting an Atari User Group. I am a student at the U of Miami and do not know if there are any other ST users on campus. So send me some e-mail if you are interested. If there is enough interest, we might be able to start one up by February.

Mark Santora
DLK0MS9S@UMIAMI.edu
internet.

3734. Re: MIDI software

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 01:45:08 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.90Dec3174508@beach.csulb.edu>
Source record: 236755

In article <95@anaxagoras.ils.nwu.edu> aieta@ils.nwu.edu (Michael Aieta) writes:
>
> Does anyone have any PD MIDI software (Sequencers, Librarians, Voice
> Editors, etc.) for an Atari 1040ST?
>
> Michael Aieta - aieta@ils.nwu.edu The Institute for the Learning Sciences
> Northwestern University Evanston, IL

I am also looking for MIDI software (public domain, shareware, commercial) that
will take advantage of the Roland MT-32 sound module. Any suggestions? thanks
in advance.
-Steve
--
+-=-+
| Steve La California State University Long Beach |
| Internet: SteveLa@CSULB.EDU Telecommunications |
| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |

3735. TeX help - printing .DVI files

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 03:42:33 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec3.234233.7471@umiami.ir.miami.edu>
Source record: 236847

I am posting this mesage for a friend, please direct all replies
via email to his address, which I will post at the end of the message.

Message Follows:

I have finally gotten just about everything I need to get TeX running
on my 1040st. I have run some .TEX files through LaTeX and gotten
the appropriate .DVI file, and used SHOWDVI to view it.

Now, the only thing I cant seem to do is print it out.

I have the dviprint file, but I don't know if I have the right fonts,
or if I have them in the right places. I have tex on drive e: in the
directory e:\tex\.. in that i have the \macros and \tfm, and I have a
folder called \showdvi which containt the dviprint program. Now what I
need to know is what kind of fonts is the dviprint looking for and where
do I put them? I have a bunch of pkxxx fonts, which there is a reference
to in the docs for dviprint (not very thorough documentation.)

I got the dvifnts1 and dvifnts2 from atari.archive and unzoo'd them,
which created a directory called \fonts which has a structure like this:

\fonts\cmr10\pk100
\cmx20\pk230

and stuff like that.. any help would be appreciated. I am willing to
do this by phone, I will pay for the call, of course.

Thanks

-Frank Rachel

Email:dnd15j16@umiami.miami.edu
Voice:305/284-3212 - ANYTIME

------------end message-------------

3736. Re: Info wanted for BeckerCAD, Drafix, and BETA-CAD

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 05:51:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec04.055101.18401@ecst.csuchico.edu>
Source record: 236762

martins@resrch.molienergy.bc.ca (Martin Siebert) writes:

- Currently I am considering purchasing a CAD package for my Atari.
- But before I plunge ahead I like some more information about the
- following packages:
-
- BeckerCAD
- Drafix
- BETA CAD

I don't know much about CAD on the ST, but have you heard of
DynaCADD? Supposedly, this is the best, although probably the most
expensive too. I also don't know if it will run on a 1040. You may
need more RAM. Just a thought.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3737. Canvas and Deluxe Paint sent.

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 06:44:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec04.064409.18756@ecst.csuchico.edu>
Source record: 236766

I just sent the Deluxe Paint demo (DLXPAINT.LZH) and Canvas Demo
(CANVASDM.LZH) to atari.archive. Look for them in a couple of days.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3738. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 12:39:06 UTC
From: wolf@cbnewsh.att.com
Message-ID: <1990Dec4.123906.8082@cbnewsh.att.com>
Source record: 236768

```
From article <1990Dec3.200650.25435@cunixf.cc.columbia.edu>, by
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz):
> In article <RALPH.90Dec3173300@orion.laas.fr> ralph@laas.fr writes:
>>Don't forget TT's are already on sale elsewhere (a little expensive though)!
>
>
> Realy??? How much?
>
> Just to piss glh off...I saw a demo of the new NextStation today. Someone
> earlier mentioned that the windowing system was very slow. That doesn't
> seem to be a problem. Seems that when you throw a 25mhz 68040 at the GUI,
> it seems fine. I didn't notice any slowness. However, the machine wasn't
> running THAT many tasks at the time either. The educational pricing makes
> the thing so cheap that you could throw in the NeXt 400dpi laser printer
> too and have a very nice unix system with scads of included software at ~$4500.
>
Just to continue this non-ST discussion....
Please explain your $4500 price. Someone posted the NextStation educational
prices a couple days ago. I believe a usable system came in around $5000
for mono and $6500 for color - and that is without the 400 dpi printer you
mention.

>>Enjoy,

Enjoy.

--
+-------------------------------------+ "Stupid" questions are better than
| Thomas Wolf | (201) 615-4789 | no questions at all. No answer is
| Bell Labs, NJ | wolf@mink.att.com | better than a stupid one.
+-------------------------------------+
```

3739. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 13:44:12 UTC
From: roberson@aurs01.UUCP
Message-ID: <59373@aurs01.UUCP>
Source record: 236756

>In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>The ST is dying.

I have to agree. I had been planning on upgrading my ST to 4megs to run the GNU stuff, but I've decided to save the money for another machine. Personally, I'm partial to Sun and their prices are getting better all the time. I had wanted a NeXT I don't think it's going to make it either. With the new Sun SPARC 2 announced, the market for SPARC 1s will open up to us low-end types.

I don't think I could ever buy an IBM drone. They have definitely overtaken the ST in raw computing power but I still don't think much of the architecture nor the OS and I don't like Intel chips.

An apple is a possibility, but it too is limited and pricey as well.

Power without the support isn't worth any price.
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

3740. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 14:02:39 UTC
From: roberson@aurs01.UUCP
Message-ID: <59374@aurs01.UUCP>
Source record: 236760

In article <17809@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:

>Recently, Bill Gates, in defending the PC versus NeXT and Mac, said "What is
>there that you can do on those machines that can't be done on the PC." I think
>the same (almost) applies to the ST. I can't think of anything that can be done
>on the PC, or Mac that you can't do on the ST.

This issue came up recently with AREN. We are trying to develop an information service for multiple simultaneous users. Currently the service is piecemeal with some on Unix boxes (not ours), some on a PC, some on CIS, and some on an ST. We are trying to decide how to integrate this into on managable entity. Once person really wants to develop the who thing in DOS. I had though briefly about some form of Atari, but quickly dropped the idea since I didn't think we could depend on Atari being there. The problem came down to this. On the PC we had to build all of our Communications, Tasking, and Terminal interfaces from the ground up. On a Unix box we could rely on the OS and its libraries to provide these facilities -- we only needed to worry about the application.

PCs and STs don't make very good Unix hosts, though 386en are getting better. A machine built with multi-tasking in mind tends to be cleaner.

For our needs a PC or ST just doesn't cut it. A Mac would only be used to layout our newsletter and brochures (but I wouldn't pay Apple for A/UX.) The TT provides Unix, but at what cost. We know that Sun is going to support us and there is a 3rd party verdorship out there. Can the Atari promise that?

My ST is a fine smart terminal and a good typesetter with TeX (but it is slooowww).

For want of a nail....
-chip

* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
#include <disclaimer.h>

3741. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 14:36:38 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec4.143638.23718@cunixf.cc.columbia.edu>
Source record: 236759

In article <2760@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>in article <mboen.660171396@peun33>, mboen@nixdorf.de (Martin Boening) says:
>>
>> In <36363@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>
>>>Golly........!
>>>
>>>Where are all the Atari Cheerleaders....????

Ooooh, I feel a tug on the line. Looks like we got one...
I guess he has a reason since it is his job at stake...

>> Seems to me, nobody gives a damn about this kind of discussions any more.
>> They've happened too often to care about. They don't add anything new to
>> anyone's base of knowledge, they're not thrilling, they just bore people to
>> death.

I dunno about that. Seems to me that it is a unique opportunity to let
the various companies know how you feel about their products/strategy in
a timely fashion. Hey, if they don't like what they're hearing, then
maybe they should change their ways?

>> gotten tired of it. I have too, so this is it. Luckily I'm using the nn
>> news reader so I can skip anything with suspicious Subject: lines.

Hey man, if you want to stick your head in the sand and ignore what is
going on around you, that is fine. That is your right. But trying to
intimidate others to do the same is wrong. If you'll notice, it is
the supposed "cheerleaders" who usually use the foul language and insulting
tone.

>Finally! Someone who sums up the entire situation. I remember when reading
>news was fun and most of all a learning experience. Seems like the quality
>of people and information here is slipping a great deal.

Yeah, it used to be fun when there was some sense of life in the Atari
computing world. However, as the ST's fortunes have faltered, so has
the interest in talking about them. If you'd like to increase the
S/N, why not post some decent articles once in a while instead of
whining about the people you don't agree with. As an example, I
would point towards Dave Haynie at Commodore. Check out comp.sys.amiga
sometime and get a load of the wealth of straightforward information
he provides to users on a regular basis. Take a look at all the people
who post from Commodore and Apple on their respective groups. Atari
people have pretty much dropped out of sight, except for an occasional
message here and there.

>Remember when you didn't need a news reader with a kill file? or nn to
>sort through the trash and the good stuff. <sigh>

Well, if you choose to limit your scope by filtering people out, that
is your business. I prefer to read all the articles so that I get
a balanced point of view, rather than just the views of those I already
know agree with me.

>Maybe someday, comp.sys.atari.st will come back around to its intended
>purpose in life: to discuss the Atari ST computer. In the meantime, I
>guess we all have to use news readers like nn to get rid of the trash
>that Bob Rotelle (and others) write.

Maybe someday Atari Corp. will come back to life and there will be
something interesting and exciting to talk about for a change. As
for considering dissenting viewpoints trash, I would say that is a big
part of the problem with yourself and Atari Corp. Maybe you should
do more listening and less blustering.

>--
>John Townsend ames!atari!towns
>Atari Corporation
>"I know I need something.. I just don't know what it is!"

A more balanced perspective I suspect....

Cheers,

Chris

------------------------------+---------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+---------------------------

3742. Re: MIDI software

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 16:31:22 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Dec4.163122.6750@arc.ab.ca>
Source record: 236785

In article <95@anaxagoras.ils.nwu.edu> aieta@ils.nwu.edu (Michael Aieta) writes:
>Does anyone have any PD MIDI software (Sequencers, Librarians, Voice Editors,
>etc.) for an Atari 1040ST?
>

I have a couple of PD sequencers (one runs in color, the other in mono) as well as a PD TX81Z patch librarian. Also a couple of eartraining PD programs. If there is enough interest I can send them to 'atari.archive'.

Bob

3743. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 16:44:54 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec04.164454.3952@chinet.chi.il.us>
Source record: 236757

On Fidonet, the first commandment is "Thou shalt not be excessively annoying." I'd like to suggest using the same standard here on usenet. Chris Mauritz only seems to post stuff saying "Atari is lousy. I told you years ago that Atari is lousy. Anyone who disagrees is silly". (He used to claim to be a financial expert until he publicly failed to notice that Jack Tramiel should be considered an Atari 'insider'). I say enough is enough. He's getting not just annoying, but excessively annoying. As of the next dumb, provocative, insulting message I'm mailing to postmasters between him and me asking them to cut him off. I suggest other people might consider doing the same. Note that he's the only person posting to this group that I'd say that about.
Steve J.

3744. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 16:56:04 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340043@hpfcso.HP.COM>
Source record: 236758

>Besides, even the stuff that did pass must've been marginal. My old
>1040ST used to create snow on any TV I was watching in the same room.
>Of course, matters didn't get much better when I removed the RF shielding
>to make room for my RAM expansion board. :-)

My favorite was always Emacs, which, when run from within Forthmacs, generated noise on my AM radio. I'd be working away, listening to the ballgame, but as soon as I netered Emacs, I got static. Not on disk access, mind you. The character read loop apparently went through exactly the right instruction sequence to generate noise at just the right frequency to interrupt KSFO.

3745. Re: ARC 6.02 doesn't warn when out of space!?

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 17:46:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec04.174649.22235@ecst.csuchico.edu>
Source record: 236767

apratt@atari.UUCP (Allan Pratt) writes:

- I have ARC 6.02ST and I found out last night that it doesn't tell
- you when it runs out of disk space! Freeware buyer beware!

Right-o! This is what Sentinel, from John Eidsvoog, is for. It checks during writes to see if there's space left; if not, it puts a dialog box up. It was written specifically for ARC 6.02 and another program whose name slips my mind at the moment, which doesn't check for full drives.

Looks like another program I'll be sending to atari.archive. Look for it in a couple of days.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3746. Who was selling the new 1040STe's??

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 18:37:55 UTC
From: dejesus@bourbon.ee.tulane.edu
Message-ID: <5251@rex.cs.tulane.edu>
Source record: 236780

I recall that twice in the past few weeks someone had posted here that
he was selling brand new 1040STe's at $500 a piece. I mentioned this to a
friend and he is interested. If the original poster of those sale ads sees
this: please contact aa400@cleveland.freenet.edu via email. Thanks...

--
___ / _____________________________ - Francisco X DeJesus
|- / \/ \\
' / /\ dejesus@bourbon.ee.tulane.edu __________________________
/ ak662@cleveland.freenet.edu ////////////////////////////

3747. Re: Autobooting in low rez with Superboot

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 18:46:12 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750097@hpsad.HP.COM>
Source record: 236761

In comp.sys.atari.st, bill@mwca.UUCP (Bill Sheppard) writes:
>I've been unable to make the autoboot feature of Superboot 6.0 with TOS 1.4
>work properly - anyone know if this is a TOS limitation? It works in medium
>rez, and in low rez DESKTOP.INF does have the filename I want to autoboot,
>it just doesn't do it. Any ideas?

I don't have a problem...often. Seems like I do have an occasional
problem, but but have always blamed it on TOS (1.4). Of course, I
never bothered to look into in much. It's not repeatable. Hit reset,
hold <alt> (so no files are changed), occasionally repeat again, and
it comes up fine.

I just don't use low res often enough to worry about it, but I'm
giving you my experience.

-Bob

3748. Neocept?

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 19:48:44 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec4.154844.7475@umiami.ir.miami.edu>
Source record: 236787

I am posting this for a friend without net posting access, but it is
also of general interest ot me and possible other people on the net,
so please direct all replies to HIS address (dnd15j16@umiami.miami.edu)
or directly to the net:

Message:

I Neocept (Makers or Wordup, Fontz!, etc..) still in business?

I cannot get a hold of them. I call their old number, and get a new one,
which nobody answers.

-Frank Rachel
Dnd15j16@umiami.miami.edu
voice:305-284-3212

-------end message.

3749. Re: Talking about other computers here

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 20:37:27 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Dec4.203727.20491@watdragon.waterloo.edu>
Source record: 236770

I decided to buy an Amiga and upgrade my ST to the STE! This way I get
the best of both worlds! But what really dissapoints me is when TAF decide
it wont host an annual Computer Show! Now whats even more discouraging is
when Atari Canada cant even put on a show like the WOC show this past weekend
I cant believe Atari isnt supporting one show in CANADA for the year! I cant
believe Commodore is outdoing atari when I know the ST is a better computer
Its time we call a few numbers and let ATARI hear their one liners have
to turn into action or I for one can convert 250megs of ST files into
Amiga files real fast

Hardware Dave one of the Die hard Atarians
s

3750. Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 21:25:09 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <275C1435.21859@maccs.dcss.mcmaster.ca>
Source record: 236763

Hello All,
A friend of mine bought WordUp 3.0 and can't get it to print.
He has a plain 1040, mono monitor, and Hewlett Packard IIP laser
printer. He tells me there is are two ways of printing: a Text
driver (doesn't work) and a Migraph GDOS driver (also doesn't work)

He has heard of a product called "Turbo Jet" and wonders if that'll help
him out of his fix.

He's tried calling Neocept, but got nothing but an answering service
His version is "Wordup 3.0 08/28/90"

Any suggestions from experienced Wordup Users out there?

Please email any thoughts to me. Thanks!
--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

3751. IFF ftp site anywhere?

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 22:42:16 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <275C2649.26334@maccs.dcss.mcmaster.ca>
Source record: 236764

Now that I have Deluxe Paint, I would like a bunch of IFF pictures
and animations. Does anyone know of an ftp site where they are available?

BTW, Deluxe Paint is a pretty nice package. One thing that I miss
though is the feature to change the palette between tweens. At least I
can't figure out how to do this.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3752. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 22:49:27 UTC
From: sytang@boulder.ColoState.EDU
Message-ID: <11543@ccncsu.ColoState.EDU>
Source record: 236765

The mono Nextstation's Educational price various from $2995 to $3995 dependent
on the individual school's willing to sign with NeXT. So the preious $4995
for a mono NeXTstation with 400DPI laser printer is not unreasonable.
The price you quote is not educational discount price.
Tang
Colorado State University
sytang@lamar.colostate.edu

3753. DVI Printer

Newsgroup: comp.sys.atari.st
Date: 1990-12-04 22:53:05 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec4.185305.7477@umiami.ir.miami.edu>
Source record: 236796

From DND15j16@Umiami.miami.edu concerning TeX:

I have solved all my problems but one.

I now have a fine .DVI file and can view it, but i cannot print it.

I have a Panasonic 1124 24pin printer.

What EXACTLY do i need to print these files, and WHERE do I get it?

-Frank Rachel
Dnd15j16@umiami.miami.edu

3754. 1040ste 'startgem'

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 01:02:19 UTC
From: selick@bucsf.bu.edu
Message-ID: <70043@bu.edu.bu.edu>
Source record: 236795

Well, My 1040st is completely fried. Thanx all who sent mail. I went to syntronics (comm ave, Boston) and they told me the machine was toast. So I got a 1040ste. It's really cool. Anyway, how do I do the 'startgem' on the ste? It won't work, but I seem to remember seeing a different way of doing the same thing.
later,

Steve Selick <selick@bucsf.bu.ed> or <engcyjc@buacca.bu.edu>

3755. Re: Autobooting in low rez with Superboot

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 01:18:25 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec05.011825.25282@ecst.csuchico.edu>
Source record: 236769

bill@mwca.UUCP (Bill Sheppard) writes:

- I've been unable to make the autoboot feature of Superboot 6.0 with
- TOS 1.4 work properly - anyone know if this is a TOS limitation? It
- works in medium rez, and in low rez DESKTOP.INF does have the
- filename I want to autoboot, it just doesn't do it. Any ideas?

I had problems with this at first too with both resolutions; perhaps this may clear things up though. (I'm assuming that TOS 1.4 and 1.6 write and read DESKTOP.INF *identically* because I have 1.6.) It seems that Superboot likes to write #Z 01 C:\AUTO\NEOLOAD.PRG@ (this is the line that tells Rainbow TOS which program to autoboot) at the top of DESKTOP.INF instead of on the fourth line where the desktop writes it when you 'save desktop.' So to avoid the confusion, I edited both med and low res DESKTOP.INF files so that the #Z line is fourth. Therefore, instead of Superboot writing the #Z line, it's always there in DESKTOP.INF; if I don't want anything autobooted, I just hit HELP and then F3 to disable the autoboot.

In short (what I should have said at the beginning :^), make sure that the #Z line is the fourth one in DESKTOP.INF. I hope this works.

BTW, I rarely save the desktop, even with NeoDesk's .INF files. I find it's easier to just edit the files in a text editor.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3756. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 03:27:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36556@cup.portal.com>
Source record: 236771

John Tewnsend writes:

>Finally! Someone who sums up the entire situation. I remember when reading
>news was fun and most of all a learning experience. Seems like the quality
>of people and information here is slipping a great deal.

I remember when Atari Corp. produced and marketed quality, cutting-edge
products, instead of jerking around users, dealers and developers.
It seems the quality of people and information at Atari Corp has slipped
a great deal.

...

>Maybe someday, comp.sys.atari.st will come back around to its intended
>purpose in life: to discuss the Atari ST computer. In the meantime, I
>guess we all have to use news readers like nn to get rid of the trash
>that Bob Rotelle (and others) write.

Maybe someday Atari Corp. will come back around to its intended purpose
in life: to produce and market quality, cutting-edge computers. In the
meantime, I guess we all just have to put up with the with the trash
that John Tewnsend (and Atari Corp.) write.

Bob Retelle

3757. Canadian Atari shows

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 03:47:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36558@cup.portal.com>
Source record: 236772

Hardware Dave, (and anyone else within driving range of Windsor, Ontario),
The Windsor Atari User Group (WAUG) and the Washtenaw Atari User Group (WAUG)
are sponsoring an international Atari Fest in May 1991 at Saint Claire
College in Windsor..

We've been talking with Atari for months about this, but still nothing
about whether or not they're going to support the show.

BobR

3758. Atari ST stuff

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 04:50:00 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <456@pallas.athenanet.com>
Source record: 236773
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

I'm not sure this made it to the net before, so I'm posting it again. If you have seen this before, please accept my apologies.

Here is a bunch of stuff, new and old. Some of the stuff is still in original shrink wrap, some of it is open. To the best of my knowledge, everything works (as it was originally delivered). All sales are final. Where applicable, the shrinkwrapped items will be distributed first. Shrink wrap items will be distributed to the first callers.

I would prefer that you e-mail your inquiries. Call if you must, but please be aware that I am seldom in the office. All prices are what I would like to get out of the stuff, but I'll dicker if you want.

Here goes...

(quantity is in parentheses)

Hardware: (all used except for the mice, Drive B, and Z-times)
(price for each)
Atari SF354 diskette drives: $35 (4)
Hippovision Frame Grabber: $25
Navarone flatbed scanner: $500
Atari 520ST: $150
Z-time/ST $5 (2)
Drive B (switch to allow more than one B drive)
$10
Paradox 5.25" disk drive $15
Atari mouse $10 (2)

Software: (all in original shrinkwrap except as noted, price for each)
Timeworks Datamanager $15 (1, open)
Timeworks Partner/ST $15 (2, 1 of them open)
Timeworks Publisher/ST $15 (1, open)
Timeworks Swiftcalc $10 (1, open)
Timeworks Wordwriter/ST $25 (1)

Beckmeyer Hard Disk Accelerator
$5 (2, 1 of them open)
Beckmeyer Ansiterm $5 (1)
Beckmeyer Micro C-Tools $10 (1)
Beckmeyer Micro-Make $10 (1)
Beckmeyer Micro C-Shell $10 (1)
Beckmeyer MT C-Shell $5 (2)

Dollars & $ense $5 (1, open)
Degas Elite $5 (3)

Red Alert $3 (1)
A-calc $5 (1, open)
Cyberpaint $3 (1, open)
Pha$ar $3 (1, open)
Spectrum 512 $3 (1, open)
Genesis $3 (1, open)
Flash $3 (4)
Shadow $3 (2)
Kermit & Remote Control $3 (2)
Macro Mouse $3 (4)

GST-C $5 (1)
Deep Space $2 (1, open)
The Pawn $2 (2)
PC-Ditto $5 (3, 1 open)
Michtron Juggler $5 (2, 1 open)
MaxPak $3 (3)
MS-Emulator $2 (1, open)

FirstByte FirstShapes $5 (1, open)
FirstByte SpellerBee $5 (1, open)
FirstByte KidTalk $5 (1, open)

IS-Talk $5 (1)
PC-Intercom $5 (1, open)
Golden Oldies $2 (1, open)
USCD Pascal $5 (1, open)
Music Studio $2 (1, open)
PrintMaster $5 (2)
PrintMaster Art Gallery $3 (1)
Art Gallery Library $5 (set of 4 disks, open)
F16 Falcon $3 (2)
Winter Games $2 (1, open)
Chat $2 (1)
Sundog $3 (1)

Issues of Start, brand new, at least two of each, *with* disk, $1 each:
1987 - Winter, Summer, Fall
1988 - Spring, Summer, Specials #3 & #4, Oct, Nov, Dec
1989 - Jan - Dec
1990 - Jan - April

--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62704 + Internet: lbert359@athenanet.com +

3759. Re: 1040ste 'startgem'

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 05:19:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec05.051921.26798@ecst.csuchico.edu>
Source record: 236774

selick@bucsf.bu.edu (Steven Selick) writes:

- So I got a 1040ste. It's really cool.

Hook it up to a couple of external speakers. Get STEDEMO.LZH (or
.PRG) from atari.archive. Get STEPLAY and some good Noisetracker
mods. You're all set! Show an Amiga user. ;^)

- Anyway, how do I do the 'startgem' on the ste? It won't work, but I
- seem to remember seeing a different way of doing the same thing.

Select the program to want to autoboot. Select Install Application
from the Options menu, select AUTO, and save the desktop.

Quick tip: if you want the desktop to come up in medium resolution
without the use of STE_FIX.PRG, change the 12 to 13 in the fifth line
of DESKTOP.INF.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3760. Epson Cartridge for HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 05:21:08 UTC
From: <>
Message-ID: <9740@darkstar.ucsc.edu>
Source record: 236775
Cross-posted to: comp.sys.atari.st,misc.forsale

For Sale

Hewlett-Packard Epson FX-80 Printer Emulation Cartidge (PN 22707E)
==========

This is for the HP DeskJet (original) and will not work in the DeskJet +
or DeskJet 500. I found out the hard way that I needed a different
cartridge.

Price is $60.00 or B.O. and I'll pay shipping anywhere in US or Canada.

Reply to this mesg or call Ron at (408) 688-1508.

3761. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 06:06:04 UTC
From: jkim@polyslo.CalPoly.EDU
Message-ID: <275c8e4c.464b@petunia.CalPoly.EDU>
Source record: 236776

In article <275C1435.21859@maccs.dcss.mcmaster.ca> art@maccs.dcss.mcmaster.ca (Art Mulder) writes:
>
>Hello All,
> A friend of mine bought WordUp 3.0 and can't get it to print.
> He has a plain 1040, mono monitor, and Hewlett Packard IIP laser
> printer. He tells me there is are two ways of printing: a Text
> driver (doesn't work) and a Migraph GDOS driver (also doesn't work)
>
> He has heard of a product called "Turbo Jet" and wonders if that'll help
> him out of his fix.
>
> He's tried calling Neocept, but got nothing but an answering service
> His version is "Wordup 3.0 08/28/90"
>
> Any suggestions from experienced Wordup Users out there?
>
>Please email any thoughts to me. Thanks!
>--
>-----------
>Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
>Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

That makes two of us. It was few months ago when I was waiting to
get the best word processing program with the best customer support,
in upgrade wise. I start from v1.and paid Neocept the upgrade
fee that now amounts the program net cost to and above $120
for me. I could have bought a word perfect. Anyhow, the program
that I thought would be one of the best word processor that
could be compared to that of Mac ones was not a complete program.
But a bunch of disks that wouldn't even let you write a resume.
I, csc major, wasn't able to use it! It is deep in my closet.

FEW MAJOR PROBLEMS WERE :

1. It will freeze when quiting the program.
2. Printing wouldn't work properly. It will sometimes print it
to the screen and bomb or just bomb.
3. Spell checking with a large file causes bomb.
4. NO WAY to append another WUP file!!!!!!
IMPORT WordUp was designed to accept older format and it would not
import v3.0 leaving no option to append but to open two window and
do window to window paste.
5. who knows

I am wondering if there is a person who is using WORDUP successfully.
I am wondering if someone know where Neocept is.
I am wondering if they will ever rewrite the sucker.
I hate to say I made a bad decision.
Rather I hate getting robbed!

Jong-Woon Kim

--
"""""""""
c|O o|Q
(J) " Go ahead, make my day " jkim@AtHeNa.CaLpOlY.eDu
\ ~ / jkim@PoLySlO.CaLpOlY.eDu

3762. Neodesk FAT troubles

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 07:57:05 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <1990Dec5.075705.3470@ims.alaska.edu>
Source record: 236777

Keywords: Neodesk, FAT
News-Software: VAX/VMS VNEWS 1.3-4

WRT the reported Neodesk giving bogus folders w/ control chars for names,
I also get periodic alerts of "Your data may be damaged and all your work
may be trashed.. please plug in your disk drive". Has anyone else experienced
this little charmer? Thanks j harris

3763. If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 08:05:33 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec5.080533.23844@murdoch.acc.Virginia.EDU>
Source record: 236778

Cast of characters:

Jim Townsend is an Atari employee, who occasionally provides very
useful information. He doesn't set Atari policy.

Bob Retelle is someone who likes to insult people. He wants to change
Atari so bad he'd rather drive away Atari employees providing us
support for our computers than be quiet. After all, if you badger the
low-level employees they're sure to march right into the President's
office and demand change.

In article <36556@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Tewnsend writes:
>
>>Finally! Someone who sums up the entire situation. I remember when reading
>>news was fun and most of all a learning experience. Seems like the quality
>>of people and information here is slipping a great deal.
>
>I remember when Atari Corp. produced and marketed quality, cutting-edge
>products, instead of jerking around users, dealers and developers.
>It seems the quality of people and information at Atari Corp has slipped
>a great deal.

Townsend is a good person. If you keep it up, Bob, the quality of
information on this newsgroup is going to decline even more.

3764. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 09:33:26 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Dec5.093326.7126@cs.ucla.edu>
Source record: 236779

In article <36556@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
`John Townsend writes:
obnoxious Bob R comments deleted.
`>Maybe someday, comp.sys.atari.st will come back around to its intended
`>purpose in life: to discuss the Atari ST computer. In the meantime, I
`>guess we all have to use news readers like nn to get rid of the trash
`>that Bob Rotelle (and others) write.
`
`Maybe someday Atari Corp. will come back around to its intended purpose
`in life: to produce and market quality, cutting-edge computers. In the
`meantime, I guess we all just have to put up with the with the trash
`that John Townsend (and Atari Corp.) write.
`
`

`Bob Retelle

MILD FLAME ON

C'mon, Bob. I, for one, apprieciate John Townsend's presence on c.s.a.s.,
and I'm sure others do too. John usually posts good information. You
usually post inflammatory fluff. I vote for John.

MILD FLAME OFF

By the way, I never heard Atari claim to be a cutting edge technology company.
They usually build powerful computers that people can afford... lNot
necessarily the _most_ powerful machines.
--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

3765. RCS for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 10:44:49 UTC
From: piet@cs.ruu.nl
Message-ID: <4459@ruuinf.cs.ruu.nl>
Source record: 236781

Does anybody have a port of RCS (Revision Control System) for TOS?

--

Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3766. Re: CONS-FIX??

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 11:02:33 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90339.130233GERLOFF@DB0TUI11.BITNET>
Source record: 236798

In article <1990Dec01.191015.29164@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) says:
>
>Can someone tell me what this program fixes (the docs are in German)?
>I got it from atari.archive and Todd Miller's description says that
>it fixes some problems with Quick ST and Turbo ST when they're used
>with Gemini and Rufus.
>

Hello Ed!

This program fixes the I/O-redirection bug. If you use the console-window from Gemini and on of those "softwareblitters" you can't direct the output from a program (a contents-listing of a zoo-archive for example) to a file or the printer port, because the new BIOS-routines of Quick-ST and Turbo-ST doesn't care about I/O-redirection.

Greetings, Olaf

3767. PD LIBRARIES ON NET?

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 11:27:30 UTC
From: dh130@cs.city.ac.uk
Message-ID: <1990Dec5.112730.2752@cs.city.ac.uk>
Source record: 236720

I am looking for PD libraries that deal with atari st. Could
you please mail me details of where, and passwords required.
Many thanks
Andrew Thompson

3768. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 11:47:34 UTC
From: leo@mat500.uucp
Message-ID: <1062@mat500.uucp>
Source record: 236782

ralph@laas.fr (Ralph P. Sobek) writes:

>Don't forget TT's are already on sale elsewhere (a little expensive though)!

"elswhere" may mean in 5 of the 10 computer-stores in a 5-km area round the
place where i am writing this. I'm shure that it's the same in nearly every
city in germany, and the TT is not as expensiv as it was right before yesterday.
>Enjoy,
Really, enjoy!

>--
>Ralph P. Sobek Disclaimer: The above ruminations are my own.
>ralph@laas.fr Addresses are ordered by importance.
>ralph@laas.uucp, or ...!uunet!laas!ralph
>If all else fails, try: sobek@eclair.Berkeley.EDU
>==
>Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

C. "Leo" B.

3769. Basepage problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 12:55:27 UTC
From: e21c10@titan.hts.hsa.nl
Message-ID: <1409@titan.hts.hsa.nl>
Source record: 236783

I have written a quite large program in GFA-basic to simulate analog circuits
(Kind of a Pspice- with the speed of an IBM XT). There's a routine
that's used quite a lot by the program, so I decided to write this routine in
C language. So far no problem .
However, I'm having some problems executing the C-program after it has been
loaded in memory. So I made up a small program just to test if the C-routine
could be executed . The GFA basic program :

```
RESERVE 10000+FRE(0) ! Reserve 10 k bytes of memory
adress = EXEC (3,"A:\PROG.PRG") ! loads program in memory, returns basepage-adress
start = LONG {adress+8} ! Starting adress of program
dummy = C:start() ! Execute C program
END
```

The c program :

```
include <stdio.h>
void main()
{ printf ("This is a C program")
}
```

However, this combination doesn't work. The computer just crashes, so I
suppose the adress ' start' is NOT the starting adress of the C Program.
My questions are :
1. What the hell am I doing wrong
2. What do the terms in the basepage mean ? (TPA, TEXT etc.)

If you have any suggestions to solve this problem , Please post me
Bye, Roland

3770. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 13:42:10 UTC
From: rost@aqua.enet.dec.com
Message-ID: <3566@ryn.mro4.dec.com>
Source record: 236797

In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes...
>Get a Mac, not an IBM. IBMs are for corporate fascists, and besides,
>Macs are better (ease of use, etc.) Apple isn't about to fade into the
>woodwork like Atari periodically does. If you can't afford a Mac (get at
>least a IIsi, not a Classic (yuk, same slow processor as an ST, and 9"
>mono "graphics")) then get a Spectre GCR (wait for Version 3.0.)
>
>I'm getting a Mac IIsi if my parents can/will help me afford it
>(although it's pretty cheap here with student discounts, $3000 is still
>a lot of money) or a Spectre GCR if that's all I can afford.

$3000 is a REAL LOT of money. Maybe my STs aren't Macs, but I've invested all of $500 in my Atari stuff. I just can't see where buying a "home" computer for the price of a car is a good move, sorry.

Brian Rost @aqua.dec.com

508-467-6289

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

3771. UN*X for TT

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 14:16:24 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Dec5151624@kunto.jyu.fi>
Source record: 236793

What is the situation of TT's unix?? Is it running somewhear?? And can one run the thing in those TT's that are sold now here in Europe (of cource with bigger harddisks and enough memory) ??

unix is trademark of AT&T...

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

3772. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 15:21:56 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <98@bart.cs.mcgill.ca>
Source record: 236784

In article <7340043@hpfcso.HP.COM> mjs@hpfcso.HP.COM (Marc Sabatella) writes:
>My favorite was always Emacs, which, when run from within Forthmacs, generated
>noise on my AM radio. I'd be working away, listening to the ballgame, but as
>soon as I netered Emacs, I got static. Not on disk access, mind you. The
>character read loop apparently went through exactly the right instruction
>sequence to generate noise at just the right frequency to interrupt KSFO.

My supercharger causes lots of interference with my cordless phone. There's
a little red "data" light which goes on every time my screen's contents are
changed (i.e. every time a character is written to a screen, or whatever).

So I have a corner clock on my computer, and the time changes every second.
If I'm on the phone, I hear high-pitched little beeps which last a
milisecond or so, almost as if a radar is scanning me or something. First
time this happened, I didn't know WHAT to do..

what's really fun though is when I am on the phone, and my idle screen
saver kicks in. All of a sudden the screen is filled with fireworks, and
every time a pixel is written to the screen, "blip"...

Actually, the blips in a strange way make the fireworks more interesting.
One time I was talking to someone, heard the noise and saw my screen, and
just stopped talking in mid sentence....

hello?

hello?

the person on the other end just heard some weird sounds, and almost hung
up on me....

--
|S. Alan Ezust | depeche@cs.mcgill.ca |
McGill University School of Computer Science	Montreal, Quebec, Canada
"Sing while you may, only LOUDER!"

3773. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 15:24:28 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec5162428@orion.laas.fr>
Source record: 236800
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <1990Dec3.211612.2176@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
| I use the program IBMFMT by Moshe Braner. An equivalent program
| is PS2FORM. Both are free.

I recommend FORMAT which, I believe was posted in Sept. It should be available from atari.archive. The major difference between FORMAT and PS2FORM is that a) FORMAT ensures that the floppy has a random serial number, while being MS-DOS (and for that matter SPARCstation) compatible, and b) it creates 3 sector FATs, thereby giving the user 2 extra clusters (the same as if the floppy would have been formatted on a PC). What more can one ask for?

| For casual use, you should limit the number of such disks on the Atari
| to ONE disk, because the ST system gets confused by the fact that all
| PC volume serial numbers are the same.

If you use FORMAT this problem is solved!! Virtually all my 100 or so Atari ST floppies are MS-DOS compatible. Until FORMAT came along I had to hack the serial number manually with a disk editor. :-(

Finally, FORMAT can format in the background if you install it as an ACC. Just don't use up too much CPU in the foreground, otherwise the formatting will come to a halt. Disclaimer: I didn't write it! For the moment, I'm just a happy user of FORMAT.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3774. dm and csb editor posted!

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 15:29:52 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <627@organpipe.UUCP>
Source record: 236792

have just put the DM and CSB character editor on the atari.archive, so I guess it will be availiable for ftp sometime soon. If anyone has problems getting it, just mail me and I will try to help.

Thanks,
David Koski

3775. Stacy problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 15:46:15 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340044@hpfcso.HP.COM>
Source record: 236786

I finally got my STacy from a small semi-local dealer, and promptly noticed three things I don't particularly like:

1. The model I bought was orignally a Stacy 1, but the RAM was replaced with a SIMM module, with 4 MB. This was as advertised. What was not advertised was the sticker that fell off the case as soon as I picked it up, saying that removal /damage of the sticker voided my warranty. The sticker was apparently protecting a screw that JRI opened to install the SIMM's. Before I take this up with JRI, or the dealer (who did not "authorize" the modification - he ordered the box from another dealer who had already done it), does anyone know if I've been screwed like I think I have? Does JRI honor the warranty? I have no address or phone # for them.

2. My first problem that the voided warranty won't cover - if I have a MIDI instrument connected and powered on, Stacy won't boot. More particularly, she boots, displays the desktop, then immediately locks up. This doesn't happen if the MIDI instrument is turned off when I boot, so I can work around this, but it is annoying. I don't remember this happening on the Mega 2 I used to use, so I am pretty sure this is a bug, not a feature. Has anyone else expereinced this? Could I be doing something wrong?

3. The first piece of software I tried to run on, Mitch Bradley's Forthmacs, doesn't work correctly. Actually, it comes very close, but I seem to be unable to "save-rel" anything without getting a "Flushbuf error" - and there is plenty of space on the disk, and the disk is not write protected. I plan to take this up with Mitch, but it definitely is not a good sign. Hopefully it is something I am doing wrong, and not something funny about the Stacy or its TOS (called "Rainbow TOS" - is this the same as 1.4?)

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

3776. Net Censorship

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 15:51:31 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.90.0.660412291.cmm1@cunixa.cc.columbia.edu>
Source record: 236788

```
Newsgroups: comp.sys.atari.st
Subject: Re: Talking about other computers here
Summary:
Expires:
References: <1990Dec3.173941.29280@cs.ucla.edu> <1990Dec3.195756.27537@cunixf.c\
c.columbia.edu> <1990Dec04.164454.3952@chinet.chi.il.us>
Sender:
Followup-To:
Distribution:
Organization: Columbia University
Keywords: excessively annoying

In article <1990Dec04.164454.3952@chinet.chi.il.us> saj@chinet.chi.il.us (Steph\
en Jacobs) writes:
>On Fidonet, the first commandment is "Thou shalt not be excessively
>annoying." I'd like to suggest using the same standard here on usenet.
>Chris Mauritz only seems to post stuff saying "Atari is lousy.

That isn't true. I have posted articles on how to use software, like
UniTerm and I have posted some (albeit few) somewhat positive articles
RECENTLY about various aspects of the TT.

>I told you years ago that Atari is lousy. Anyone who disagrees is silly".

When did I say that. Please quote me if you can.

>(He used to claim to be a financial expert until he publicly failed to notice
>that Jack Tramiel should be considered an Atari 'insider').

When was this??? I don't remember seeing any such post. What idiot
would claim that a major shareholder of a corporation wasn't an insider.
Again, I challenge you to quote me.

>I say enough is
>enough. He's getting not just annoying, but excessively annoying. As of the
>next dumb, provocative, insulting message I'm mailing to postmasters
>between him and me asking them to cut him off. I suggest other people might
>consider doing the same. Note that he's the only person posting to this
>group that I'd say that about.

Go for it! I suspect that nobody can censure me for expressing my opinion.
I have neither threatened anyone, nor used foul language, nor have I
insulted anyone. If you don't agree with my opinion, that is your right.
I have the right to express mine. If you don't like it, you can ignore
it. So complain away if you wish. All I ask is that you include this
note in your complaint.
```

> Steve J.

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3777. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 16:08:44 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec5170844@orion.laas.fr>
Source record: 236701

In article <1990Dec3.200650.25435@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
|
| In article <RALPH.90Dec3173300@orion.laas.fr> ralph@laas.fr
| writes: >Don't forget TT's are already on sale elsewhere (a little
| expensive though)!
|
| Realy??? How much?

List price starts at around 16000 FF.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3778. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 16:22:18 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Dec5.162218.16820@daffy.cs.wisc.edu>
Source record: 236715

I wouldn't BUY ANY MAC. For god sake, I would wait to see what Mr. Small does with his new 030 add on board, you could save your self at least a grand this way, and the performance specs of Mr. Small's board is going to be a lot better than a IIsi for cripes sake!

Not only that but the MAC IS LAME for playing games, I don't play games often but when I do, my ST is far better than any Mac game program.

I would RECONSIDER if your a student, like me who is poor and currently in the dog house.

--Gregory

3779. Anonymous FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 16:30:37 UTC
From: drubin@polyof.poly.edu
Message-ID: <1990Dec5.163037.20267@polyof.poly.edu>
Source record: 236712

Due to circumstances beyond my control (i.e. work) I have not been able to keep up-to-date with Netnews. I have lost touch with all the anonymous FTP sites out there that provide PD Software/Utilities for the Atari ST.

Would someone be so kind as to point me in the right direction so I can begin my search for the latest utilities that I have been missing for the past year or so. If anyone has a list of Atari FTP sites it would be appreciated.

Thanks..

--
Dave Rubin
drubin@polyof.poly.edu
Polytechnic University

3780. Atari Archive Monthly Posting

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 17:28:37 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec5.172837.27486@terminator.cc.umich.edu>
Source record: 236710

Welcome to atari.archive.umich.edu

This is the monthly posting from the umich atari posse. We hope
it will answer some of those nagging questions that always seem to pop up
from time to time. If you have any additional suggestions, please mail
them to me, at weiner@atari.archive.umich.edu.

1: How do I use BART?
Bart (Brode's Archive Retrival Thang) is our mail server. You can get
his help file simply by asking for it. Mail atari@atari.archive.umich.edu,
and type the word help in the body of the message. Further questions about
BART can be mailed to jon@atari.archive.umich.edu, NOT me.

2: How can I connect via FTP?
Well, we HAD a help file, but it was destroyed in the great AA crash and
I haven't yet had a chance to replace it. If you're interested in it,
please mail me and I'll rewrite it.

3: What if my machine doesn't support name service?
Two things to do here:1) Demand that your sys-admin install it soon,
and 2) use the internet address 141.211.164.8

4: I can't download because my hard drive doesn't work and my modem goes
out sometimes and .....HELP!!!
Sorry, outside of the archive I really can't help you....Your best bet is
to find someone at your site with a similar set-up, or post to c.s.a.st
for advice.

5: Excuse me, but your index sucks.....
I know, I know. I am working on it. Really. It's kinda tedious to index
148 megs of stuff. Please bear with me. The ls -lR index is updated about
two times a week, usually on Tuesdays and Sundays.

6: Oftentimes when I'm transferring files, I'll lose my ftp link and get a
host not responding error. What's going on?
Our regional host network called Merit (the name doesn't reflect anything)
oftentimes gets flaky. It's been that way lately, so please bear with us
It happens to us too.

There are a few files that you will find necessary to continued archive
usage, namely:

archivers/arc602.arc : The latest version of arc
archivers/zoo.arc : The classic archive program
archivers/compress.zoo : Useful for removing .Z from sounds and binaries
archivers/unlzh11.arc : Unpacks .lzh files

Some of the latest uploads:
README dlxpaint.lzh lha121.lzh rtvmse.lzh stno_103.lzh
artpak.tos dmeditor.arc mandltoy.arc sfx_lzh.lzh term4.lzh
artst232.lzh driveoff.lzh megaform.lzh sheet_20.lzh topdown.lzh
bit36_e.lzh dterm_1.lzh memfile.lzh shredder.lzh unisbgcc.zoo
calculat.lzh fujidesk.lzh miditalk.arc smeister.arc unitmacs.lzh
canvasdm.lzh gimmicks.lzh nx1000.lzh speak_ez.lzh unix2dos.lzh
cooltetris.arc hacman2.lzh parkhd.lzh st_whiz.lzh unixmode.lzh
dcfmt302.lzh ke22.lzh quickgif.lzh stkr_206.lzh ymg125.lzh

All of which may still be located in the newitems directory.
Thanks to everyone who has uploaded anything lately.....

PLEASE NOTE: FTP and BART service are a privelege, not a right! Please make
a supreme effort to keep heavy FTP and BART use in off-time hours (i.e. after
5 pm EST but before 8 am EST), especially FTP use.

THIS JUST IN: In an ever un-ending attempt to support atari users everywhere,
Scott Wood has recently added a new portfolio directory. Please send suggestions
comments, or uploads to him at swood@atari.archive.umich.edu.

Any ideas, questions, comments, etc. to me,
weiner@atari.archive.umich.edu

--
weiner@atari.archive.umich.edu Shakey Jake in '92!! Run Jake, Run!!!
"Run foolish pedestrians " - Max just before Sam ran into Mom and Pop's
corner store and saved the world from the threat of eating processed cheese

3781. Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 18:06:12 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Dec5.180612.12451@cbnewsm.att.com>
Source record: 236709

I'm thinking of buying a database manager but the topic of what is good and not so good has not come up recently. So, any body have any recommendations? How good is DBman, is it worth the money? By the way, my needs range from simple to complex and I would rather invest in a piece of software that I won't out grow.

Thanks in advance
Bill Oswald
aloft!wao

3782. hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 18:08:27 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <6842@ncrcae.Columbia.NCR.COM>
Source record: 236713

Need some advice.

I currently have a 520ST and want to purchase a hard drive. I am looking for recommendations on manufactures. Is it better to mail order or buy one locally? What are the standard prices?

Thanks in advance.

Rick

3783. Clipart stuff on the net

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 19:37:08 UTC
From: psurge@cs.utexas.edu
Message-ID: <15478@cs.utexas.edu>
Source record: 236714

Where on the net is there clipart stuff? Is there an FTP site that has clipart and .IMG files? Possibly even .GEM files? I need these for DTP and would appreciate any pointers.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3784. Re: Anonymous FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 20:40:28 UTC
From: brine@bwdlh134.bnr.ca
Message-ID: <1990Dec5.204028.21003@bwdls61.bnr.ca>
Source record: 236719

I too am interested in this information, being new to the net and just now finding my way around.

3785. 14-pin DIN connectors

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 21:18:24 UTC
From: jmack@b11.ingr.com
Message-ID: <9567@b11.ingr.com>
Source record: 236789

I have come across a 5 1/4" TEAC drive that I would like to
connect to my ST, however I am having trouble locating a source for
the 14-pin DIN connector that Atari uses on their drives. (I need to build
a cable to go from my A drive, a 314, to my TEAC drive). Has anyone found
a source for these connectors???

3786. CSB Maps Requested

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 21:31:02 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Dec5.213102.1413@ux1.cso.uiuc.edu>
Source record: 236790

Hi. Is there anyone out there who has maps to Chaos Strikes Back?
I could sure use some. Email or post.

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>

3787. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 21:44:45 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec5.214445.4020@rodan.acs.syr.edu>
Source record: 236791

In article <275c8e4c.464b@petunia.CalPoly.EDU> jkim@polyslo.CalPoly.EDU (Jong-Woon Kim) writes:
>
>That makes two of us. It was few months ago when I was waiting to
>get the best word processing program with the best customer support,
>in upgrade wise. I start from v1.and paid Neocept the upgrade
>fee that now amounts the program net cost to and above $120
>for me. I could have bought a word perfect. Anyhow, the program
>that I thought would be one of the best word processor that
>could be compared to that of Mac ones was not a complete program.
>But a bunch of disks that wouldn't even let you write a resume.
>I, csc major, wasn't able to use it! It is deep in my closet.
>
>I am wondering if there is a person who is using WORDUP successfully.
>I am wondering if someone know where Neocept is.
>I am wondering if they will ever rewrite the sucker.
>I hate to say I made a bad decision.
>Rather I hate getting robbed!
>
> Jong-Woon Kim

I am not sure whether or not I like defending WordUp or not, but I thought I'd give it a go... I have 3.0 and really like it...it is pretty much the only word processor for the ST that I have found that can do what I want to be able to do. It sounds like you did not get the "fix" to 3.0...I understand that caused many problems. So, as far as use goes, I like the program...what bothers me is that I have seen a fair number of people mention lately that they ave been unable to get ahold of Neocept...that is bad! Does anybody out there have any info on what this company is up to these days?
--Gerry

3788. Problems with PLAYER.LZH

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 22:41:28 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Dec5.224128.65@n6vbg.hamavnet.com>
Source record: 236794

Hello, everyone,

I just received the files PLAYER.LZH and BART.SND from the atari archive site via mail.

I decompressed PLAYER.LZH, which created PLAYER.TTP, and tried to play the sound file. However...all I get is some vertical bars on the screen, no sound comes from the speaker, or anything else. I can abort the program with the space bar as stated on the opening screen (which flashes real fast !).

I tried the program both with my color and mono monitors, and I even put the two files by themselves on a floppy and tried them that way in case the player was not compatible with some of the stuff that gets loaded when I boot the machine from the hard disk.

Any ideas? Am I missing something? No docs came with the file, by the way.

Thanks!

--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

3789. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 23:09:22 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <15480012@hpdmd48.boi.hp.com>
Source record: 236799

Greg writes:
>
>Jim Townsend is an Atari employee, who occasionally provides very
>useful information. He doesn't set Atari policy.
>
>Bob Retelle is someone who likes to insult people. He wants to change
>Atari so bad he'd rather drive away Atari employees providing us
>support for our computers than be quiet. After all, if you badger the
>low-level employees they're sure to march right into the President's
>office and demand change.
>
>Townsend is a good person. If you keep it up, Bob, the quality of
>information on this newsgroup is going to decline even more.

I must agree with Greg on this.

Listen folks, if you have a gripe with the way Atari runs their
business, then write Jack and Sam and vent your spleen -- the employees
don't control the throttle of the Atari train. I would say that Atari
has their problems, but it isn't anything that has already been beaten
to death here n! times.

Have you folks ever thought that there just may not be enough folks
at Atari to do all the jobs that have to get done to keep the doors open
and get out new products? That would explain a lot of the problems that
have occured there over the years...

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

3790. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 23:19:23 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec05.231923.2497@ecst.csuchico.edu>
Source record: 236723

- Need some advice.

The Doctor is in. Please have a seat. (Just kidding. Har har :^)

- I currently have a 520ST and want to purchase a hard drive. I am
- looking for recommendations on manufactures.

I think most people will agree that ICD is the way to go if you want the best. Most third-party vendors sell ICD host adapters so you can put together your own drive or have them assemble it for you. I have a Seagate 157N-1, a 50meg (okay 48.9meg), 28 ms drive. I've had it for a year and a half, treated it well, and it's worked flawlessly. I have it in an ICD case. I've heard that fans in other cases are kinda loud.

- Is it better to mail order or buy one locally?

If you have a good dealer nearby that has a good price, go for it. If this isn't the case, there are many places that will put together a drive usually with any size mechanism from any company. Toad Computers (800-448-TOAD) is a reputable place. So is Carter Graphics (801-628-6111). I bought mine from Joppa (800-876-6040). Joppa buys the host adapter and case from ICD and buy the drives from Seagate and assemble it for you. Ask your dealer if he will buy the case and drive separately and put it together for you, or you can put it together yourself.

- What are the standard prices?

A year and a half ago, I bought mine for $665. They now have the same setup for $579 (September, 1990 issue of ST Informer).

Good luck. If you have any other questions, drop me a line.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3791. Re: Autobooting in low rez with Superboot

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 23:30:34 UTC
From: gilliam@lowlif.dec.com
Message-ID: <17855@shlump.nac.dec.com>
Source record: 236728

```
In article <750097@hpsad.HP.COM>, bobw@hpsad.HP.COM (Bob Waltenspiel) writes...
>In comp.sys.atari.st, bill@mwca.UUCP (Bill Sheppard) writes:
>>I've been unable to make the autoboot feature of Superboot 6.0 with TOS 1.4
>>work properly - anyone know if this is a TOS limitation? It works in medium
>>rez, and in low rez DESKTOP.INF does have the filename I want to autoboot,
>>it just doesn't do it. Any ideas?
>
I have the same problem using Desk Manager 3.3. with TOS 1.4. Prior to that,
REZ.PRG wouldn't read the low rez desktop.inf. It did under TOS 1.0. I've been
too busy to check into it. It's repeatable.
---
Mason Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com
---
```

3792. FIDOnet - what is it & how to access?

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 23:35:13 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90339.183513PMR2@psuvm.psu.edu>
Source record: 236702

The subject line says it all.

Paul

3793. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-05 23:46:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36587@cup.portal.com>
Source record: 236733

What I find most interesting is that when "Atari employees" or other
Atari Cheerleaders cannot find anything to say to defend Atari's actions,
they almost invariably resort to personal attacks...

Instead of trying to come up with some rationale for the way Atari does
things, or providing us with any hard facts, they call names...

Read back over this thread and see who brought it down to a personal level..

BobR

3794. Re: TOS 1.0 40 folder problem and HD's

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 00:00:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36589@cup.portal.com>
Source record: 236703

Javier Henderson asks:

...

>Now, I am familiar with the TOS 1.0 bug that limits the amount of folders
>per disk to 40. Atari used to supply a little utility that would fix that.
>DOes anyone know if that utility (I believe it was called FOLDR100.PRG)
>will work with Supra's hd utilities?

FOLDRXXX.PRG should work just fine with the Supra utilities... you can chang
the XXX to whatever value you find works best with your particular system.
The larger the number of course, the more memory is reserved...

BobR

3795. Re: Mail Order Problems -- Waiting for my 1040e

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 00:02:14 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1990Dec6.000214.2601@watserv1.waterloo.edu>
Source record: 236704

In some article, someone writes
>>
>> I ordered a 1040e from MicroTyme (Kettering, Ohio).
> [...]
>> According to them, they have been waiting all this time for a shipment of
>> 1040e's from Atari.

I had heard some time back that Atari was trying to discourage mail order shops.
But now I learn that MicroTyme advertises mail order service, and I recently
saw a flier from E.A.Browne Co, advertising STs for sale.

Does this mean that Atari has is a changed its policy?

Or is it still the same, and they are trying to put the mail-order
places out of business, by not shiping to them. I know what you are
thinking now, "Why posit a theory of conspiracy, when a much simpler
theory, such as incompetence or bad luck, will suffice?"

I dont know. The devil made me say it.

3796. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 00:08:51 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Dec6.000851.4663@hub.cs.jmu.edu>
Source record: 236705

iho@cac.washington.edu (Il Oh) writes:

>Okay. As I sit here typing away, I see the stack of the system disks
>I couldn't get to work. They say v. 6.0.5 on them. I wrote the previous
>post at work where I didn't know which version I had sitting next to my
>ST at home.

You know, I just thought of something... Apple apple hasn't made any
real complaints against the GCR, and we (GCR users) have been thinking that
this is because Apple doesn't consider us a threat. What if they do
and they gave a few of their engineers an ST and said "Try to make
System NOT run on this thing." That way they wouldn't ruffle any feathers
or cause any great legal arguments. I'm using 6.0.3 and I'm not going
to change until the verdict on System 7 comes in.

Just a thought.

JT

internet: help_jt@vax1.acs.jmu.edu or
bayers@hub.cs.jmu.edu

3797. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 00:31:12 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec6.003112.25417@cunixf.cc.columbia.edu>
Source record: 236706

In article <1990Dec5.162218.16820@daffy.cs.wisc.edu> gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
>I wouldn't BUY ANY MAC. For god sake, I would wait to see what Mr. Small
>does with his new 030 add on board, you could save your self at least a
>grand this way, and the performance specs of Mr. Small's board is going to
>be a lot better than a IIsi for cripes sake!

The only problem with this line of reasoning is that nobody knows for sure when this board will be produced (if at all). With the Mac, and other computers that are currently on the shelves, you get a powerful computer that you can use today. If one were to follow your line of thought, then you would never buy a computer, but always wait for that marginally better one around the corner. Any computer you buy is going to be "obsolete" in a year or two (maybe sooner!) anyway.

>Not only that but the MAC IS LAME for playing games, I don't play games
>often but when I do, my ST is far better than any Mac game program.

Is this really a useful way to judge a computer....by how well it plays games??? C'mon...Nintendo machines are cheap. :-)

>I would RECONSIDER if your a student, like me who is poor and currently
>in the dog house.

Yes, computers are expensive, BUT Apple, Commodore, NeXT, Sun and many other companies offer SUBSTANTIAL discounts to students. Atari does not, Dave Small does not, Jim Allen does not. You should also consider that.

>--Gregory

Cheers,

Chris (I will not be intimidated) Mauritz

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3798. xedit?

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 00:31:57 UTC
From: bud@ms.uky.edu
Message-ID: <16490@s.ms.uky.edu>
Source record: 236731

Hi guys,
Does anyone know of a version of the XEDIT editor for
the ST? (Go ahead, laugh...I won't mind :-))

Bud

--
William K Glunt | Are you ABNORMAL?
U of Kentucky Math Dept.| Then you are probably better than most people!
606 258 8864 | Are alien space monsters bringing a STARTLING NEW
| WORLD? from _The book of the SubGenius_

3799. Re: New at atari.archive ===>Stitchmeister Demo

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 01:13:17 UTC
From: robert@informix.com
Message-ID: <1990Dec6.011317.12377@informix.com>
Source record: 236707
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

In article <1990Dec1.012618.14418@CSUFresno.EDU> billm@zimmer.CSUFresno.EDU (Bill Mills) writes:
>I have just sent Stitchmeister Demo to atari.archive.

My wife would be very interested in this. Is the demo for a purchasable or shareware program, or is the demo all there is?

Also, I don't have access to atari.archive. Can you suggest another source where I might be able to get this?

Robert Coleman
--

Disclaimer: My company has not yet seen fit to elect me as spokesperson. Hmmpf.

3800. Re: RCS for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 01:23:46 UTC
From: apratt@atari.UUCP
Message-ID: <2764@atari.UUCP>
Source record: 236708

piet@cs.ruu.nl (Piet van Oostrum) writes:
>Does anybody have a port of RCS (Revision Control System) for TOS?

Funny you should ask! Yes, I do have a port of RCS (version 4) for TOS. I recently got permission to release it. The original sources are PD from Purdue, but I felt I had to get permission to release my modified version without an Atari copyright on the changes.

Unfortunately, I haven't had time to put it together in a realease package. In addition, I haven't done rcsmerge, as the process stuff was too hairy for me at the time. I think I'll release what I've got, rather than wait for an improvement that may never come. Keep your eyes peeled.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3801. TT sold in Germany

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 03:16:06 UTC
From: Patrick_Dubbrow@imagine.ms.sub.org
Message-ID: <874116@fiction>
Source record: 236711

sarnila@tukki.jyu.fi (Pekka Sarnila) writes:

> TT 030 is now available to ordinary customers in Germany. The basic package
> includes:
> - CPU 32 MHz (not 16 Mhz as in the prereliese)
> - 4 Mb ram (all slow ST-ram)
> - 68882 32 MHz is included
> - Hard disk ST157N-1 46,3 Mb 28 ms
> - VGA monitor
> - DEM 7298,-

The actually official price for the TT030-4 without VGA monitor is
DM 4298,-.

Some other stuff:

TT030-6 DM 4798,-
TT030-8 DM 5298,-
PTC 1426 VGA colour monitor DM 998,-
TTM 194 19" monitor DM 2198,-

kind regards,
Patrick Dubbrow

(Muenster, FRG)

3802. Terminal Programs for U Mass.

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 04:55:28 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <76708@iuvax.cs.indiana.edu>
Source record: 236655

Does any one have information on what terminal programs and which file transfer methods work well with the computers at the U. of Mass. in Amherst?

3803. SCSI Streamer

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 08:34:31 UTC
From: aa@lln-cs.UUCP
Message-ID: <1005@lln-cs.UUCP>
Source record: 236716

Hello.
I have a DMA-SCSI adapter from GE-SOFT (Germany) and a SCSI disk on my 1040ST.
I also have a Cypher 540 Streamer (60 Mb) which is connected to the SCSI bus
trough an Emulex MT01 adaptor. Does anyone heard about a backup program that
can use a SCSI streamer (where can I find it) or about a device driver like
in Unix so that I can use GNUTAR. (I'm tired of floppies...)

Andre April
Unite d'informatique
Universite Catholique de Louvain
Belgium

E-mail: aa@info.ucl.ac.be

3804. Re: Mono screen, 520 vs. Mega-2

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 08:40:47 UTC
From: pv@polari.UUCP
Message-ID: <2847@polari.UUCP>
Source record: 236717

In article <1990Dec2.154127.23475@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:
>

I've seen
>reference on the net to complaints about the black borders
>If someone can enlighten me on the cause and any possible
>fixes (I recall mention of a program called bigscreen or somthing like
>that), it would be appreciated.
>--
I have seen mention on the Atari ST RT on GEnie a product for under $100.00
called "Overscan" that will fill in the borders on most STs in all rezolutions.
It's a hardwire mod. and simple for those with soldering experience. There
was mention there of a half dozen more mods, kits, and monitors that provide
enhanced video on the ST. Overscan is a German product I believe.
-PV-
/+=+=+=

3805. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 09:01:03 UTC
From: iho@cac.washington.edu
Message-ID: <12428@milton.u.washington.edu>
Source record: 236718

bayers@hub.cs.jmu.edu (brian ayers) writes:

>What if they do
>and they gave a few of their engineers an ST and said "Try to make
>System NOT run on this thing." That way they wouldn't ruffle any feathers
>or cause any great legal arguments. I'm using 6.0.3 and I'm not going
>to change until the verdict on System 7 comes in.

I wouldn't worry. If Apple System 7 doesn't work on the GCR initially,
(I'd be shocked if it did) I'm confident that Dave Small and company will
shortly follow with an update that will work with System 7.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

3806. Re: Help Wanted: Chicken & Egg Problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 10:38:59 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1990Dec6.103859.12817@newcastle.ac.uk>
Source record: 236653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Or, am I way off base -- I dunno (AAARGH!). What we do have
> is the PD version of uniterm. And a host machine (obviously).
> Therefore we can get some code from the net, but we don't have
> 'uudecode', 'compress' and/or other UNIX-type stuff you people must
> have.

> And that's the chicken & egg problem we are trying to resolve.

Would it be an idea if there was a 'starter pack' available on an FTP site
(e.g. Atari.Archive)? This could consist of uudecode / arc / lharc / zoo
etc. and be in the form of a self-unpacking archive. Thus, when this was
downloaded, the 'chicken & egg' situation would be resolved.

If there is any interest, I'll make one up and upload it.

+--------------------------+---+
| Julian Coleman | J.D.Coleman@newcastle.ac.uk |
+--------------------------+---+
| Department of Surveying, University of Newcastle upon Tyne |
| Newcastle upon Tyne, NE1 7RU, England. +44 91 222 6739 |
+---+

| "Is it safe?" |
| "Oh yes, *it's* perfectly safe, it's just *us* who are in trouble!" |
| Hitch Hikers' Guide To The Galaxy - Douglas Adams |
+---+

3807. Re: Anonymous FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 12:09:40 UTC
From: hv@uwasa.fi
Message-ID: <1990Dec6.120940.19608@uwasa.fi>
Source record: 236721

In article <1990Dec5.163037.20267@polyof.poly.edu> drubin@polyof.UUCP (A1 dave rubin (single)) writes:
>
>Due to circumstances beyond my control (i.e. work) I have not been able to
>keep up-to-date with Netnews. I have lost touch with all the anonymous FTP
>sites out there that provide PD Software/Utilities for the Atari ST.
>
>Would someone be so kind as to point me in the right direction so I can begin
>my search for the latest utilities that I have been missing for the past year
>or so. If anyone has a list of Atari FTP sites it would be appreciated.

There's floating around a great anon ftp list by Jon Granrose. You
cand find it from chyde.uwasa.fi (128.214.12.3) in pc/doc/ftpsites.lst
or nic.funet.fi (128.214.6.100) in pub/mac/doc/ftpsites.lst This is a
mont

3808. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 12:36:02 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3974@syma.sussex.ac.uk>
Source record: 236722

From article <sent.Sun.Dec..2.01:10:38.GMT.1990.via.CS.TARDIS>, by dh@tardis.cs.ed.ac.uk:
>
> Here in Europe, Atari are now shipping some STE's with soldered in RAM.
> Forgive me if i'm wrong, but was one of the plus points of the STE not the
> easy memory upgrades using SIMM's?
>
> I reckon Atari are peeved that people are buying 520STE's and pluggin in
> extra SIMM modules. Atari would rather people buy the 1040STE.
> However, there is no difference between the 520STE and 1040STE apart from
> the larger memory...so why splash out extra dosh for a 1040STE?
>

Can Atari really be so stupid? Can they really? Is it possible that they
want to disable one of the best features of the STE, just to
'differentiate the market'?

Well, I guess most people who've been following this newsgroup for some
time will know that it's possible for Atari to do all sorts of foolish
things.

Still, some are more foolish than others.

Over the past few years I've recommended STs to quite a lot of people in
the University I work at. I'm certainly not going to recommend any
machine which cannot have its memory upgraded quickly and simply. In
the 1990s anything other than plug-in memory simply isn't good enough.

In the UK, Atari have certainly not covered themselves with glory with
respect to the STE's release:

* They failed to get the specifications to developers early enough, with
the result that there was a great outcry about incompatibility when the
STE was released without any fanfare in Autumn 1989

* They have consistently refused to acknowledge that the STE's DMA
interface was, until quite recently, wrongly designed and manufactured.

* Now they're selling STEs without SIMMs.

To be fair, some of this is probably not the fault of the UK people.

Don't get me wrong. I still think my STs (especially my STE) are very
useful machines. I'll still be using them in future. But I think the
best that can be said about Atari the company is that it would make an
excellent case study for management schools, as an example of how not to
innovate and market IT products. This is despite the excellent work
being done by some Atari employees who are doing their best to make up

for the utter crassness of the top management.

I know this is not constructive. I know I'm griping. I know I'm providing what is technically known as 'Chris Mauritz fodder' (Hi, Chris. :-)) But some things are just too exasperating to let go without comment.

Graham

--

Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

3809. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 12:58:17 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec6.125817.14369@actrix.gen.nz>
Source record: 236724

<275c8e4c.464b@petunia.CalPoly.EDU>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: jkim@polyslo.CalPoly.EDU

WordUp 3.0 is now suported from E.ARTHUR BROWN Phone. No. 612/762-8847
USA. this was from some info on Genie, also there are some Update
Files there from Neocept, Wordup4.arc from what i can remember, about
350k long, i hope this helps, a friend here in NZ. had a copy, but
it would not work on UK type machines, he rang them some time back
and they Stated that is was only for USA machine, but they would
change it, he is still waiting, but the funny thing is he did get
his new Deskjet program a week or so back, it is now 3 months back
since he sent his disks back, and now he does'nt no what to do, he never
made a back up of the disks, the Machine check is easy to fix, i don't
know why the software is set to only work on USA machines, i took out
the check and it worked on UK machines, no problem with the UK key board
so why the lock ???

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3810. Re: Basepage problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 13:03:23 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Dec6140230@mowitz.pdc.kth.se>
Source record: 236739

In article <1409@titan.hts.hsa.nl> e21c10@titan.hts.hsa.nl (e21c10) writes:

> If you have any suggestions to solve this problem , Please post me
> Bye, Roland

Yes I have one... The GFA 3.XX Compiler allow you to link GFA modules
& Turbo C modules... The only thing you have to do is use the option line

$X <Fn_name>

Try. Enjoy.

Daniel.

--
+--------------------------------------+-----------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+-----------------------------------+
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

3811. Re: Neocept?

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 13:05:35 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec6.130535.14534@actrix.gen.nz>
Source record: 236725

In article <1990Dec4.154844.7475@umiami.ir.miami.edu>
dlk0ms9s@umiami.ir.miami.edu (Mark Santora) writes:
> I am posting this for a friend without net posting access, but it is
> also of general interest ot me and possible other people on the net,
> so please direct all replies to HIS address
(dnd15j16@umiami.miami.edu)
> or directly to the net:
>
> Message:
>
> I Neocept (Makers or Wordup, Fontz!, etc..) still in business?
>
> I cannot get a hold of them. I call their old number, and get a new
one,
> which nobody answers.
>
> -Frank Rachel
> Dnd15j16@umiami.miami.edu
> voice:305-284-3212
>
> -------end message.

Contact E.ARTHUR BROWN Phone No. 612/762-8847, they have been quoted
as the support people now, this is from Genie...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3812. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 13:25:42 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec6.132542.15217@actrix.gen.nz>
Source record: 236726

In article <1990Dec5.180612.12451@cbnewsm.att.com> wao@cbnewsm.att.com (william.a.oswald) writes:
> I'm thinking of buying a database manager but the topic of what is
> good and not so good has not come up recently. So, any body have any
> recommendations? How good is DBman, is it worth the money? By the
> way, my needs range from simple to complex and I would rather
> invest in a piece of software that I won't out grow.
>
> Thanks in advance
> Bill Oswald
> aloft!wao

Go for Adimends or some think like that, was on some of the Atari Flyers, and mentioned that the German Justice Dept: was using it, It was quoted some months back that Kuma (UK) were marketing it, 12,Horseshoe Park, Pangbourne, Berkshire RGB 7JW
Phone No. 0734-844335 Fax: 0734-844339, ive herd that Dbman is a bag of worms, and not the same as Dbase at all..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3813. Startgem for STe

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 13:31:06 UTC
From: csual@warwick.ac.uk
Message-ID: <1990Dec6.133106.886@warwick.ac.uk>
Source record: 236651

{ Sorry about posting this, but I lost the guy's e-mail address... }

As you've no doubt guessed, 'startgem' doesn't work on the STe. However, if you single click on the GEM prog you want autobooted, then select "Install Application" from the menu bar, you can click on "Auto" and "GEM", then "Install".
The Disk will buzz into life briefly but I don't know why - I still have to save the desktop to install it properly.
The one drawback is that you can only install one GEM prog as autobooting, but this is usually all you need.
Auto folders still work, and are executed BEFORE the Installed Application, so you can do things like setting up a ramdisk before autobooting Neodesk.
Hope that helps - by the way, are you using TOS 1.6 or 1.62? If you are using 1.6 do you know the Medium Res boot trick? You don't need shellfix.prg - if you edit your desktop.inf with any text editor, there's a line about 6 lines down with about three pairs of hex digits. If you change the last one to 03 then save the file you get instant booting into medium res! (I don't use medium res as I've got a High res monitor, so the details might be a bit inaccurate, but I know it works so if you have any problems, mail me)
Hope this helps, and I hope you like your new STe. Check out the Jungle Demo (awesome scrolling) or the Fantasia demo (Great Music) and be smug with your friends!!!

Jas.

3814. Re: Help Wanted: Chicken & Egg Problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 13:47:16 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Dec6.134716.19620@newcastle.ac.uk>
Source record: 236727

In article <1990Dec6.103859.12817@newcastle.ac.uk>,
J.D.Coleman@newcastle.ac.uk (Julian Coleman) writes:
>> Or, am I way off base -- I dunno (AAARGH!). What we do have
>> is the PD version of uniterm. And a host machine (obviously).
>> Therefore we can get some code from the net, but we don't have
>> 'uudecode', 'compress' and/or other UNIX-type stuff you people must
>> have.
>
>> And that's the chicken & egg problem we are trying to resolve.
>
>Would it be an idea if there was a 'starter pack' available on an FTP site
>(e.g. Atari.Archive)? This could consist of uudecode / arc / lharc / zoo
>etc. and be in the form of a self-unpacking archive. Thus, when this was
>downloaded, the 'chicken & egg' situation would be resolved.
>
>If there is any interest, I'll make one up and upload it.
>
> +--------------------------+--+
> | Julian Coleman | J.D.Coleman@newcastle.ac.uk |
> +--------------------------+--+
> | Department of Surveying, University of Newcastle upon Tyne |
> | Newcastle upon Tyne, NE1 7RU, England. +44 91 222 6739 |
> +---+
> | "Is it safe?" |
> | "Oh yes, *it's* perfectly safe, it's just *us* who are in trouble!" |
> | Hitch Hikers' Guide To The Galaxy - Douglas Adams |
> +---+

For those in the UK, Lancaster university FTP site has a directory
(p99) in the atari section which contains all the software: eg
arc,lharc,zoo,uudecode,uuencode. It has the code for uudecode in both C
and old atari Basic as a bootstrap to get the actual version of uudecode
to work. More detaisl from them.

Hope this helps

Dave

3815. Kill files in rn....

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 14:10:21 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1863@beguine.UUCP>
Source record: 236652

Hello, I would like to know if it is possible to set up a kill file to ignore message from specific people? Please respond via email.

Thanx

John

3816. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 14:12:29 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1322@digi.lonestar.org>
Source record: 236729

I am using WordUp 3.0 more or less succesfully. The initial versions of 3.0 were VERY bug-ridden. However Neocept had posted "updates" (which were files that had to be re-installed with their install program) on GEnie. There were at least two (possibly three) updates posted. With these updates, my copy rarely has any major problems.

In regards to printing, I am using TurboJet for my HP DeskJet. I had upgraded to the latest version, but the single disk that I recieved with no intructions in a plain business envelope had a corrupted DeskJet driver file. I returned it for a replacement via certified mail, so I know that they have received it. (In the meantime I am using the old version of TurboJet.)

Unfortunately, that was two months ago. I have been unable to contact Neocept since that time. From the returned certification card, they have apparently moved. My local Atari ST dealer just received an invoice from them but it uses the old address. The other part of this problem is that I cannot read the new address on the certification card since the original address had been scratched out and the new one scribbled in by our illustrious mail carriers. If I ever get the upgraded TurboJet, there is a new install file for that on GEnie as well. Neocept apparently did an extremely poor job in testing their products this time around.

One of these days, I will see if I can get WordUp 3.0 to work with my Migraph DeskJest driver. It is a much better quality driver.

Regards,
Roy C. Gosewehr

3817. Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 14:23:16 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec6.142316.7956@rodan.acs.syr.edu>
Source record: 236658

OK...OK...this has gotten out of hand, I think. I've gotten
a couple of notes from people who are having problems with
WordUp and have not been able to contact Neocept. If anyone
knows anything about the status of this company, please post
it to the net. Also, if anybody is still a member of Genie,
Delphi, or Compuserv, could you check if anybody on those
services knows about Neocept's status? and let the net know if
anyone does? For that matter, maybe Neocept is on one of
those services giving vender support?
Thanks very much in advance.
--Gerry

3818. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 14:24:13 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3977@syma.sussex.ac.uk>
Source record: 236730
Cross-posted to: comp.sys.atari.st,comp.sys.next

From article <1990Dec3.211612.2176@watmath.waterloo.edu>, by ljdickey@watmath.waterloo.edu (L.J.Dickey):
> In article <4267@oakhill.UUCP> waynem@oakhill.UUCP (Wayne Martinez) writes:
>>I need help transferring files from a NeXT CubeFloppy to a MegaST-2
> ...
> I use the program IBMFMT by Moshe Braner. An equivalent program is PS2FORM.
> Both are free.
>
> I frequently use disks formatted this way, or formatted with the PC, to
> write files with PC, read with ST, and to
> write files with ST, read with PC.
>
> For casual use, you should limit the number of such disks on the Atari
> to ONE disk, because the ST system gets confused by the fact that all
> PC volume serial numbers are the same.

Moshe Braner's IBMFMT (at least, version 1.1 - don't use version 1.0) puts a random serial number in the place the ST expects to find it, so it's OK to use any number of IBMFMT'ed disks in your ST. As a general prescription, though, Lee Dickey is quite right to warn about IBM-formatted disks. The serial number problem will hit you just when you least expect it, and unless you know what's happening it can be very nasty. If in doubt, stick to one IBM-formatted disk.

.
.
.
.
.
.
. (50% rule, eat your heart out)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

3819. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 14:51:36 UTC
From: brownp@lurch.rtp.dg.com
Message-ID: <1990Dec6.145136.4700@dg-rtp.dg.com>
Source record: 236732

In article <1990Dec5.080533.23844@murdoch.acc.Virginia.EDU>,
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
|> Cast of characters:
|>
|> Jim Townsend is an Atari employee, who occasionally provides very
|> useful information. He doesn't set Atari policy.
|>
|> Bob Retelle is someone who likes to insult people. He wants to change
|> Atari so bad he'd rather drive away Atari employees providing us
|> support for our computers than be quiet. After all, if you badger the
|> low-level employees they're sure to march right into the President's
|> office and demand change.
|>
|> In article <36556@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
|> >John Tewnsend writes:
|> >
|> >>Finally! Someone who sums up the entire situation. I remember when reading
|> >>news was fun and most of all a learning experience. Seems like the quality
|> >>of people and information here is slipping a great deal.
|> >
|> >I remember when Atari Corp. produced and marketed quality, cutting-edge
|> >products, instead of jerking around users, dealers and developers.
|> >It seems the quality of people and information at Atari Corp has slipped
|> >a great deal.
|>
|> Townsend is a good person. If you keep it up, Bob, the quality of
|> information on this newsgroup is going to decline even more.
|>
I gotta second that! Let's not bash the people who help us out.

3820. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 15:26:00 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec6.152600.21698@cunixf.cc.columbia.edu>
Source record: 236734

In article <36587@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>What I find most interesting is that when "Atari employees" or other
>Atari Cheerleaders cannot find anything to say to defend Atari's actions,
>they almost invariably resort to personal attacks...
>
>Instead of trying to come up with some rationale for the way Atari does
>things, or providing us with any hard facts, they call names...
>
>Read back over this thread and see who brought it down to a personal level..

I agree completely. At no time in the past have I insulted anyone, used
foul language or showered anyone with personal abuse, yet I see these
"Cheerleaders" resorting to those kind of arguments all the time. If
you have anything of worth to say, say it. Personal attacks only make
you look foolish.

>
>BobR

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3821. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 15:30:39 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <6461@vice.ICO.TEK.COM>
Source record: 236735

I personal wouldn't buy a MAC either. I am not a student so I wouldn't be able to get the student discount. Plain and simple I can't afford a MAC even if I wanted to buy one. My ST still delievers me more bang for the buck than a MAC with the software that I can buy at VERY reasonable prices. There are a lot of people around that can't afford to go out and spend $3000 on a new computer. For you that can, great, go do it, but PLEASE stop belly aching on the net. It is getting a little old.

Just my two cents...

Keith
keithr@icogem3.ICO.TEK.COM

3822. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 15:30:49 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec6.153049.26780@cunixf.cc.columbia.edu>
Source record: 236736

In article <36593@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>
>>Atari people have pretty much dropped out of sight, except for an
>>occasional.....etc.
>
>Thanks to people like you and Bob Retelle who don't seem to have
>anything better to do than vent spleen. You certainly have a right to,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Thank you. I feel vindicated.

>but your message gets really boring after it is read about 20 times...

Ah, but beauty is in the eye of the beholder. What one man throws
away is another man's treasure.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!

(c)All rights reserved. |

Send flames to /dev/null |
------------------------------+--------------------------

3823. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 15:43:37 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340046@hpfcso.HP.COM>
Source record: 236737

From jkim@polyslo.CalPoly.EDU (Jong-Woon Kim) / 11:06 pm Dec 4, 1990 :

>In article <275C1435.21859@maccs.dcss.mcmaster.ca> art@maccs.dcss.mcmaster.ca
>(Art Mulder) writes:
>>
>>Hello All,
>> A friend of mine bought WordUp 3.0 and can't get it to print.
>> He has a plain 1040, mono monitor, and Hewlett Packard IIP laser
>> printer. He tells me there is are two ways of printing: a Text
>> driver (doesn't work) and a Migraph GDOS driver (also doesn't work)
>>
>> He has heard of a product called "Turbo Jet" and wonders if that'll help
>> him out of his fix.
>>
>> He's tried calling Neocept, but got nothing but an answering service
>> His version is "Wordup 3.0 08/28/90"
>
>That makes two of us... [stuff deleted]
Well, five, that I know of personally.

>I am wondering if there is a person who is using WORDUP successfully.
I'm wondering if there is anyone who bought WordUp or TurboJet in the past
12 months who is using it successfully with an HP printer. (CAVEAT: It's
not the printer's fault. Guess who I work for? :-)

>I am wondering if someone know where Neocept is.
I read a rumor here that they were going under. They're definitely not
answering calls or responding to mail. They did cash my check, however.

>I am wondering if they will ever rewrite the sucker.
>I hate to say I made a bad decision.
If they truly *are* going out of business, then the suckers is us. I, too,
hate to say I made a bad decision (see my postings about Neocept and
TurboJet). I also hate to think that I may have steered some people wrong by
recommending TurboJet in the first place.

>Rather I hate getting robbed!
Ditto. And if the really are "going under", then they will file for
bankruptcy and we will never get *ANY* satisfaction.

>
> Jong-Woon Kim

TO REPEAT: Don't buy TurboJet from Neocept, unless you already have WordUp.
Better yet, don't buy WordUp!

If you need GDOS drivers for your HP printer, the only place I know of that sells them is Migraph. Here's the info about Migraph:

Migraph, Inc.
200 South 333rd Street
Suite 220
Federal Way, WA 98003

phone: (206)838-4677
fax: (206)838-4702

GDOS PRINTER DRIVERS AVAILABLE FROM MIGRAPH:
Includes suggested retail price. You can get them for less than this.

Canon PJ-1080A & compatibles color $24.95
JX80 & compatibles driver $34.95
Okidata color (incl B&W drivers too) $49.95
C.Itoh Prowriter & compatibles $19.95
Fujitsu $29.95
Epson LQ (360x360 dpi, you need 1MB $34.95
printer memory, limited font
sizes included)
Epson LQ (180x180 dpi) $24.95
Epson LQ combo (both of the above, $49.95
remember the extra 1MB)
Okidata B&W driver $34.95
Toshiba (180x180 dpi) $24.95
HP DeskJet (you need 1 MB printer $49.95
memory)
HP LaserJet Plus and Series II (you $49.95
need 1 MB printer memory)
HP 747x & 7550 plotters, HPGL devices $49.95
(vector graphics) & IBM 7372
Houston Instruments plotter, DMPL $49.95
compatibles
Roland plotters DXY 880, 885, 980, 985 $49.95

I can personally endorse the DeskJet driver and the HPGL plotter driver. We have used both at HP. In fact, I've used the DeskJet driver in 150x150 dpi mode and the output looked great -- even the 8-point and 6-point (?) fonts. You only need the extra printer memory if you're going to be doing full-page 300dpi output.

I wish I'd bought the Migraph stuff instead of the Neocept stuff. It seems like a case of having been penny-wise and pound-foolish.

FIREPROOF DISCLAIMER: The above prices are for reference only. Prices may change before you get around to buying them. Prices are based on direct-mail order from Migraph. Add tax & shipping where applicable. This posting does not constitute an endorsement by Hewlett-Packard of Migraph's products (or anyone else's). The author is not connected in any way with Migraph or or Neocept. Or Atari. This is not an advertisement, merely an attempt to help some people make their brain-dead GDOS applications useful. Refrigerate

after opening. Do not overtighten. Contents may settle during shipment. Not responsible for damages, direct or consequential, associated with usage contrary to the instructions printed on this package. Slippery when wet or Neocept.

Regards
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

3824. Practical Solutions fire sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 16:01:49 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340047@hpfcso.HP.COM>
Source record: 236738

Hello all,

Time to crank up the rumor mill. Practical Solutions is having a mail-order sale, for User's Group members only, of their Atari ST hardware -- items like Tweety Board, VideoKey, Monitor Master (my favorite!) and other goodies.

Does this mean:
a) they're going out of business?
b) they're getting out of the Atari business?
c) they're way overstocked with obsolete stuff?
d) they're just way overstocked?
c) other? (fill in the blanks) _____
_____
_____

Just curious.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3825. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 17:06:27 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <cfrY02GO034p01@JUTS.ccc.amdahl.com>
Source record: 236740

In article <1990Dec6.000851.4663@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:

>
>You know, I just thought of something... Apple apple hasn't made any
>real complaints against the GCR, and we (GCR users) have been thinking that
>this is because Apple doesn't consider us a threat. What if they do
>and they gave a few of their engineers an ST and said "Try to make
>System NOT run on this thing." That way they wouldn't ruffle any feathers
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Well if Apple did that they would make a lot of Mac users pissed as hell.
Remember the Mac is generic hardware that's why you can run their software
on a ST or Amiga. The code will be binary compatible no matter what,
because the CPUs are in the same family. No matter what they do short
of redesigning the Mac will stop ST and Amigas from running Mac software.
If they redesign see the above problem about pissing folks off.

Like I said generic 68k hardware, nothing really special except the OS.

>or cause any great legal arguments. I'm using 6.0.3 and I'm not going
>to change until the verdict on System 7 comes in.
>
>Just a thought.
>
>
>JT
>
>internet: help_jt@vax1.acs.jmu.edu or
> bayers@hub.cs.jmu.edu

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3826. Re: Stacy problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 17:16:04 UTC
From: mjs@hpfcso.HP.COM
Message-ID: <7340048@hpfcso.HP.COM>
Source record: 236741

Followup: my two problems turned out to be software related.

Forthmacs was unable to write my file to disk because the disk did indeed fill up. I have no idea where the space went; I deleted a file that should have been 150K, but only have 74K left. Perhaps the file wasn't really that big, or the disk had a bad spot, or TOS lost a few blocks (the latter possibility may be worth worrying about, but it hasn't happened again).

The lockup when my MIDI instrument was on appears to have related to one of the public domain desktop accessories my dealer had installed (a calculator and a ram buffer) or perhaps the HAL9000 program he put in my auto folder. I blew them all away, and now it works fine.

I still am annoyed about the warranty (although it was only 90 days to begin with), and I still wonder what this "Rainbow TOS" is, but I am a lot happier than I was yesterday.

Marc Sabatella (marc@hpmonk.fc.hp.com)
Disclaimers:
2 + 2 = 3, for suitably small values of 2
Bill and Dave may not always agree with me

3827. RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 18:20:16 UTC
From: rwa@cs.athabascau.ca
Message-ID: <479@aupair.cs.athabascau.ca>
Source record: 236742

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>just pointing out that Atari has pulled the FCC-is-holding-us-up stunt
>so many times in the past that maybe (just maybe) the fault lies at
>Atari. How many times can you tell your teacher that your dog ate your
>homework without finally taking the blame for not doing it? :-)
>Besides, even the stuff that did pass must've been marginal. My old
>1040ST used to create snow on any TV I was watching in the same room.
>Of course, matters didn't get much better when I removed the RF shielding
>to make room for my RAM expansion board. :-)

I can add a few things here. I have an old 1040st, and a few peripherals for it (SCSI disk, printer, modem). I also have an AT&T 6300, a rather doddering PC-clone machine; it has an internal 30 meg drive.

I am particularly concious of RFI [radio frequency interference] because, as a radio amateur I am constantly running both radios and computers in close proximity. For those who are interested, the application is amateur packet radio networking, a very interesting mix of two technical hobbies :-). But I digress.

In short, the 1040st howls all up and down the bands. We're talking continuous S9+20dB heterodynes and growlies from baseband all the way up to 450 MHz (to be charitable, it does fall off somewhat in the UHF bands. On 145.01 MHz it's still pretty damned loud). How this thing ever got past the FCC I can't begin to imagine. I can only assume Part 15 subpart J class B means "leaks RF like a sieve". It took fairly heroic measures to get the intereference down to the point where I could recieve anything from other stations; lots of bypassing, coax cables, chokes, shielding, and physical separation were needed. Having done all that it works fine (good serial I/O, lotsa horsepower :-).

Now in contrast, the pc6300 is _silent_. A little rumble on 75 metres perhaps, but otherwise dead quiet straight out of the box. A nice steel chassis, bolted together quite thoroughly; chokes on all cables running in or out. Of course it's an 8086 abomination but at least it isn't destroying all reception in a 30 metre radius! And it's only certified to class B. Most strange.

The thing that really puts the cap on this, however, is the ds2100 that I am pounding this note in via. 16MHz risc box (mips engine), 12 Megs of ram, a whole raft of externally cabled SCSI devices, ethernet connections, a mouse, a 1000 x 900 display, oceans of transistors all frantically switching, right? And it has a class A certification, which is even more relaxed than the class B of machines intended for

home use.

And yet, and yet, it's almost as quiet on 2 metres (~ 146 MHz) as the pc6300. What exactly is Atari doing wrong, and why are their machines so noisy? Corner-shaving and cost cutting have limits, y'know.

Yours for RF sanity,
--
--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq

3828. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 18:48:48 UTC
From: kmm2765@isc.rit.edu
Message-ID: <1990Dec6.184848.4304@isc.rit.edu>
Source record: 236743

In article <1990Dec6.003112.25417@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Dec5.162218.16820@daffy.cs.wisc.edu> gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
>>I wouldn't BUY ANY MAC. For god sake, I would wait to see what Mr. Small

I echo that thought...

>Any computer you buy is going to be "obsolete" in a year or two
>(maybe sooner!) anyway.
>
Computers don't become obsolete in a year or two, they just stop being CUTTING EDGE! There is a difference. Nothing is obsolete unless it doesn't fulfill anyone's needs.

>>I would RECONSIDER if your a student, like me who is poor and currently
>>in the dog house.
>
>Yes, computers are expensive, BUT Apple, Commodore, NeXT, Sun
>and many other companies offer SUBSTANTIAL discounts to
>students. Atari does not, Dave Small does not, Jim Allen does
>not. You should also consider that.
>
Yes, however, Atari does not need to offer Substantial discounts because their equipment is low price already. And besides, almost NOBODY would by a mac without those discounts. By your logic, you should by the computer with the biggest discount on it... If so, I've got this old 8bit for 75% off (because you are a student of course).

>Chris (I will not be intimidated) Mauritz
^^^^^^^^^^^
rational

Kurt (I can't take it any more) Mosiejczuk

3829. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 19:17:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4e705f6a.20b6d@apollo.HP.COM>
Source record: 236744

In article <1990Dec6.003112.25417@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <1990Dec5.162218.16820@daffy.cs.wisc.edu> gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
>>I wouldn't BUY ANY MAC. For god sake, I would wait to see what Mr. Small
>>does with his new 030 add on board, you could save your self at least a
>>grand this way, and the performance specs of Mr. Small's board is going to
>>be a lot better than a IIsi for cripes sake!
>
>The only problem with this line of reasoning is that nobody knows
>for sure when this board will be produced (if at all).

So unless you have an urgent need to buy a machine today, wait 6 months
and see what happens. In this market, waiting can only benefit you.

>>I would RECONSIDER if your a student, like me who is poor and currently
>>in the dog house.
>
>Yes, computers are expensive, BUT Apple, Commodore, NeXT, Sun
>and many other companies offer SUBSTANTIAL discounts to
>students. Atari does not, Dave Small does not, Jim Allen does
>not. You should also consider that.

Also consider that an STe with the third-party hardware being discussed
will probably come in below even Apple's discounted prices. (Commodore's
& NeXT's educational discounts do seem pretty deep, though.)

Me, I need to buy another car before I can contemplate another computer...
--
"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | The Apollo Systems Division of
stepping on ants..." -- Freelance Police | Hewlett-Packard

3830. Microsoft Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 19:25:22 UTC
From: jon@DARTH.CC.MCGILL.CA
Message-ID: <9012061925.AA27307@.darth.CC.McGill.CA.>
Source record: 236745

I've been following the thread on the Microsoft Mouse with some interest as my fourth Atari mouse in five years is about ready to bite the dust. I've got a Mega and the MS Mouse fits fine in the mouse port but I get no response from the mouse at all-- it works on an IBM.

I thought I read awhile back that someone managed to do this-- or am I dreaming? Are there any wires to be crossed or some such thing?

I should add that I recently tried plugging the Microsoft Mouse in and *nothing* no response from the ST whatsoever.

Jonathan
jon@darth.CC.McGill.CA

3831. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 20:06:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec06.200618.16990@chinet.chi.il.us>
Source record: 236746

As long as certain specific inflammatory topics are avoided, I've found Bob Retelle's postings to be useful contributions to the Atari groups. Maybe he got a little shrill just this once, but what's that among friends.

All the Atari people, including John Townsend, are very helpful to this group. I just wish they'd post a bit more. For that matter, there have been some extremely welcome postings from Commodore and Apple employees.

Anyway, the more rounds of flaming that go on in public, the longer the anger lasts. Can we make nice in public and take the hostility to email?

And very much to the point here: there should be no question of non-public information in answering these questions (from Atari, please):
1) Have the TT and the Mega E received any FCC certifications (if so, what?)
2) Are any pending certifications on them awaiting FCC action as next step?

Steve J.

3832. Low-rez autoboot

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 20:07:43 UTC
From: bill@mwca.UUCP
Message-ID: <1769@mwca.UUCP>
Source record: 236747

Our newsfeed hiccupped for a few days following my question regarding autobooting a program in low-rez with TOS 1.4 - DESKTOP.INF has the filename that should be autobooted (placed by Superboot), but I still get the normal desktop. If anyone responded, please either repost or email me.

Thanks!
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

3833. DCS in Europe

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 20:40:21 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Dec6.204021.1930@menudo.uh.edu>
Source record: 236748

Thanks to everyone who replied to our first post. As some of you pointed out, it would be more helpful if we said when and where we would be.

Our schedule is now set, and here it is:

Jan 2-7 - London - Staying at Grovener Victoria
Jan 7-9 - Amsterdam - Staying at Pulitzer
Jan 9-12 - Paris - Staying at Elysees Poncieux
Jan 12-14 - Eurail pass - we don't know where we will be staying, but we are planning on going up to Germany, perhaps Frankfurt and/or Langen.

We would like some information about places to stay once in Germany, since this is the only part of the trip not booked in advance.

We would also like to meet as many of the NET personalities as possible. If you are within reach, let us know. (We'd love a native tour guide! <grin>)

We will be at the London 16bit Computer Faire on Jan 4-6, and have a couple of FREE one day passes, good for Friday Jan 4 only. Contact us for them.

We are in stand 38 at the show. Come on by!

Looking forward to hearing from some of y'all. We would definitely look forward to meeting with a club, or a group of individuals who have STs!

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3834. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 21:07:32 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <4169.275eb314@cc.helsinki.fi>
Source record: 236749

In article <1990Dec4.123906.8082@cbnewsh.att.com>, wolf@cbnewsh.att.com (thomas.wolf)
writes:
> From article <1990Dec3.200650.25435@cunixf.cc.columbia.edu>, by
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz):
>>
>>
>> Realy??? How much?
>>
>> Just to piss glh off...I saw a demo of the new NextStation today. Someone
>> earlier mentioned that the windowing system was very slow. That doesn't
>> seem to be a problem. Seems that when you throw a 25mhz 68040 at the GUI,
>> it seems fine. I didn't notice any slowness. However, the machine wasn't
>> running THAT many tasks at the time either. The educational pricing makes
>> the thing so cheap that you could throw in the NeXt 400dpi laser printer
>> too and have a very nice unix system with scads of included software at ~$4500.
>>
> Just to continue this non-ST discussion....
> Please explain your $4500 price. Someone posted the NextStation educational
> prices a couple days ago. I believe a usable system came in around $5000
> for mono and $6500 for color - and that is without the 400 dpi printer you
> mention.
>

Well, you can get a NeXTStation with:
Megapixel 4-grayshade monitor, 17 inch, about 1200x850 pixels
8MB RAM, 105MB HD, 68040, DSP, ethernet, SCSI II, etc. etc.
Lots of good software.

For about $3200 educational in most universities in the U.S.

An additional HD is recommended, though.

If TT's educ. price would be about $3000 (highly possible), I could see
no reason to get one over the NeXTStation (I wouldn't get Amiga3000UX either).
So that's why I will get a NeXTStation. I now have an ST and I have had
it for about 5 years... But I don't have to stick with Atari anymore.

Jouni

3835. Printing DVI files.. URGENT!!!

Newsgroup: comp.sys.atari.st
Date: 1990-12-06 21:15:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec6.171531.7487@umiami.ir.miami.edu>
Source record: 236750

Once again, a message for a FRIEND, direct mail to HIM
^^^^^^ ^^^

Message:

This is urgent!

I am leaving the University in 1 week, and after that will have absolutely
NO access to the net anymore for at LEASE 1 year. I need a problem fixed
quickly. I have a Panasonic kx-p1124 24 pin dot matrix printer, and I need
a program to print .DVI files created with TeX. Can someone please direct
me to EXACTLY WHAT to get (program, fonts, etc..) and WHERE to get it?

SEND MAIL TO ME: Dnd15j16@umiami.miami.edu
^^

as soon as possible.

Thank you!

-Frank Rachel

End of message from friend.

3836. Looking for Tomas Felner

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 01:42:12 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec7.014212.8306@cunixf.cc.columbia.edu>
Source record: 236670

Sorry to take up bandwidth, but:

Tomas Felner. Please send me email or phone me. My mail file
got trashed and I need to get in touch with you.

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

3837. Neocept--E.Arthur Brown. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 03:29:00 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec7.032900.6170@rodan.acs.syr.edu>
Source record: 236669

I just wanted to thank those who posted the info about
E.Arthur Brown being the support people for WordUp. Just goes
to show you that this net still works (even with the griping).
--Gerry

3838. ST Stuff, reprise

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 04:18:44 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <459@pallas.athenanet.com>
Source record: 236654
Cross-posted to: misc.forsale,comp.sys.atari.st

After a day responding to lots (and lots) of e-mail, I must admit
that I in no way anticipated the response to my original posting
regarding ST items for sale. My thanks to everyone, and I am sorry
that there was not enough of the good stuff to go around.

In any event, here is what is left of the carnage, for those of
you who might still be interested.

Hardware: (all used except for the mice, Drive B, and Z-times)
(price for each)
Atari SF354 diskette drives: $35 (3) These are single sided drives
Navarone flatbed scanner: $500
Atari 520ST: $150

Software: (all in original shrinkwrap except as noted, price for each)
Timeworks Wordwriter/ST $25 (1)

Red Alert $3 (1)
A-calc $5 (1, open)
Flash $3 (1)
Macro Mouse $3 (3)

MaxPak $3 (2)

Chat $2 (1)

Issues of Start, brand new, at least two of each, *with* disk, $1 each:
1987 - Winter, Summer, Fall
1988 - Spring, Summer, Specials #3 & #4, Oct, Nov, Dec
1989 - Jan - Dec

I also came across two Data Pacific Translators. I'll $15 each for these.

--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62704 + Internet: lbert359@athenanet.com +

3839. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 06:14:31 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <76958@iuvax.cs.indiana.edu>
Source record: 236671

In article <1990Dec6.152600.21698@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
->In article <36587@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
->>What I find most interesting is that when "Atari employees" or other
->>Atari Cheerleaders cannot find anything to say to defend Atari's actions,
->>they almost invariably resort to personal attacks...
->>
->>Instead of trying to come up with some rationale for the way Atari does
->>things, or providing us with any hard facts, they call names...
->>
->>Read back over this thread and see who brought it down to a personal level..
->
->I agree completely. At no time in the past have I insulted anyone, used
->foul language or showered anyone with personal abuse, yet I see these
->"Cheerleaders" resorting to those kind of arguments all the time. If
->you have anything of worth to say, say it. Personal attacks only make
->you look foolish.
->
->>
->>BobR
->
->Cheers,
->
->Chris
->
->------------------------------+--------------------------
->Chris Mauritz |D{r det finns en |l, finns
->cmm1@cunixa.cc.columbia.edu |det en plan!
->(c)All rights reserved. |
->Send flames to /dev/null |
->------------------------------+--------------------------

Well, I don't think this is really true. Just the fact that you've written these notes prove you wrong. If you guys are so sparkling clean, why did you find it necessary to generalize about Atari employees, and happy Atari users by saying that they always resort to personal attacks when that can't think of any facts. Seems to me that you guys are getting a little personal here. I have seen useful information come from both Bob and Chris. I wish they would tone down their criticism a little, but normally there is at least some merit to their criticism. I don't think that people should be talking about preventing them from writing notes at all. It has been said before, and I'll say it again. If you don't like what Chris and Bob are writing, either set up a kill file, or

just don't read their notes. I knew Allan Pratt when he lived here in Bloomington. If he could put up with me, and Cat, I'm sure that he can ignore the complaints that he sees here. It would be nice if people would thank him, and John, and the other Atari employees more often. They are spending their own time to respond to notes. I wish that Atari would do a lot of things differently, but they are a small company. They have a plan, whether it's apparent to you, me, Bob, Chris, or even Allan. They've been very sucessful in Europe. I'm co-oping with IBM right now, and I guarantee you that IBM displays many of the same faults that Atari does. Promises about software that never materializes. Trust me, Atari does not have a monopoly on missed opportunities. If a company as large as IBM can piss off customers, I don't see why people should try to judge Atari any differently. I got to see the SHARE songbook a couple of weeks ago. What is the SHARE songbook? Well, SHARE is a national IBM users group. Their songbook is a very large collection of songs written by IBM customers about IBM hardware and software. I skimmed through a small portion of the songs (maybe 20 or so), and all of them were very derogatory.

Gosh, this turned out to be longer than what I had originally intended. I'll summarize by saying that I'd much prefer an open discussion that included negative views, as well as positive views to a closed discussion that policed each note that was written.

And lastly, I'd like to thank Allan Pratt, John Townsend, and the other Atari employees that take the time to read, and respond in this forum. It may not always be apparent, but your efforts are greatly appreciated.

---

kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

3840. Re: 1040ste 'startgem'

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 10:47:40 UTC
From: iiitih@cybaswan.UUCP
Message-ID: <2187@cybaswan.UUCP>
Source record: 236656

In article <1990Dec05.051921.26798@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>selick@bucsf.bu.edu (Steven Selick) writes:
>
>- So I got a 1040ste. It's really cool.

[stuff deleted]
>
>Quick tip: if you want the desktop to come up in medium resolution
>without the use of STE_FIX.PRG, change the 12 to 13 in the fifth line
>of DESKTOP.INF.

Where can I get a copy of this STE_FIX.PRG ?

Ivan

@ The Institute for Industrial Information Technology, Innovation Centre
Swansea SA2 8PP
Phone: (+44) 792 295213 | JANET: iiitih@uk.ac.swan.pyr
Fax: (+44) 792 295532 | UUCP: ..!ukc!cybaswan.UUCP!iiitih

3841. limited support for WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 10:51:28 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Dec7.105128.1@simvax.labmed.umn.edu>
Source record: 236676

I just got done talking with E. Arthur Brown on the phone, and wanted to let those who are considering WordUp (or who already have the program) know what's apparently going on...

E. Arthur Brown Company is providing LIMITED support for WordUp. They sell the product in their current catalog, and have become the 'unofficial' source for support when it comes to replacing disks and/or looking at simple problems. (Examples of simple problems - determining whether you're using the wrong version of TurboJet, or when you don't have enough memory.) They are not equipped with the means to provide bug-fixes beyond those already fixed by Neocept. They don't have the source code, nor has Neocept sold the rights to WordUp to anyone.

If one of your release disks does not work, they will replace it for a small fee (about $5, but call for the correct price). There have been updates to disks 1 and 5 since WordUp 3.0 came out. You can update all 5 disks for about $14. Updates/replacements require you send in your original disks.

It looks as though Neocept is out of business, so if you're having small problems, or need disk replacements, you should contact E. Arthur Brown Company. If you haven't received their catalog before, you should *definitely* ask to have one sent to you.

E. Arthur Brown Company
3494 Pawnee Drive
Alexandria, MN 56308

(612) 762-8847

[Posted as clarifying information only. I am not connected with E. Arthur Brown Company, nor have I purchased anything from them, but I will be sending in my WordUp disks to be updated, and I do live in the same great state :-)]

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

3842. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 10:58:11 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec7115811@orion.laas.fr>
Source record: 236686

With all of Graham's comments, I'm glad that I have a Mega 4 ST. Now,
only if I had TOS 1.4 :-< ....

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3843. Re: Basepage problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 11:48:31 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3337@medusa.informatik.uni-erlangen.de>
Source record: 236672

e21c10@titan.hts.hsa.nl (e21c10) writes:
[stuff about a GFABASIC version of Pspice deleted]

>RESERVE 10000+FRE(0) ! Reserve 10 k bytes of memory

I think this won't do what you want it to do for you. Use RESERVE 10000
instead which gives you 10k for your GFA program (including variables)
and gives back the rest of the memory to the system. However, I'm no
GFA expert and might be wrong on that one.

>adress = EXEC (3,"A:\PROG.PRG") ! loads program in memory, returns basepage-adress
Uh, someone around with a Pexec cookbook handy? Can't remember what mode 3
does.

>start = LONG {adress+8} ! Starting adress of program
>dummy = C:start() ! Execute C program
>END

I would recommend you to use Pexec mode 0 (load and execute) instead of
executing the program yourself. So change the 3 to a 0, and delete the
rest of the code.

This, however, is still not the best way to do what you want. Instead,
you should compile your C module to an DR-compatible object file.
I think GFA has a real linker since V3.0 or something which will
allow you to link C and GFABASIC modules to form a hybrid program.
The compiler manual will tell you more about that. This way, you can
handle the C module as if it's a normal subroutine, pass parameters...

Last, but not least: Compiled GFA code is reasonably fast; in most
cases, there's no reason to use C subroutines. C code is not
necessarily faster - but always cleaner! If you want it real
fast, do it in assembler.

>My questions are :
>1. What the hell am I doing wrong
See above.

>2. What do the terms in the basepage mean ? (TPA, TEXT etc.)
TPA means 'transient program area' which denotes the memory GEMDOS
assigns to your program when starting it. TEXT means 'text section',
i.e. the code proper. DATA stands for 'initialized variables'
BSS for 'block-storage section', i.e. unitialized variables. The
Pexec cookbook will tell you more about it.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.

D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

3844. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 11:51:31 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec7.115131.26377@lsuc.on.ca>
Source record: 236657

In article <479@aupair.cs.athabascau.ca> rwa@cs.athabascau.ca (Ross Alexander) writes:
>cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>just pointing out that Atari has pulled the FCC-is-holding-us-up stunt
>>so many times in the past that maybe (just maybe) the fault lies at
>>Atari. How many times can you tell your teacher that your dog ate your

...

> ... It took
>fairly heroic measures to get the intereference down to the point
>where I could recieve anything from other stations; lots of bypassing,
>coax cables, chokes, shielding, and physical separation were needed.
>Having done all that it works fine (good serial I/O, lotsa horsepower
>:-).
>
> ... and why are their machines
>so noisy? Corner-shaving and cost cutting have limits, y'know.
>

Well, yeah. You guys have pretty much state the reality.
Atari has been aiming at cheap computing and that's your answer.

They leave the stuff as marginal as they can get away with
for RFI because anything you do about RFI costs money.
But taking it from the top, the problem starts with IO interfacing.
You can build a dirt cheap computer with no IO. A grounded cage
does it. But as soon as you start adding IO ports you've got
troubles. The Atari ST is rich with IO ports, and not all
of the best possible quality. You've got the 2 MIDI ports (the
basic spec of which looks noisy I might add -- not Atari's fault),
an RS-232C, semi-SCSI, Centronics, 2 joystick and cartridge port.
Take that "Centronics" port. The original Centronics used every
other wire as a balance which could have helped cancelled "some"
RFI (doesn't help that much anyway really). But the Atari doesn't
do anything with them. Actually, I'd be happier them connected
for data reception like the Amiga. But the only way to silence
that one is a *very* expensive fully shielded cable. The cartridge
port should be given a bolt on metal "protector" when its not
in use. If it was a Japanese company, maybe a hinged door would
have been included. Also, I'm not sure what the keyboard looks
like if you take that apart. I have a feeling you'll find it
an excellent source of interesting radio signals. :-)

In passing, the most impressive *looking* computer I've seen
RFI-wise was the TI-99/4a. I took this apart and it looked just
beautiful! All this nifty shielding all over the place. . . .

It looked almost Mil Spec. I have no real idea about how effective the shielding was, but it certainly looked nice. Another matter about the basic PC boxes is that nobody has to research them anymore. A lot is known about them. You just have to look at a "good" example and copy it. Be that as it may, a lot of IBM related stuff has failed FCC over the years. Not surprisingly, from what I gather, a lot of it was IO stuff.

--

Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3845. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 13:38:53 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.90Dec7083853@mole.ai.mit.edu>
Source record: 236688

In article <1990Dec6.003112.25417@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
Yes, computers are expensive, BUT Apple, Commodore, NeXT, Sun and many other companies offer SUBSTANTIAL discounts to students. Atari does not, Dave Small does not, Jim Allen does not. You should also consider that.

I have never understood this line of reasoning. Why are Apple, Commodore, NeXT, and Sun the good guys for ripping off everyone except students, and Atari the bad guys for giving everyone a reasonable price?
-e

No sig, my files are in limbo. Gnsrgh.

3846. Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 14:21:21 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec7.142121.10048@terminator.cc.umich.edu>
Source record: 236689

Whomever uploaded a fairly complete looking emacs, please
get a hold of me by mail.

Thanks,
weiner
--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!!
"Run foolish pedestrians " - Max just before Sam ran into Mom and Pop's
corner store and saved the world from the threat of eating processed cheese

3847. for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 15:09:50 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Dec7.150950.1@simvax.labmed.umn.edu>
Source record: 236659
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
For sale:

Casio CZ-230S synth (MIDI accessible) $95

Cyber Studio software (CAD-3D, Cyber Texture, Cyber Control,
CyberPaint, four 'design disks' and Tom Hudson's
Anti-Aliaser + whatever PD control files, etc. I
might have) $95

Contact me via e-mail to make arrangements.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu
```

3848. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 15:26:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5209@brahma.cs.hw.ac.uk>
Source record: 236692

In article <36556@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I guess we all just have to put up with the with the trash
>that John Townsend (and Atari Corp.) write.

I would rather we didn't insult the Atari employees who write here in case they feel that they would rather stop writing. I appreciate the technical help and occasional scoop on company policies they sometimes post and would be very sad if they were to stop. Those employees are not the policy makers but the programmers and engineers and as such should not really take such flak. At best we can hope that any of our more reasonable gripes are passed on to higher powers within the company and result in change. (eg. TOS 1.4 UK distribution)

So Bob, in the interest of keeping in with the company that makes my favourite computer please "stop yer bitchin'".

>Bob Retelle

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

3849. Re: Neocept--E.Arthur Brown.

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 15:26:03 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1330@digi.lonestar.org>
Source record: 236690

Regarding the note (on GEnie) stating the E. Arthur Brown is supporting WordUp:

I have not seen the note on GEnie (and it may well be true) BUT -

I have received the latest catalog from EABCO. In it they state that they are selling (cheap) copies of WordUp 3.0 with a 30 day warranty because THERE IS NO SUPPORT. They specifically state that they realize that there is no support from Neocept and that EABCO cannot support this program. Hence they will give you 30 days to decide if it works for you. If not, you can return it for a full refund.

Now it is possible that things have changed since the printing of the catalog but I think it is more likely that the original posting was misinterpreted or misunderstood. So please don't demand support when calling EABCO. They are a good company (I have ordered from them in the past) and would not like to see them take any heat from possible misinformation posted to the net.

Regards,
Roy C. Gosewehr

3850. What is PENGO

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:04:10 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1990Dec7.160410.6804@watserv1.waterloo.edu>
Source record: 236660

I found a file called PENGO at atari.archive.umich.edu.
Can someone enlighten me as to what it is?

3851. Re: Reading DOS formatted diskettes

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:07:59 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1990Dec7.160759.7026@watserv1.waterloo.edu>
Source record: 236661
Cross-posted to: comp.sys.atari.st,comp.sys.next

In article <RALPH.90Dec5162428@orion.laas.fr> ralph@laas.fr writes:

>I recommend FORMAT which, I believe was posted in Sept. It should be
>available from atari.archive. The major difference between FORMAT and
>PS2FORM is that a) FORMAT ensures that the floppy has a random serial
>number, while being MS-DOS (and for that matter SPARCstation)
>compatible, and b) it creates 3 sector FATs, thereby giving the user 2
>extra clusters (the same as if the floppy would have been formatted on
>a PC). What more can one ask for?

Not much, I guess. FORMAT sounds great.

Thanks for the pointer.

3852. Survey -- FCC approval outside the USA

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:28:09 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1990Dec7.162809.7705@watserv1.waterloo.edu>
Source record: 236694

In article <479@aupair.cs.athabascau.ca> rwa@cs.athabascau.ca
(Ross Alexander) writes and interesting and informative article
about Radio Frequency Interference (RFI) and his early Atari 1040 ST.

He says, in part,

>I can add a few things here. I have an old 1040st, [...]
>...
>I am particularly concious of RFI [radio frequency interference]
>because, as a radio amateur I am constantly running both radios and
>computers in close proximity.

and further on, he says:

> [...] How this thing ever got past the FCC I can't begin to imagine.

It just might be that his machine did not have FCC approval.

I dont know where Ross bought his machine, but I notice that his
address, (like mine) is Canadian. I always assumed that my machine
did not have FCC approval at the time I bought it.

So, I ask you, users who bought outside USA,

does your machine have an FCC label on it?

If you bought your machine outside the USA, does it have on it
any sticker or label on it that says FCC approved, or the like?
Such a label might make reference to subsection J, class B
computing device.

3853. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:36:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec7173608@orion.laas.fr>
Source record: 236693

Sorry for the intrusion but I tried to reply directly to
leo@mat500.uucp (C. Bullerdick). Neither our news/mail feed neither
unido have heard of mat500.UUCP. Does this place exist?

----- Transcript of session follows -----
While talking to unido.informatik.uni-dortmund.de:
>>> RCPT To:<mat500!leo>
<<< 554 <mat500!leo>... no such host : mat500
554 <unido!mat500!leo>... Service unavailable

Anyhow, in article <1062@mat500.uucp> leo@mat500.uucp (C. Bullerdick) writes:
| I'm shure that it's the same in nearly every city in germany, and
| the TT is not as expensiv as it was right before yesterday.

What's the new TT price? What happened the day before yesterday?

Cheers and Auf weidersehen,

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@vega.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3854. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:52:43 UTC
From: azwrkshp@watserv1.waterloo.edu
Message-ID: <1990Dec7.165243.8709@watserv1.waterloo.edu>
Source record: 236677

In article <4169.275eb314@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>In article <1990Dec4.123906.8082@cbnewsh.att.com>, wolf@cbnewsh.att.com (thomas.wolf)
writes:

Some deleted lines

>Well, you can get a NeXTStation with:
>Megapixel 4-grayshade monitor, 17 inch, about 1200x850 pixels
>8MB RAM, 105MB HD, 68040, DSP, ethernet, SCSI II, etc. etc.
>Lots of good software.
>
>For about $3200 educational in most universities in the U.S.
>
>An additional HD is recommended, though.
>
>If TT's educ. price would be about $3000 (highly possible), I could see
>no reason to get one over the NeXTStation (I wouldn't get Amiga3000UX either).
>So that's why I will get a NeXTStation. I now have an ST and I have had
>it for about 5 years... But I don't have to stick with Atari anymore.
>
> Jouni

Every body how talks about the Next being so CHEAP (I mean cheap, not inexpensive)
are forgetting that the Stations cannot be ungraded to colour,
Software is outrageously expensive (>$500 for the cheapest),
The 360 meg hard disk increases the cost by $1500 CANADIAN,
etc....

Not to mention that the NeXT system is slow. Its the old Apple system
problem plus Postscript display slowdown. Just talk a look at their
flight simulator.

Sorry, I just had to say that.

Karl Rueb
University of Waterloo Grad. student
Systems Design Engineering
Canada

azwrkshp@watserv1.uwaterloo.ca

3855. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:53:17 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec7.165317.13779@cunixf.cc.columbia.edu>
Source record: 236678

In article <4169.275eb314@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>>> Realy??? How much?
>>>
>>> Just to piss glh off...I saw a demo of the new NextStation today. Someone
>>> earlier mentioned that the windowing system was very slow. That doesn't
>>> seem to be a problem. Seems that when you throw a 25mhz 68040 at the GUI,
>>> it seems fine. I didn't notice any slowness. However, the machine wasn't
>>> running THAT many tasks at the time either. The educational pricing makes
>>> the thing so cheap that you could throw in the NeXt 400dpi laser printer
>>> too and have a very nice unix system with scads of included software at ~$4500.
>>>
>> Just to continue this non-ST discussion....
>> Please explain your $4500 price. Someone posted the NextStation educational
>> prices a couple days ago. I believe a usable system came in around $5000
>> for mono and $6500 for color - and that is without the 400 dpi printer you
>> mention.
>>
>
>Well, you can get a NeXTStation with:
>Megapixel 4-grayshade monitor, 17 inch, about 1200x850 pixels
>8MB RAM, 105MB HD, 68040, DSP, ethernet, SCSI II, etc. etc.
>Lots of good software.
>
>For about $3200 educational in most universities in the U.S.

I believe the educational price for the NeXT laser printer is
~$1000-1500 (I lost the price sheet). So maybe my original posting
was a few hundred dollars high, but I suspect $4500 for a system as
noted above plus the 400dpi laser is pretty close.

What are Atari laser printers selling for these days? I haven't
seen one in ages, though I have seen the toner cartridges for sale.
Did Atari ever come up with a workable way to print postscript
files on it?

>An additional HD is recommended, though.

Yep, 100 megs is on the skimpy side for a unix box. I would think
you'd need more like 300 megs to have a nice liveable environment.

>If TT's educ. price would be about $3000 (highly possible), I could see

As far as I know, there is NO educational discount program at Atari.

>no reason to get one over the NeXTStation (I wouldn't get Amiga3000UX either).
>So that's why I will get a NeXTStation. I now have an ST and I have had

>it for about 5 years... But I don't have to stick with Atari anymore.

Yep, for a unix box, the NeXT will be tough to beat at this price.

>
> Jouni
Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3856. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 16:59:15 UTC
From: leo@mat500.uucp
Message-ID: <1063@mat500.uucp>
Source record: 236691

ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:

>I always remind myself, with all my "gripin' " , that my ST
>can still do what it always has done. TEMPUS is still great.

O-Yeah, and the applications on the ST are even getting 'greater'.
Have you ever seen TurboC, Edison, PKS-Edit, Rufus, Scigraph or Gemini?
Take a look, they are superb!

>-kevin

C. "Leo" B.

3857. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 17:27:35 UTC
From: goldstein@delni.enet.dec.com
Message-ID: <17942@shlump.nac.dec.com>
Source record: 236682

In article <479@aupair.cs.athabascau.ca>, rwa@cs.athabascau.ca (Ross Alexander) writes...
>In short, the 1040st howls all up and down the bands. We're talking
>continuous S9+20dB heterodynes and growlies from baseband all the way
>up to 450 MHz (to be charitable, it does fall off somewhat in the UHF
>bands. On 145.01 MHz it's still pretty damned loud). How this thing
>ever got past the FCC I can't begin to imagine. I can only assume
>Part 15 subpart J class B means "leaks RF like a sieve". It took
>fairly heroic measures to get the intereference down to the point
>where I could recieve anything from other stations; lots of bypassing,
>coax cables, chokes, shielding, and physical separation were needed.
>Having done all that it works fine (good serial I/O, lotsa horsepower
>:-).

This is my first posting in this group in many moons, since I'm a
discouraged Atari owner now using a clone for packet radio among other
things...

But I don't understand the problem. The _nicest_ thing I can say about
my 1040STe is that it is _quiet_ (at rf). My no-name clone, and its el
cheapo monitor, make moderately annoying noise on some of the HF bands,
and a little (S1 but enough to clobber weak-signal on 2m, not packet)
on 2 meters. The 1040St, on the other hand, makes very little noise.
If my wife is using it in the next room, I don't know it.

Note that I _never_ breached its internal shielding to, say, add memory
or an 8530 or TOS1.4 or anything else. It's still factory-soldered.
And there's no HD, just the build-in sloppy disk, and the Atari color
monitor. If it could do HDLC (darn, no bus!) it would be a great packet
computer. I'd check the internal shield integrity.

Fred R. Goldstein k1io Digital Equipment Corp., Littleton MA
goldstein@delni.enet.dec.com voice: +1 508 486 7388
Do you think anyone else on the planet would share my opinions, let
alone a multi-billion dollar corporation?

3858. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 17:42:14 UTC
From: leo@mat500.uucp
Message-ID: <1064@mat500.uucp>
Source record: 236679

roberson@aurs01.UUCP (Charles "Chip" Roberson) writes:

>>In article <obJIrRW00WAx8B1lRW@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>>The ST is dying.
Nope, it's alive and becomes kicking again!

>I have to agree. I had been planning on upgrading my ST to 4megs to run
>the GNU stuff, but I've decided to save the money for another machine.
Wait till january, ..., then get a TT!

>Personally, I'm partial to Sun and their prices are getting better all
>the time. I had wanted a NeXT I don't think it's going to make it either.
>With the new Sun SPARC 2 announced, the market for SPARC 1s will open up
>to us low-end types.
In spite of buying a SunSparcNeXTMipsMac, i would prefer to get a new car,
perhaps a 2nd-hand Porsche? THAT'S how the price is one have to pay for one
of these in Europe!

>I don't think I could ever buy an IBM drone. They have definitely overtaken
>the ST in raw computing power but I still don't think much of the architecture
>nor the OS and I don't like Intel chips.
"No friend would give a PC to a friend" is something true i've read elsewhere...

>An apple is a possibility, but it too is limited and pricey as well.

>Power without the support isn't worth any price.
If you'v got the power, there are ways to solve every problem, but if
one have just support...
>-chip

C. Leo B.

>* Work: 2912 Wake Forest Road, Raleigh, NC 27609 (919) 850-5011
>* (...!mcnc!aurgate!roberson) || (roberson%aurgate@mcnc.org) ||
>* (71500.2056@CompuServe.com) || (Chip.Roberson@f112.n151.z1.fidonet.org)
>#include <disclaimer.h>

3859. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 18:51:39 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440136@hplsla.HP.COM>
Source record: 236662

wao@cbnewsm.att.com (william.a.oswald) writes:
|
| I'm thinking of buying a database manager but the topic of what is
| good and not so good has not come up recently. So, any body have any
| recommendations? How good is DBman, is it worth the money? By the
| way, my needs range from simple to complex and I would rather
| invest in a piece of software that I won't out grow.
| ----------

I started out using Base Two for some simplistic needs and quickly outgrew it. I think it has a major limitation in that the only way to input data is manually. It doesn't import any format of file (not even ASCII).

I switched to SuperBase Personal because of its numerous import/export options, which includes the DIF format (which Base Two thankfully exports) and Lotus 123 spreadsheets. Now that I've had it a few months, I'm not sure whether I would buy it again or not. Whereas it does import all these wonderful files, error checking is VERY POOR and the results are not 100%. Here are some examples:

o import a DIF file with a record >256 chars and the import aborts with a generic error message - no clue as to the problem

o import a LDW Power worksheet file before converting to Lotus format and the program bombs

o dates are not properly imported from Lotus 123 files

o converted LDW Power files are not properly imported; I have to load them into Lotus and re-save them before they'll import correctly

Okay, so importation can be a hassle. Another hassle IMHO is that the program does not use the GEM file selector. The program has its own built-in extremely crude file selector dialogues that are probably slick on a DOS machine but very crude on the ST.

These issues aside, I find the program to be reasonable to use and it looks tough to outgrow it (and I guess an upgrade to SuperBase Professional would solve that). And since the program exists on the Amiga and DOS machines and supposedly imports/exports dBase files, I feel reasonably confident that my databases can be ported to my next machine (whatever it is).

Disclaimer: These are the opinions solely of the author, who has no pecuniary affiliation with the companies that sell the programs discussed.

%%%

% Hewlett-Packard - Lake Stevens Instrument Division %
%/%/%/

3860. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 19:50:09 UTC
From: iho@cac.washington.edu
Message-ID: <12551@milton.u.washington.edu>
Source record: 236695

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>jalkio@cc.helsinki.fi writes:

>>So that's why I will get a NeXTStation. I now have an ST and I have had
>>it for about 5 years... But I don't have to stick with Atari anymore.
>
>Yep, for a unix box, the NeXT will be tough to beat at this price.

But then again, the NeXT isn't much of a Unix box. The Unix consultants
I work with are quick to point that the NeXT "just happens to run Unix"
instead of being designed as a Unix box. If you've used a Sun Sparcstation
or a DECStation, you'll know what I mean. They don't cost _that_ much
more than a NeXT.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

3861. My ST Software Sale CC:

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 20:35:22 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <YbLzo_q00WBL43Jz95@andrew.cmu.edu>
Source record: 236663

With the sale of Mark Williams C v. 2.0 to Chris Rouland, my ST software sale has ended (sold all the stuff I wanted to.) I thank you all from the bottom of my poor-ass student wallet.

____
|\ /|
| \/ | ike Greelish
Carnegie Mellon U. undergrad, professional writing major

quote: "My statements have complete deniability. I can disown them at any time." ---me, though not very original.
stupid disclaimer: See quote above.

3862. RE: WordUp 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 21:47:35 UTC
From: simonian@x102c.ess.harris.com
Message-ID: <5051@trantor.harris-atd.com>
Source record: 236700

As a followup to WordUp 3.0 problems... I finally got mine to print on an Epson printer. Once I got that working, I was pretty happy with the tool (except, of course, for Neocept's non-existent support). Now I've run into an apparent bug where blocks of text misteriously vanish. Anyone else seen this happen?

Richard Simonian
Harris Space Systems Corp. 407-633-3800
simonian@x102c.ess.harris.com
rsimonian@nasamail.nasa.gov

3863. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 22:16:39 UTC
From: dclemans@mentor.com
Message-ID: <1990Dec7.221639.11311@mentor.com>
Source record: 236664

For the record, the two ST systems I have are both relatively quiet in a RFI sense; while I've never specifically checked, I've never noticed any interference on nearby TV's, radio's, etc.

I heard the following from someone who visited Atari headquarters in California... (i.e. this is all hearsay)

As far as RFI containment is concerned, they design their systems to match the minimal requirements of the country where it's first introduced; typically Germany. To ship product anywhere where standards are stricter they have to "patch" the design.

However, I've heard that Germany is going to change its RFI standards soon so that they are greater than or equal to US requirements, so the above problem might go away soon.

The first and foremost requirement on manufacturing is keeping the cost down. If you get lucky things will be fine. If there is a run of "marginal" parts, boards, etc. there could be noise problems, reliability problems, etc.

Staffing was described as being lower than you would expect in a one product startup company. They basically can only work on one product at once; to get different products out they have to work on them in series. If a particular product never gets enough priority to reach the top of the queue, it never gets finished.

dgc

3864. SUPERCHARGER Tips? and HELP ME PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 22:49:33 UTC
From: stu892103@gcc.uucp
Message-ID: <43@gcc.uucp>
Source record: 236665

Hello, I just ordered a Supercharger IBM emulator box for my ST and I would like to hear from anyone who has any experience with this little device. Any hints and/or tips would be greatly appreciated.

Also, I am new to the network and I don't know much about doing anything, I am lucky to be typing this :-] I need a bit of help to learn how to get files, know my address on here, go to different sections, etc... I know almost NOTHING! :(I have a 1040stfm, color & mono monitors, and alas, no hard drive (yet!). An example of what I want to do and what I can do is: I want to be able to get files, ST-World, Z-net, etc.. but the only thing I can do is read messages in the comp.sys.atari.st and comp.sys.atari.st.tech newsgroups. Can some kind soul(s) please fill me in on some details. I am very glad to be able to find ST info, this is quite nice. Thank you in advance.

JOIN YOUR LOCAL ST USERS GROUP, YOU WON'T REGRET IT!!!

Steve Greer

3865. Kermit

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 22:59:48 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Dec7.225948.29797@rodan.acs.syr.edu>
Source record: 236666

Okay, I got some help setting up a .kermrc file, but I'm getting error
messages when I try to user kermit(go into it). Can I get some help here
on what this file should include? I think it doesn't like me setting
the packets to 1024.

--
But I still like my ST... HP-48SX GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

3866. Re: What is PENGO

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 23:20:58 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Dec7.232058.1150@arc.ab.ca>
Source record: 236667

In article <1990Dec7.160410.6804@watserv1.waterloo.edu> ljdickey@watserv1.waterloo.edu (Lee Dickey) writes:
>
>I found a file called PENGO at atari.archive.umich.edu.
>Can someone enlighten me as to what it is?
>

It's a great little color game with a penquin. I beleive it's modelled after an arcade game (Pengy?). Not bad at all. The instructions are in the game. It's just a pain reading them as the scroll right to left.

Bob

3867. Atari ST to Amiga 3d rendering converter

Newsgroup: comp.sys.atari.st
Date: 1990-12-07 23:50:42 UTC
From: dtiberio@libws3.ic.sunysb.edu
Message-ID: <1990Dec7.235042.19168@sbcs.sunysb.edu>
Source record: 236668

If anyone is interested in a transfer program, for 3d renderings, please leave me email or contact DDD MEN (as in 3d men) on PLINK.

The program transfers between Amiga and Atari ST renderings. It is written for the Amiga. A program such as Dos2Dos is necessary to create and transfer to Atari ST format. There may be an Atari ST version available too.

David Tiberio SUNY Stony Brook 2-3605 AMIGA Toto Productions DDD MEN

3868. Re: RFI, the FCC, and STs (was re: Talking about other computer

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 01:28:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36668@cup.portal.com>
Source record: 236673

Ross Alexander asks:

>What exactly is Atari doing wrong, and why are their machines
>so noisy? Corner-shaving and cost cutting have limits, y'know.

Speaking of which, Atari has apparently killed the STacey... couldn't get
it past the FCC...

Perhaps somebody else ought to ask John Townsend to confirm or deny this..
If I asked, it'd probably be taken as a bash or insult...

BobR

3869. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 01:47:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <36669@cup.portal.com>
Source record: 236674

In defense of Atari... (what a concept..! better sit down folks...)

Atari never stated that the STe was expandable... in fact, Allen Pratt tried to warn people about just this very possibility. Atari puts in whateve parts are cheaper that week, SIPPs or SIMMs, without any concern about whether or not the end user will be able to expand the machine.

Charles Cherry, when he was at Atari, said that the TT is officially the *FIRST* Atari product to be expandable.

So with the STe, you pays your money and you takes your chances...

BobR

3870. Re: limited support for WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 02:52:08 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec8.025208.28490@rodan.acs.syr.edu>
Source record: 236675

In article <1990Dec7.105128.1@simvax.labmed.umn.edu> davidli@simvax.labmed.umn.edu writes:
>It looks as though Neocept is out of business, so if you're having small
>problems, or need disk replacements, you should contact E. Arthur Brown
>Company. If you haven't received their catalog before, you should *definitely*
>ask to have one sent to you.
This is terribly bad news...I like WordUp, and I still think
it is the word processor for the ST that is most like a Mac
wordprocessor (and that is good!). V3.0 was much better than
the previous version I had, but I was hoping that there would
be still more upgrades...too bad Neocept went under---did
they? I mean are they REALLY out of business, or does it just
"look like" they're out of business (perhaps to return?)?
Oh well, maybe the new GDOS will bring around another new
wordprocessor that can handle various fonts!
--Gerry

3871. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 06:05:20 UTC
From: pietrzak@john.CES.CWRU.Edu
Message-ID: <1990Dec8.060520.10633@usenet.ins.cwru.edu>
Source record: 236680

In article <36556@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Tewnsend writes:
>
>>Maybe someday, comp.sys.atari.st will come back around to its intended
>>purpose in life: to discuss the Atari ST computer. In the meantime, I
>>guess we all have to use news readers like nn to get rid of the trash
>>that Bob Rotelle (and others) write.
>
>Maybe someday Atari Corp. will come back around to its intended purpose
>in life: to produce and market quality, cutting-edge computers. In the
>meantime, I guess we all just have to put up with the with the trash
>that John Tewnsend (and Atari Corp.) write.
>
Maybe someday we can get this Just Gripin' string closed down!?! Here,
let me help: J.T., You're a moron. B.R., You're a moron. Everyone
reading this, you are also morons. Of course, the person writing this
is also an incredible moron. Anyone else that the reader of this article
would like me to call a moron, ok, he/she/it is a moron. All right,
everyone happy?

John, sit back and consider how it looks for an official Atari employee
to be calling anyone on the atari board's messages trash, no matter how
much they may deserve it.

Bob, knee-jerk reactions will not regain your honor. I usually have more
respect for someone who can keep his cool under pressure, not just trade
blows on the same level. Don't let people pull you down to their level,
and they may just respect you for it!

Please, people, lets practice some restraint? :)

Thanks

JP

3872. TT desktop on ROMS?

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 06:35:46 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <276089C2.18110@maccs.dcss.mcmaster.ca>
Source record: 236681

I've got the Quarter 4 1990 issue of ST World in front of me.
There is a review of the new desktop that was designed for the TT and
possibly for the STE. At the end of the article they mention something
about getting the new desktop on ROMS. I'm hoping this isn't wishfull
thinking, but does anyone at Atari know anything about that? And, when
the magazine articlsays desktop, do they mean the whole ROMS? I'm
thinking rather than getting the 1.4 ROMS, go for the new ones. Any
chance of that happening?

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3873. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 07:33:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec08.073353.25503@ecst.csuchico.edu>
Source record: 236683

jimomura@lsuc.on.ca (Jim Omura) writes:

- They leave the stuff as marginal as they can get away with
- for RFI because anything you do about RFI costs money.
-
- But taking it from the top, the problem starts with IO interfacing.
- You can build a dirt cheap computer with no IO. A grounded cage
- does it. But as soon as you start adding IO ports you've got
- troubles. The Atari ST is rich with IO ports, and not all
- of the best possible quality. You've got the 2 MIDI ports (the
- basic spec of which looks noisy I might add -- not Atari's fault),
- an RS-232C, semi-SCSI, Centronics, 2 joystick and cartridge port.
- Take that "Centronics" port. The original Centronics used every
- other wire as a balance which could have helped cancelled "some"
- RFI (doesn't help that much anyway really).

And I bet the TT with all its ports causes lots more problems.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3874. Re: Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 09:03:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec8.090356.22084@actrix.gen.nz>
Source record: 236684

In article <1990Dec6.142316.7956@rodan.acs.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> OK...OK...this has gotten out of hand, I think. I've gotten
> a couple of notes from people who are having problems with
> WordUp and have not been able to contact Neocept. If anyone
> knows anything about the status of this company, please post
> it to the net. Also, if anybody is still a member of Genie,
> Delphi, or Compuserv, could you check if anybody on those
> services knows about Neocept's status? and let the net know if
> anyone does? For that matter, maybe Neocept is on one of
> those services giving vender support?
> Thanks very much in advance.
> --Gerry

Neocept have gone belly up, WordUp is now handled by E.ARTHUR BROWN Co.
Phone No. 612/762-8847, they also offer WordUp 3 for $49,95 US, also
Note: this Program only works on USA machines, it is posible to patch it
to work with other machines, this i have done for a UK. machine, if
there are a few intrested i will give the Patch info so it will work on
other machines, Note: some functions read the Key Codes and not the Key
Table, this is easy to Fix, just Update the Resource File with the New
Key Tops...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3875. Re: Neocept--E.Arthur Brown. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 09:19:15 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec8.091915.22288@actrix.gen.nz>
Source record: 236685

In article <1990Dec7.032900.6170@rodan.acs.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> I just wanted to thank those who posted the info about
> E.Arthur Brown being the support people for WordUp. Just goes
> to show you that this net still works (even with the griping).
> --Gerry

Well that could have been me, R.W.Sheppard down here in New Zealand, i
think that it is pore that you can't get suport in the country that it
is produced in, but never mind, i had a Friend here that had a copy of
WordUp 3 that would not work on a UK machine, that is how i got involved
he sent his back after a Phone call to Neocept, but that was all he gt
but never mind things got sorted out in the end...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3876. Re: Subject: seeking advice on WordUp 3.0 (Re: printing)

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 09:27:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec8.092727.22384@actrix.gen.nz>
Source record: 236687

<7340046@hpfcso.HP.COM>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: rrd@hpfcso.HP.COM

Contact E.ARTHUR BROWN for both of thse products, WordUp 3 $49.95 US and
ST Turbojet $19.95, Phone No. 612/762-8847, this looks like a bargain..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

3877. Re: Kermit

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 16:54:38 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec8.165438.25412@cunixf.cc.columbia.edu>
Source record: 236617

In article <1990Dec7.225948.29797@rodan.acs.syr.edu> mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>Okay, I got some help setting up a .kermrc file, but I'm getting error
>messages when I try to user kermit(go into it). Can I get some help here
>on what this file should include? I think it doesn't like me setting
>the packets to 1024.

Hey there. The ST version of the Kermit software really sucks.
That's coming from someone from the home of Kermit, Columbia
University. You'll be MUCH happier if you use UniTerm 2.0e.
It is a far better implementation and much easier to
deal with. You can probably find this program at your nearest
anon FTP site. It is freeware.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3878. ST Journal

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 16:56:08 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <18353@hydra.gatech.EDU>
Source record: 236696

I have heard this magazine is packed with reviews. I haven't seen it in any bookstore here yet. Has anyone one read a copy? What do you think of it?

3879. Re: RFI, the FCC, and STs (was re: Talking about other computer

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 16:57:54 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec8.165754.25466@cunixf.cc.columbia.edu>
Source record: 236618

In article <36668@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Ross Alexander asks:
>
>>What exactly is Atari doing wrong, and why are their machines
>>so noisy? Corner-shaving and cost cutting have limits, y'know.
>
>Speaking of which, Atari has apparently killed the STacey... couldn't get
>it past the FCC...

Last I heard, the STacey only had FCC class A certification. This
meaning that it isn't intended for home use, only "industrial"
use.

>
>Perhaps somebody else ought to ask John Townsend to confirm or deny this..
>If I asked, it'd probably be taken as a bash or insult...

I doubt he'll say anything about it at all...

>
>BobR

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3880. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 17:33:20 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.173320.15109@santra.uucp>
Source record: 236614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm sure, that every multisync monitor can work with ST.
I have the NEC 3D, and I see no reason why xD (x>3) wouldn't work.
About 2A, I have a cable to connect ST to NEC 2A, I don't need it.
It is made by LINDY, I have bought it from Germany. But it is quite
easy to make a cable for a monitor, IF you have the pin assignments
(can be found from manuals), IF you can get the proper connectors
(ST's 13-pin round is a problem, cut from old cable).

*** jartsu@otax.hut.fi / s37837k@saha.hut.fi ***
*** Jari Lehto ***

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

3881. favourite list

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:06:59 UTC
From: roland@tuvie.UUCP
Message-ID: <2199@tuvie.UUCP>
Source record: 236613

leo@mat500.uucp (C. Bullerdick) writes:

> ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
> > I always remind myself, with all my "gripin' " , that my ST
> > can still do what it always has done. TEMPUS is still great.
>
> O-Yeah, and the applications on the ST are even getting 'greater'.
> Have you ever seen TurboC, Edison, PKS-Edit, Rufus, Scigraph or Gemini?
> Take a look, they are superb!
>
> > -kevin
>
> C. "Leo" B.

This is becoming the favourite list :-) and I add:

ST Pascal, Easyrider, Signum, Arabesque, Technobox Drafter,
TeX by Stefan Lindner, ShowDVI by Robert Stabl, Metafont by Lutz Birkhan,
Uniterm by Simon Poole, 220-ST, Harlekin, Fontkit...

Roland Schreier.

3882. Re: about to buy - Stacy & music

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:12:59 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.181259.15634@santra.uucp>
Source record: 236615

Why don't you try the Cubase? It is a Great MIDI software package from
Steinberg, propably the best available for Atari.
It uses GDOS and has a driver for Laserjet.

Accelerator? There are HyperCache 016 and HyperCache 030, first one fits
to Stacy I think (Turbo 16 and Jato fits also), second one uses the
68030 33 Mhz and is very expensive, and I think quite big too!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

3883. Re: Using a Seagate ST225 w/ ATARI 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:18:59 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.181859.15808@santra.uucp>
Source record: 236616

I use the Seagate ST296N with ST, no problems.
If you have a proper SCSI-controller and software, there should be no
problems.
Your Seagate is SCSI???

To recommend something, I think the ICD Advantage is the best SCSI-controller
for Atari ST, and the software is included in the package.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

3884. Re: Sequencer program for ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:24:48 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.182448.15917@santra.uucp>
Source record: 236619

If price does not scare you off, you should get the Cubase from Steinberg.
It is a state-of-the-art MIDI software for ST. Includes the MROS,
Musical Realtime Operating System.
One disadvantage: It requires at least one megabyte RAM (so does almost
every other good MIDI-software too)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

3885. Re: IBM to Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:35:22 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.183522.16017@santra.uucp>
Source record: 236620

You surely know that ST can read a 3.5" DD floppies written by MS-DOS?
If that disk contains a patchloader program for those files and those
files are in a custom format, only saviour is to contact a sound-library
keeper that offers souds on a patch-loader floppies. But if those sound
files are standard MIDI-files containing pure systemexclusive data,
try to punch them to your module using a sequencer program.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

3886. Re: Problems with PLAYER.LZH

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:46:50 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec08.184650.28063@ecst.csuchico.edu>
Source record: 236621

system@n6vbg.hamavnet.com (Javier Henderson) writes:

- I just received the files PLAYER.LZH and BART.SND from the atari
- archive site via mail.
-
- I decompressed PLAYER.LZH, which created PLAYER.TTP, and tried to
- play the sound file. However...all I get is some vertical bars on
- the screen, no sound comes from the speaker, or anything else.

PLAYER is for playing Amiga Noisetracker modules on your ST.
(STEPLAY is for playing NT modules on your STe in stereo.) You need
another digitized sound player from atari.archive. I can't remember
what's on there so I can't offer any suggestions. Anything should be
fine.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3887. Re: ST Journal

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 18:56:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec08.185621.28225@ecst.csuchico.edu>
Source record: 236697

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

- I have heard this magazine is packed with reviews. I haven't seen
- it in any bookstore here yet. Has anyone one read a copy? What do
- you think of it?

I've seen a couple issues at a local bookstore. My local dealer doesn't have it though, which is surprising. It's glossy inside and out. Pretty thick. I don't remember seeing that many reviews in it. I did see a lot of nice ads that I didn't see in STart or ST Informer. What I also did see was a lot of commentary from big names in the ST world. The strange thing is that these commentaries are reprinted in ZNET almost every issue. So, instead of reading them in a glossy, I can read them on my ST. Since ST Journal comes out quarterly and ZNET weekly, I think ZNET reprints most if not all of them before the next ST Journal is out.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3888. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 21:17:43 UTC
From: kmm2765@isc.rit.edu
Message-ID: <1990Dec8.211743.12154@isc.rit.edu>
Source record: 236698

In article <3974@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>From article <sent.Sun.Dec..2.01:10:38.GMT.1990.via.CS.TARDIS>, by dh@tardis.cs.ed.ac.uk:
>>
>> Here in Europe, Atari are now shipping some STE's with soldered in RAM.
>> Forgive me if i'm wrong, but was one of the plus points of the STE not the
>> easy memory upgrades using SIMM's?
>>
>> I reckon Atari are peeved that people are buying 520STE's and pluggin in
>> extra SIMM modules. Atari would rather people buy the 1040STE.
>> However, there is no difference between the 520STE and 1040STE apart from
>> the larger memory...so why splash out extra dosh for a 1040STE?
>>
>
>Can Atari really be so stupid? Can they really? Is it possible that they
>want to disable one of the best features of the STE, just to
>'differentiate the market'?
>
Actually, I heard there were a couple reasons for why there was
soldered RAM in your STs. Neither of these had to do with the 520ST
problem. First, Atari wanted to get these puppies out as quickly as
possible, if they had to use soldered in DRAMs, fine. This may not have
been a great move, but Atari got the computers out more quickly. And you
cannot honestly say that you wouldn't have griped if the first STEs were
delayed more. Second, at least for our European friend, I heard that
there was some sort of a lack of SIMMs over in Europe. I am not positive
of this and maybe someone can back me up or tell me I am wrong.
Besides, I thought that while the SIMMs upgradeability was a good
feature, the stereo sound and graphics palette of 4096 colors were the
two most major enhancements. My friend just received his STE and the
sound was incredible. Anyway, now you can make your questions, comments,
or cheap shots.

[steepnig down from podeum]

--

! "But what man is entirely without evil intent in the !
! silence of his soul?" -- Pawn of Prophecy !
! by David Eddings !

3889. Current store prices for Atari Computers!

Newsgroup: comp.sys.atari.st
Date: 1990-12-08 21:22:38 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <4642@umbc3.UMBC.EDU>
Source record: 236699

I just got Toad Computers new price list and thought that I would post some of the interesting products and prices. This is not meant to be an advertisement, but rather an example of current market prices for Atari products.

ITEM CONFIG PRICE

TT030 2mb RAM, 50mb HD $2299
4mb RAM, 50mb HD $2499
8mb RAM, 80mb HD $2999

STe 1mb RAM $549
2mb RAM $749
4mb RAM $849

STacy 1mb RAM, 20mb HD $1539
2mb RAM, 40mb HD $1899
4mb RAM, 40mb HD $2449

Mega ST 2 CPU $899
ST 4 CPU $1249
ST 2 4mb CPU $1099

520STFM 512k CPU $379
1mb CPU $499
2mb CPU $599
4mb CPU $899

Accessories SC1224 Color monitor $319
SM124 Mono monitor $159
SC1435 Stereo Color monitor $339
PTC1426 TT Color monitor $479
SLM605 Laser Printer $1099
SX212 Modem $49
SF314 DS/DD Drive $169
Tilt Monitor stand $19

Also, Atari Computers come with a 90 warrantee, but they are offering a one year warrantee for $49 more.

Again, I am posting this for information purposes only and is not to be considered an advertisement. I do not work for them and can only be considered a happy customer.

Chuck Rickard
(chuck@umbc5.umbc.edu)

3890. Re: Current store prices for Atari Computers!

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 02:01:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec09.020126.29882@ecst.csuchico.edu>
Source record: 236601

chuck@umbc5.umbc.edu writes:

- I just got Toad Computers new price list and thought that I would
- post some of the interesting products and prices. This is not meant
- to be an advertisement, but rather an example of current market
- prices for Atari products.

(Not) to be picky, but it wasn't required of you to post whose price list it was, although the information is quite intriguing. I'm afraid people may opt not to buy from their local dealer (if they have one). I know people who read this net are more intelligent than call to Toad on Monday and order a spanking new TT; I'm afraid to read in a month (or two or three) that they haven't received it yet and blame it on Toad when the only ones they have to blame is themselves.

- TT030 2mb RAM, 50mb HD $2299
- 4mb RAM, 50mb HD $2499
- 8mb RAM, 80mb HD $2999

Now, we all know these are all sitting in a warehouse somewhere waiting to be branded with the FCC's "seal of approval." Mmm, mmm, $2299 sounds REAL good though.

- STe 1mb RAM $549
- 2mb RAM $749
- 4mb RAM $849

I wonder if these are factory-installed or dealer-installed memory configurations. I wonder where they get the two $35 SIMMs for $200 -- must be a special deal. I can understand if Atari installs them though.

- Accessories SC1224 Color monitor $319
- SC1435 Stereo Color monitor $339
- PTC1426 TT Color monitor $479
- SLM605 Laser Printer $1099

Again, I wonder if the last three are available. I suppose Toad has a lot of SC1224s to get rid of since I understand that the SC1435 is going to replace it completely.

- Also, Atari Computers come with a 90 warrantee, but they are
- offering a one year warrantee for $49 more.

Is this a Toad or Atari offering? I don't blame Atari for wanting to make an extra $50 on each computer.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3891. TeX 3.1/Metafont 2.7

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 02:08:58 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Dec9.020858.7035@doe.utoronto.ca>
Source record: 236602

Frank Ridderbusch has done a solid port of TeX 3.1 and Metafont 2.7
to the Atari ST, using GCC 1.37. He sent me the binaries and man pages.
I have tested the utilities on my home machine, and they seem to work
fine. This is a _complete_ TeX binary distribution in several files,
including such goodies as inimf, pktogf, etc. I suggested only one minor
change, which Frank implemented, and I have now posted the distribution
to atari.archive with Frank's permission. Here are the files:

bibtex.lzh
manpages.lzh
dvicopy.lzh
mf.lzh
tex.lzh
fontutil.lzh
mfware.lzh
texware.lzh

Happy TeXing!

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3892. Re: RFI, the FCC, and STs (was re: Talking about other computer

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 02:24:25 UTC
From: trh@atari.UUCP
Message-ID: <2771@atari.UUCP>
Source record: 236603

Bob_BobR_Retelle@cup.portal.com writes:

>Ross Alexander asks:

>Speaking of which, Atari has apparently killed the STacey... couldn't get
>it past the FCC...
>
>Perhaps somebody else ought to ask John Townsend to confirm or deny this..
>If I asked, it'd probably be taken as a bash or insult...
>
>BobR

My, aren't _we_ testy? Last time I (an Atari employee) spoke to
someone in sales (in the person of Gary Trameil), we were selling each STacy
we brought into the country.

Which tends to indicate:
(A) STacy has passed FCC
(B) We haven't dropped it

Of course, now I'm terribly insulted, and will now proceed to go away
and pout and not talk to you nasty users any more. B^).

TRH

3893. Michtron and Tempus II

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 03:17:58 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec9.031758.13361@mailer.cc.fsu.edu>
Source record: 236604

Arrrgh! I think Michtron went out of business, and I have not gotten a Tempus 2 upgrade yet! I have version 2.07, and I have been told that there exists a version 2.10. Is this true? How can I get my upgrade now? Is there perhaps a patch program?

Thanks in advance.

--

Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |

3894. fidonet point on ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 04:21:11 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec9.042111.4144@ux1.cso.uiuc.edu>
Source record: 236605

I'll try one more time, and be real explicit. This is from the Fidonet
newsletter. Has anyone seen y of these programs?

Atari ST

Bulletin Board Software Network Mailer Other Utilities

Name Version Name Version Name Version

FIDOdoor/ST 1.5c BinkleyTerm 2.40 ConfMail 1.00
Pandora BBS 2.41c The BOX 1.20 ParseList 1.30
QuickBBS/ST 0.40 ARC 6.02
GS Point 0.61 FiFo 2.0b
LHARC 0.60
Lharc 1.13
LED ST 0.10
BYE 0.25
PKUNZIP 1.10
MSGED 1.96S
SRENUM 6.2
Trenum 0.10

I've got arc, lharc and an unzipper. Does anyone know where to
get hold of this stuff? MSGED and the mailers,especially.

thanks

++++++++++++++++++++++++

--
----
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

3895. Re: RCS for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 05:23:33 UTC
From: rosenkra@convex.com
Message-ID: <110094@convex.convex.com>
Source record: 236623

[allan pratt mentions posting of RCS... who sez atari employees are worthless :-)]

fantastic!!! i just started porting co/ci so now i can move on to other things...

i have noticed that some things i recently submitted to c.b.a.st have not appeared (like 2-4 weeks ago). is our fearless moderator on vacation :-) ?

allan: you may want to ftp to terminator (atari.archive.umich.edu) as well, since that will be fastest way to distribute it...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

3896. Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 05:44:32 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <39964@ucbvax.BERKELEY.EDU>
Source record: 236606

still can't get a hard drive partitioned so that it will
>work on spectre and the Mac. I now realize that it must be done using a MFS
>formatted drive and there can be no atari data on the drive. Still Spectre
>will not format MFS except on partitions <4.5 megs. and these partitions are
>not recoginzed by a macintosh. I think it may be the paritioning software. I
>use ICD's recent version. Has anyone out there done this and could they
>Pleeeze give me some tips.

Please reply to emerson@stat.berkeley.edu

3897. Re: fidonet point on ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 06:17:52 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec09.061752.952@ecst.csuchico.edu>
Source record: 236607

chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:

- I've got arc, lharc and an unzipper. Does anyone know where
- to get hold of this stuff? MSGED and the mailers,especially.

Try Bryan Hall's BBS, 719-543-1869. Bryan wrote FIDOdoor and some
others. I hope this number is correct. It's a few months old. If
it doesn't work, let me know and I'll get another. The BBS is in Colorado I think.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3898. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 08:38:43 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36712@cup.portal.com>
Source record: 236608

I am also interested in DBman.. Anybody have any experience with it..good or bad... Does anybody know what the latest version is?

....yonderboy@cup.portal.com

3899. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 09:13:11 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec9.091311.16932@rodan.acs.syr.edu>
Source record: 236609

In article <39964@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
>still can't get a hard drive partitioned so that it will
>work on spectre and the Mac. I now realize that it must be done using a MFS
>formatted drive and there can be no atari data on the drive. Still Spectre
>will not format MFS except on partitions <4.5 megs. and these partitions are
>not recoginzed by a macintosh. I think it may be the paritioning software. I
>use ICD's recent version. Has anyone out there done this and could they
>Pleeeze give me some tips.
>
> Please reply to emerson@stat.berkeley.edu

You have to use either the "Supra Formatter" (as Dave Small points out in one
of the Spectre newsletters) or the "CMS Formatter", which is what I used. You
also MUST format on the Mac, since no mac SCSI software works with Spectre,
it can't seem to see any SCSI devices. I used the CMS software to format a
SyQuest cartridge for Mac & Spectre usage. As you said, you can't have an
Atari partition, although the Mac OS does allow for multiple partitions on
a drive. Hopefully, Spectre 3.0 will support a wider range of Mac formatted
drives. I'd love to have a cartridge with an ST partition on it that
autoboots and still have a Mac readable partition. Since formatting the
cartridge and putting a bunch of stuff on it, the volume crashed, although
Spectre still displays it under the hard disk menu. Of course, I hadn't backed
up anything on it yet (if I had, it wouldn't have crashed). I haven't had a
chance to try and restore the volume yet.

---jb

3900. Re: Sequencer program for ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 12:32:39 UTC
From: waal@cwi.nl
Message-ID: <2661@charon.cwi.nl>
Source record: 236610

s37837k@saha.hut.fi (Jari Lehto) writes:

>If price does not scare you off, you should get the Cubase from Steinberg.

If the price does scare you off, you should try TWELVE from Steinberg. This is basically a stripped down version of PRO-24. It can handle only 12 tracks (hence the name) and it lacks some of the more advanced editing features of PRO-24. It can read patterns that were created with PRO-24, so you can use all the song disks that are available in this format.

The greatest advantages are:

- excellent support from the importer of Steinberg software (in the Netherlands that is). I received an update immediately, when I called them to complain about some bugs I had in the very first version. The copy I now have works flawlessly.

- The price. In the Netherlands it's only Dfl. 99,- which is about US$ 55.

One disadvantage: It does not like to cooperate with Turbodos. If Turbodos is installed, Twelve does not recognize media changes (disk swaps), so you can screw up a disk completely. I guess that if you have TOS 1.4, you don't have to use Turbodos, and the disadvantage disappears. When I use Twelve, I usually don't use the harddisk (otherwise I would not be able to hear my synths anyway :-)) and boot from a floppy without Turbodos.

==
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
"Poor is the man who's pleasure requires the permission of others."
==

3901. Resource Conversion

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 12:44:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0axe3ds@jonh.wimsey.bc.ca>
Source record: 236611

I'm trying to find info or source on adjusting resource files for
resolutions. I'm using a free.tree as there's too much info to fit otherwise.
I don't want to have separate files for colour and mono. I was sure I had
a file and code that showed how to adjust the mono resource file by halving
the vertical dimensions of objects, but now I can't find it.
Can someone help me find this info?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

3902. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 13:10:49 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec9.131049.22650@cs.dal.ca>
Source record: 236612

In article <1990Dec6.132542.15217@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1990Dec5.180612.12451@cbnewsm.att.com> wao@cbnewsm.att.com
>(william.a.oswald) writes:
>> I'm thinking of buying a database manager but the topic of what is
>> good and not so good has not come up recently. So, any body have any
>> recommendations? How good is DBman, is it worth the money? By the
>> way, my needs range from simple to complex and I would rather
>> invest in a piece of software that I won't out grow.
>
>Go for Adimends or some think like that, was on some of the Atari
>Flyers, and mentioned that the German Justice Dept: was using it, It
>was quoted some months back that Kuma (UK) were marketing it,
>12,Horseshoe Park, Pangbourne, Berkshire RGB 7JW
>Phone No. 0734-844335 Fax: 0734-844339, ive herd that Dbman is a bag
>of worms, and not the same as Dbase at all..

I'm not a dBASE user, although I've worked some with dBASE clones, and
dBMAN seems fine to me. I have version V and it seems to do whatever I
read about in the dBASE books I have. The main problem I have with it
is that although it reads PC .DBF files fine, I can't get FoxPro or DBXL
to import dBMAN files -- then again, I haven't tried hard.

It would be interesting to hear from a more experienced database user.
Also, since dBMAN runs on many different platforms, how compatible is
the ST version with the Unix version and so on?

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3903. Wordup 3.0 printing problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 18:03:47 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <1990Dec9.180347.9280@agate.berkeley.edu>
Source record: 236622

[I might as well get this in before everybody just throws away their copies of Wordup 3.0.]

I believe a couple of people mentioned that printing actually works for them. It doesn't for me, and I have a pretty ordinary printer, an Epson FX-85.

Text Mode:

There appears to be only one text mode driver, EPSONFX.TPD, which prints by going over each word twice. It also creates lines which are too long too fit without wrapping. Must one enter text in a certain way for text mode printing to work?

WP Mode:

The docs suggest reinstalling to switch drivers. Is it sufficient to just put the driver in the same directory as WORDUP.PRG? Has anyone had luck with any particular Epson driver? My printing problem occurs on the second page (an extra half-line of garbage), so it is very tedious trying all the possibilities.

Wish I'd kept 2.0 - it worked under certain circumstances.

I _do_ have the latest driver disk upgrade. The only new Epson thing on it is the EPSONFX.TPD, dated 6/19/90.

thanks if anyone has ideas ...

John

John Morton University of California
jmorton@euler.berkeley.edu Mechanical Engineering
{decvax,cbosgd}!ucbvax!euler!jmorton Machine Shop

3904. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 19:15:40 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Dec9.191540.4667@daffy.cs.wisc.edu>
Source record: 236627

Mmmmm, obviously this guy has never seen one!

We just got one in our lab last week. Its anything but slow. Actually its only problem now is the software available. TRUST ME, speed is NOT a problem with a 040.

--Gregory

3905. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 20:22:49 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec09.202249.5122@chinet.chi.il.us>
Source record: 236626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec8.173320.15109@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>I'm sure, that every multisync monitor can work with ST.

I'm afraid not. The ST puts out 70 video fields a second in monochrome mode.
This is outside the specs for the original NEC Multisync, and a lot of other
similar monitors made before IBM introduced VGA. Some of them work anyway,
but it has to be checked directly.
Steve J.

3906. ST login program

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 23:29:50 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3089@gmuvax2.gmu.edu>
Source record: 236624

Are there any programs out there that can be run on an ST to provide some sort of login? We just recently got an Atari SH205 hard drive, and the people who are going to be using it have different ideas of what should be in the AUTO folder. We'd like to be able to customize the desktop, as well as having our seperate accessories, DESKTOP.INFs, whatever. The only way I can think of doing this is with some sort of login procedure. Anyone know? If something like this IS available, where can I get it (if not commercial, I have FTP access).

THANKS!

-Steve "Stevers!" Coile SCOILE@GMUVAX.BITNET scoile@gmuvax.gmu.edu

email prefered

3907. Problem with gnu emacs.

Newsgroup: comp.sys.atari.st
Date: 1990-12-09 23:37:35 UTC
From: jones@ils.nwu.edu
Message-ID: <166@anaxagoras.ils.nwu.edu>
Source record: 236629

Hi, I have been running Edgar Roeder's port of gnu emacs V18.55 to the ST. Overall I'm very happy with it, but I have encountered a couple of annoying problems. This message is to ask if anyone has found patches or work arounds.

1. Filename completion causes the disk to thrash. The disk seems to do at least one, (sometimes two), seeks for each file in the directory in which the filename is being completed. With my sluggish supra drive, filename completion can cause the system to hang for 30 seconds or more.

2. Emacs sometimes crashes when it receives two quit signals (^G) in succession. This usually happens in the minibuffer, but beyond that I haven't been able to discover any general pattern. Actually, it's possible that emacs is not actually crashing. What usually happens is that I get thrown into gulam with some kind of weird error message, and then am unable to get back to emacs: ^Z causes the system to hang.

I have a Mega 2 ST and run emacs from gulam; gulam is in my auto folder.

One more question: is there any way to take advantage of the blitter chip and speed up screen updates when running emacs?

Thanks,

Eric Jones (jones@ils.nwu.edu).

3908. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 00:44:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3096.27629426@miavx1.acs.muohio.edu>
Source record: 236630

1990dec6.000851.4663@hub.cs.jmu.edu>
Lines: 34

Distribution: na
Lines: 31

In article <1990Dec6.000851.4663@hub.cs.jmu.edu>, bayers@hub.cs.jmu.edu (brian ayers)
writes:
> iho@cac.washington.edu (Il Oh) writes:
>>Okay. As I sit here typing away, I see the stack of the system disks
>>I couldn't get to work. They say v. 6.0.5 on them. I wrote the previous
>>post at work where I didn't know which version I had sitting next to my
>>ST at home.
>
> You know, I just thought of something... Apple apple hasn't made any
> real complaints against the GCR, and we (GCR users) have been thinking that
> this is because Apple doesn't consider us a threat. What if they do
> and they gave a few of their engineers an ST and said "Try to make
> System NOT run on this thing." That way they wouldn't ruffle any feathers
> or cause any great legal arguments. I'm using 6.0.3 and I'm not going
> to change until the verdict on System 7 comes in.
>

I thought that the newer versions of the System from 6.0.3 were only little
changes due to the different hardware config. of Apples newer machines.
(Like to take advantage of the power manager in the portable, the new
digitizing in the new Macs)

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

3909. UNIX questions?

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 00:59:24 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36741@cup.portal.com>
Source record: 236631

I'm new to the ST and have some questions concerning some programs I have heard meantioned a number of times.. I know these files are available at a number of FTP sites, but I cannot directly FTP....

Anyways: What are,and what are the merits of:

Minix, Mint, Gulam, Gemini, & Mupfel...

Which ones are the best?

I'm sure some others are wondering about these too. You can send me E-Mail, or post here in c.s.a.ST.... thanks.. Yonderboy@cup.portal.com

3910. Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 01:10:56 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36743@cup.portal.com>
Source record: 236633

What is the current verdict on all of the extened format programs I have ran across. Is it safe to format a disk with these programs (is the data going to be secure). I have a program that formats 82 track and gives me near 800K is this OK? Also what is the twister format, is this good?

....Thanks ahead of time... .....Yonderboy@cup.portal.com

3911. MIDI-Tasking

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 01:18:19 UTC
From: larserio@ifi.uio.no
Message-ID: <CMM.0.88.660791899.larserio@kvart.ifi.uio.no>
Source record: 236632

Does anybody (hello Atari Corp :-) know anything about MIDI-Tasking.
I have heard great things about this, but WHEN and WHERE can i get it ?
And at what price !!!???

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3912. Re: Problem with gnu emacs.

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 03:03:04 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.90Dec9220304@mole.ai.mit.edu>
Source record: 236634

In article <166@anaxagoras.ils.nwu.edu> jones@ils.nwu.edu (Eric Jones) writes:
Hi, I have been running Edgar Roeder's port of gnu emacs V18.55 to the ST.
Overall I'm very happy with it, but I have encountered a couple of
annoying problems. This message is to ask if anyone has found patches or
work arounds.

1. Filename completion causes the disk to thrash. The disk seems to do at
least one, (sometimes two), seeks for each file in the directory in which
the filename is being completed. With my sluggish supra drive, filename
completion can cause the system to hang for 30 seconds or more.

I would doubt there's an easy fix for this. It doesn't sound like a
problem with Gnu EMACS, more like a problem with running it on a small
computer. Try using a disk cache, so all that grinding will be done in
memory.

2. Emacs sometimes crashes when it receives two quit signals (^G) in
succession. This usually happens in the minibuffer, but beyond that I
haven't been able to discover any general pattern. Actually, it's possible
that emacs is not actually crashing. What usually happens is that I get
thrown into gulam with some kind of weird error message, and then am unable
to get back to emacs: ^Z causes the system to hang.

Believe it or not, it's supposed to do that. On a multitasking system
you could re-attach to the process, but in TOS I'd assume you're just
plain screwed. The reason behind this is so you have a way to "REALLY
get out" in case Emacs gets confused and starts trashing your file
system or something. The fix is to become much more mellow about
pressing C-g (just once will usually do the trick.) I'm still
re-learning this is myself as older versions of GNU Emacs didn't do
this (A friend and I just installed 18.55 on a VMS machine, which had
version 16.somethin-or-other, and I ghot nailed by this a few times.)

Disclaimer: I use GNU Emacs on a day to day basis, but rarely use it
on my ST. And, the version I have on my ST was a different port. So,
my statements here reflect only my knowledge of GNU Emacs in general,
not of any specific port.

entropy@mole.ai.mit.edu

3913. STuff for sale, HippoVision request

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 03:18:28 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <16517@s.ms.uky.edu>
Source record: 236641

For Sale:

Atari ST Drive Mechanisms (S/S) $30
The Advanced OCP Art Studio (unopened) $20
Cyber VCR, from Antic $30

The Cyber VCR package is unopened, and it has some sort of
interface from the serial port to a Sony VCR, to allow you to record
on tape.

Make an offer! :)

Also, has anyone got the HippoVision Video Digitizer Software?
I picked up the box at a clearance sale but don't have any software for it.

Send mail, or you can call me at (606)253-1398 9am-10pm. Ask for
Chris.

--
parsons@b.ee.engr.uky.edu
Born with a steering wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

3914. Kermit/UniTerm/Vax Problem...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 04:00:58 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1990Dec10.040058.24452@udcps3.cps.udayton.edu>
Source record: 236628

I am having problems using Kermit (in UniTerm Version 2.0e) uploading to a Vax system here at the University of Dayton. Specifically, while uploading a .LZH or .ARC file, I'll get about four packets into the transfer and then the Vax comes back with an error to the effect of: "Packet too large for internal buffer." I am in binary mode on my end and in server mode on the Vax (so that all of the settings should be automatically set). I download both .LZH and .ARC files fine, as well as uploading binary files (as long as they are not ARChives or LZHives). Any ideas?

Thanks!
Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

3915. tex - how and where and how?

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 04:58:15 UTC
From: clive@aldetec.oz.au
Message-ID: <307@aldetec.oz.au>
Source record: 236635

I am trying to use TEX, its HARD. I have collected the BIN and MAC
archives (from cs.ruu.nl) and I still cant get it up!
Is there any documantation in netland?
What other archives do i need and what sort of directory structure??

(panicing) ..Clive

3916. What's up with Mark Williams?

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 05:14:47 UTC
From: harryk@bucsf.bu.edu
Message-ID: <70342@bu.edu.bu.edu>
Source record: 236625

Am I missing something? I knew that Mark Williams Co. stopped
supporting the ST, but I didn't know they also moved their headquarters
elsewhere (are they out of business?) I sent them a letter and it returned
back 'undelieverd' with an "Unable to forward" stamp on the envelope.
I also tried to call them but the number was disconnected......
so what's going on? Does anyone know anything about this one?

thanks in advance.....

PS. I think it's time to take a closer look at Borland Hmbg & TURBO-C v 2.00
At least they will stay around for a long time (everyone say how great
TURBO-C is and in Germany ST is still a hit)

_harryk

3917. Re: MIDI-Tasking

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 05:22:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec10.052212.6445@ecst.csuchico.edu>
Source record: 236636

In article <CMM.0.88.660791899.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>Does anybody (hello Atari Corp :-) know anything about MIDI-Tasking.
>I have heard great things about this, but WHEN and WHERE can i get it ?
>And at what price !!!???

Last I heard, we were supposed to get it this past summer for $12.95. Maybe
next summer. :^)

I read on Freenet that the TT passed FCC approval and was being shipped as of
Friday December 7. Can someone at Atari confirm this? (It's always nice
hearing from you guys. ;^)

> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>__________/ _____________________/ ____/ / Klubben, user association

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3918. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 05:34:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec10.053401.6544@ecst.csuchico.edu>
Source record: 236637

In article <36743@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russ
ell) writes:
>What is the current verdict on all of the extened format programs I have
>ran across. Is it safe to format a disk with these programs (is the data
>going to be secure). I have a program that formats 82 track and gives
>me near 800K is this OK? Also what is the twister format, is this good?

I've been formatting my disks at 82/10 (828K -- the damn GEMDOS bug won't
recognize two sectors on the disk, so I don't get 830K) for 3 years, ever
since I've had an ST. No problems. I also format them with a 'twister' or
'skew' option. I recommend DC Format (version 3.2 is the latest, I think)
and Mystic. Mystic automatically formats with skew and the nice
thing is that it formats in the background. I also recommend DESKFMT
which is in RAMPLS12.LZH (or similar filename). I have NeoDesk 3.0
and TOS 1.6 so I use those.

(Damn vi editor! ARGH!)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3919. Re: Sequencer program for ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 06:29:20 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec10.062920.25881@mailer.cc.fsu.edu>
Source record: 236646

Just FYI, I saw this in the Oct START:

#967 . Cosh Sequencer - 16 voice MIDI recorder V2.1. From Europe. This is the one everyone is talking about.

This is a pd disk for sale with others in the BRE Software add. Their number is 1-800-347-6760, and they say they have a catalog to offer. The disk costs $3.99.

I am in no way connected blah blah blah.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

3920. Re: xedit?

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 07:59:37 UTC
From: cae@sdfvm1.iinus1.ibm.com
Message-ID: <9012100759.AA15109@ucbvax.Berkeley.EDU>
Source record: 236645

> Does anyone know of a version of the XEDIT editor for
> the ST? (Go ahead, laugh...I won't mind :-))

You can try WEDIT from Roland Waldi. It is XEDIT-style plus a couple of
utilities to perform advanced functions.
It is available on archive-server@panarthea.ebay.sun.com
as binaries/volume10/wedit100 part01 part02 .... part07

Have fun.

Cornelius

3921. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 09:25:58 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec10.092558.1846@rodan.acs.syr.edu>
Source record: 236639

In article <36743@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>What is the current verdict on all of the extened format programs I have
>ran across. Is it safe to format a disk with these programs (is the data
>going to be secure). I have a program that formats 82 track and gives
>me near 800K is this OK?

Probably, but that depends on your particular drive. It's beyond the specs for the drive to ask it to go to track 81 (track 80 is the "official" max number of tracks.) There is no error returned from the drive if it can't get to track 80 or 81 (the first track is track #0), it will simply go to track 79 and act like everything is fine. The only time you'll know if it worked or not is if you fill the disk completely and see if all of the files are complete and intact. Some drives can do it, some can't. I don't even think you can generalize between manufacturers, it depends on the individual unit. If it works the first time, however, you should be able to count on it.

Some software will put extra sectors on every track, 9 is standard, I think, but some will try to go for 11. Once again, I don't think that you'll get an error if it fails. Instead of the head not making it to a track, as above, the extra sector method will try to keep writing sectors to the same track, hoping that the last sector doesn't overwrite the first one(s).

Some software will combine both of the above methods and can get up to around 1MB, I think. However, I advise you NOT to do this on your backup floppies. Especially not method #2 above. I just don't trust pushing the hardware beyond specs. I bet that over the months/years, you'd end up with a corrupted disk.

>Also what is the twister format, is this good?

Twister is to get better speed from the disk, not more storage. What happens is the sectors are staggered from track to track in such a way that reading long files will be quicker because you save some extra revolutions, the drive won't have to wait for the sector to spin under the head. Twister is reliable since it just staggers the sectors. You don't get any extra storage.

>
> ....Thanks ahead of time... .....Yonderboy@cup.portal.com

---jb

3922. Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 10:18:37 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1990Dec10.110739@kboeng.enet.dec.com>
Source record: 236648

I would like to upgrade my original SH204 (with 20 MByte Tandon 262) with another drive.
As far as I understand the hostadapter inside the SH204 understands SCSI. Therefore I would
like to connect it directly to a 'genuine' SCSI drive instead of putting another MFM drive on the
Adaptec 4000 SCSI -> MFM controller.
Does anybody has experience with this solution ? What sort of problems could I run into ?
Any help is appreciated.
Thanks Matthias Heiden

3923. Re: Kermit/UniTerm/Vax Problem...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 13:24:02 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec10.132402.24016@wam.umd.edu>
Source record: 236638

In article <1990Dec10.040058.24452@udcps3.cps.udayton.edu>
vanleejf@udcps3.cps.udayton.edu (James Van Leeuwen) writes:
> Specifically, while uploading
>a .LZH or .ARC file,I'll get about four packets into the transfer and then the
>Vax comes back with an error to the effect of: "Packet too large for internal
>buffer." I am in binary mode on my end and in server mode on the Vax (so that
>all of the settings should be automatically set).

I've noticed that with all the Unix C-Kermit implementations I've
tried, setting the packet size > 94 (on both ends) will cause sends to
fail, but not receives. This happens in binary mode (don't know about
text mode). I don't know whether this is a C-Kermit bug or a Uniterm
bug, but I don't think the behavior is exclusive to Vax systems. (It
happens to me with Suns too.)

Interestingly enough, I don't get "packet too large" messages; in my case
Uniterm just sends about 15 packets in rapid succession and then says
"too many retries". I've never discovered a solution; hence all my
uploads now run with 94 byte packets. :(

BTW, It does not seem to be the case (for me, at least) that server
mode sets all the params automatically...

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

3924. dterm.prg

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 13:24:38 UTC
From: newton@ils.nwu.edu
Message-ID: <173@anaxagoras.ils.nwu.edu>
Source record: 236640

Just snarfed dterm.prg off of some BBS. It's a really _great_ term.
program, has x/y/zmodem built-in (no kermit, oddly enough) and it's
quite fast. A few problems I've noticed however:
1) If I turn on the auto-print feature it gets totally lost/behind...
2) Can't change parity stuff!!!! AARRGG!!

Anywayz, what I'm wondering is: is 1.0 the latest and greatest
version? If not, does someone have a later version I could snarf? I'm
even willing to give the share-ware donation if these things are fixed...

David L. Newton | Work: (708) 491-4791 | newton@ils.nwu.edu -or-
ILS, Room 327 | Home: (708) 332-2321 | dnewton@carroll1.cc.edu, but
1890 Maple St. |------------------------| this just is forwarded to the
Evanston, IL 60201 |_________________________| top address, so don't bother.

3925. Re: Problem with gnu emacs.

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 14:26:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec10152651@orion.laas.fr>
Source record: 236650

Do you guys use Edgar Roeder's net posted version or a more recent version of GNU emacs? A) I do *not* have that disk thrashing problem; just an ols SH204, and B) though the posted version died quite easily out from under me, Edgar sent me a version stating that the 2 posted net patchs should *not* be applied. Maybe that version has been posted somewhere (like atari.archive). If not, I could always try.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3926. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 14:41:19 UTC
From: charlie@wam.umd.edu
Message-ID: <1990Dec10.144119.25552@wam.umd.edu>
Source record: 236642

In article <1990Dec9.191540.4667@daffy.cs.wisc.edu> gcarter@globey.cs.wisc.edu (Gregory Carter) writes:
>Mmmmm, obviously this guy has never seen one!
>
>We just got one in our lab last week. Its anything but slow. Actually
>its only problem now is the software available. TRUST ME, speed is NOT
>a problem with a 040.
>
>--Gregory

I agree speed is not a problem in the 040 NeXTs (I have talked to developers who due heavy applications on the SparcStation and now on the NextStation who also say there is no speed problems with the NextStation.)

But in comparing the TT (or any other computer) with the NeXT, speed is not (or should not) be the whole issue. What the NeXT has that gives it the advantage (in my opinion) is its integrated working environment. For example, putting graphics into TeX is a real pain. On the NeXT you can not only include PostScript graphics but you can *SEE* the included graphics on the screen previewer due to the Display PS. Then what you see is really what you get when printing. In addition, the Interface Builder is a major boon to developers-you build windows and general GUIs for your application by dragging pieces together in graphical environment(SUN has a similar, yet less advanced, design environment called GUIDE.) Lotus was able to design an entirely new spreadsheet (Improv) in only a few months due to the nature of IB (compare that with there own update of Lotus 123).

Also, NeXT is a different type of company than Atari--the NextStation was concieved as an idea in Jan, 90 and in production by Oct. Compare that to the TT development.

I've had an ST for years and love it. Many great and innovative products have come (and unfortunately gone). Atari's management has all but killed one of the great computers(The biggest Atari dealer in the DC area has closed, and the chain stores no longer carry ST software-mail order in the only way, so hopefully you got to see the software run somewhere else.) I've waited for the TT, but the only one I've seen (at AtariFest) was running Mac software. I'm tired of waiting so I defected(luckly being able to get an academic discount on a NeXT, otherwise the price would have put me out of the picture. NeXT is trying to fill in between workstations and PC's--PC types think NeXT hw/sw is expensive, workstation

type, SUN etc., think NeXT hw/sw is cheap.)

IF you can get the discount, and IF you have the money, the NeXT
is worth looking at, but I don't think most STer will be going
this way--too bad, they are a good group.

Finally one last thing(!)--an earlier post on this thread stated
that the NeXT was not a Unix machine--that's basically correct.
NeXT uses MACH for its OS. Mach supports multiple processors and
has a Unix like set of commands. It has been adopted by the OSF
as one of its standardized OS's. True Unix gurus slam it on the NeXT
since UUCP is not suported(yet works) and there is no SLIP, etc.
for "at home" communicating(the NeXT has built in EtherNet for
networking, but fails to recognize the at home networker.)

Well too much said--

--Charlie

3927. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 15:08:26 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec10.150826.8845@cunixf.cc.columbia.edu>
Source record: 236562

In article <1990Dec10.053401.6544@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>In article <36743@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russ
>ell) writes:
>>What is the current verdict on all of the extened format programs I have
>>ran across. Is it safe to format a disk with these programs (is the data
>>going to be secure). I have a program that formats 82 track and gives
>>me near 800K is this OK? Also what is the twister format, is this good?
>
>I've been formatting my disks at 82/10 (828K -- the damn GEMDOS bug won't
>recognize two sectors on the disk, so I don't get 830K) for 3 years, ever
>since I've had an ST. No problems. I also format them with a 'twister' or
>'skew' option. I recommend DC Format (version 3.2 is the latest, I think)
>and Mystic. Mystic automatically formats with skew and the nice
>thing is that it formats in the background. I also recommend DESKFMT
>which is in RAMPLS12.LZH (or similar filename). I have NeoDesk 3.0
>and TOS 1.6 so I use those.

While I had my ST, I ALWAYS used 10 sector formats and I don't I
ever lost any data due to that. As Ed mentioned, you'll get
slightly speedier performance if you set the interleave for
1 sector. I always used HyperCopy and Format11 by Matt Orsie.
Almost any formatter will do the job, but you should look for
one that also VERIFIES the format to make sure everything is OK.
As for 11 sectors, well....it never worked on my ST and always
munged files. Apparently, your drive has to spin at EXACTLY the
proper speed (300rpm) for it to work. I wouldn't trust any
important data to this format.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

3928. RE: Wordup 3.0 printing problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 15:19:06 UTC
From: simonian@x102c.ess.harris.com
Message-ID: <5058@trantor.harris-atd.com>
Source record: 236643

I've gotten the 8/20/90 version of WUP3.0 to print (graphics mode)
on my EpsonRX80. I scrapped the assign.sys file they generate and
used a 'standard' one which lists the fonts to use and the FX80.SYS
device driver; I think their FX80 drivers are messed up. Printing
works fine now.

Richard Simonian
Harris Space Systems Corp. 407-633-3800
simonian@x102c.ess.harris.com
rsimonian@nasamail.nasa.gov

3929. Thanks for TeXinfo.TeX

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 15:41:46 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <5934@tertius.in-berlin.de>
Source record: 236581

Many thanks to all who answered my request for TeXinfo.TeX . I hope that
I can be helpful to you in the future.

Ralf Gaertner e-mail: gaertner@fhi-berlin.mpg.dbp.de
Fritz-Haber-Institute

3930. Ghost mouse

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 15:45:27 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1309@ssp18.idca.tds.philips.nl>
Source record: 236564

Hi,

I recently bought a new mouse. (For the people in the Netherlands:
the ACN mouse, bought on the HCC days a week ago).
The mouse looks very similar to the microsoft mouse, but is a little bit
larger. Also the left button is twice as big as the right one.
It has a very long tail. (about 1.5 meters).
At the backside the following can be read: "mouse for the Atari 520ST
and 1040ST".

Now my problem: Sometimes (about once in 5 minutes) the cursor starts
moving while the mouse is not touched! Most of the time it starts moving
to the right, shifting about 1cm / sec.
I sure the table is stable enough. The cable does not lie close to
a transformer and/or electrifical equipment.
I have never had such problems with my original atari mouse.

Has anyone seen such mouse behaviour before? Or does anyone even has
a solution or idea about this?

Any help/tips/ideas are welcome,
thanks in advance,
Jan

(Please respond by email if possible, I'll summarize).

Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl

3931. C Programming Languages...(Lattice)

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 16:58:28 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36774@cup.portal.com>
Source record: 236567

I am very interested in programming in C on my new (used) Atari ST. I am curious what PD C compilers might be available and if they are any good. I got Lattice C version 3.03 with my Atari.. Is it possible to get an upgrade to this? (Is the company still supporting Atari).. Also what are considered the best C compilers that are not PD... Thanks ahead of time..
....Yonderboy@cup.portal.com

3932. Re: If you insult Atari employees they'll just leave

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 16:58:44 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <7940.27636a64@jetson.uh.edu>
Source record: 236565

In article <15480012@hpdmd48.boi.hp.com>, ritchie@hpdmd48.boi.hp.com (David Ritchie) writes:
> Listen folks, if you have a gripe with the way Atari runs their
> business, then write Jack and Sam and vent your spleen -- the employees
> don't control the throttle of the Atari train. I would say that Atari
> has their problems, but it isn't anything that has already been beaten
> to death here n! times.
>
> Have you folks ever thought that there just may not be enough folks
> at Atari to do all the jobs that have to get done to keep the doors open
> and get out new products? That would explain a lot of the problems that
> have occured there over the years...
>
> -- Dave Ritchie
> ritchie@hpdmd48.boi.hp.com

I also have to agree with this. I have owned Atari's since 1979 when I bought my first 800. The number stamped on my mother board was 1121! I have seen Atari people and Atari dealers come and go. I have also lived with a lack of support. I do find that Atari has a product that is worthwhile and I do understand that they have their problems. We all hope that the future of Atari would be alittle more stable. However, we should appreciate the comments on this newsgroup from the employees of Atari. They are not responsible for the company itself and we should not expect them to sit through a bunch of verbal attacks on them or their company. The fact that they even care enough to post to this newsgroup is good enough for me...

--

Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

3933. Re: Kermit/UniTerm/Vax Problem...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 17:20:08 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1990Dec10.172107.14840@engage.enet.dec.com>
Source record: 236552

In article <1990Dec10.040058.24452@udcps3.cps.udayton.edu>,
vanleejf@udcps3.cps.udayton.edu (James Van Leeuwen) writes...
>I am having problems using Kermit (in UniTerm Version 2.0e) uploading to a
I've found that when uploading I have to tell both ends to do binary. On
downloading telling just the ST to do binary is sufficaint.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3934. tos 1.6 & 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 17:33:08 UTC
From: selick@bucsf.bu.edu
Message-ID: <70372@bu.edu.bu.edu>
Source record: 236566

Has anybody successfully gotten tos 1.6 to work on a 1040st? Does Atari
support such a move? For how much?
~d

3935. Re: What's up with Mark Williams?

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 17:38:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec10.173841.1323@chinet.chi.il.us>
Source record: 236644

Last I heard, Mark Williams company had a major hit with Coherent for PC compatibles. Their phone number was changed from the old 689-2300 to 291-6700 (both in area code 708). They were still supporting the ST C compiler, but plans for bug-fixes to the debugger and maybe the resource construction program had been dropped. The hottest project was to get a new version of Coherent out. If you want better contact information, you might find an ad in one of the PC magazines.
Steve J.

3936. Atari Archive News: Bart Changes

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 18:27:51 UTC
From: brode@math.lsa.umich.edu
Message-ID: <1990Dec10.182751.1410@math.lsa.umich.edu>
Source record: 236551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Those of you who use the mail server, Bart, to access atari.archive.umich.edu will notice a few changes.

There is a new line in the message headers to identify whom a request come from. The X-Requested-By: line is useful for preventing some abuses of the path command.

The other change is in the Subject lines. They used to read "filename.arc.uxx". Now they ready "filename.arc - part uxx of uyy". This is to help people retrieve large files by parts.

I also made a few changes to make Bart friendlier to the host machine, but that's not of much direct concert to y'all.

The most frequent request for a new feature is to have Bart is to handle requests for large files differently. Currently, Bart rejects requests for files that would exceed the quota. Many feel that it would be useful for Bart to send out as many parts as possible.

Just a reminder, we don't have quotas to cause you grief, we have them to placate our system administrator. Please don't try to subvert our quota system. I know it isn't tough to do, but don't do it anyway. We've caught a few people doing it and sent them (and their Postmaster) a message on net.etiquette.

BTW, for those of you who are used to mailing me at "dyer@math.lsa.umich.edu" should take note that my account name has changed.

Jon Brode -- brode@math.lsa.umich.edu

3937. Re: Current store prices for Atari Computers!

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 18:34:06 UTC
From: smiller@bcarh166.bnr.ca
Message-ID: <3804@bnr-rsc.UUCP>
Source record: 236553

I was informed over the weekend that a local store got a couple of TT's, with one to sell. I didn't see it, but I was told it was $3499 (CDN) with 4MB RAM, 40MB hard disk, and no monitor. 19 inch monochrome was $1500.

Another store has been selling 520STFM's for $399 for the last 6 months.
I bought one just for playing games. (My old 520 didn't have an TV output)

Scott Miller
Should I come up with a .signature? Yah, I think I will.

****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
P.O. Box 3511, Station C
signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7

3938. Re: Practical Solutions fire sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 18:43:24 UTC
From: davea@col.hp.com
Message-ID: <16830008@col.hp.com>
Source record: 236647

rrd@hpfcso.HP.COM (Ray Depew) / 9:01 am Dec 6, 1990 /
> Practical Solutions is having a mail-order sale
> Does this mean:
> a) they're going out of business?
> b) they're getting out of the Atari business?
> c) they're way overstocked with obsolete stuff?
> d) they're just way overstocked?
> e) other?

Or...
f) It's Christmas?

dave allen

3939. English Version of Rufus

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 19:08:13 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <3030@naucse.cse.nau.edu>
Source record: 236571

I've recently been looking over the version of Rufus posted to atari.archive and am quite impressed with the program. The only problem is that I DON'T speak/read any German. Are the author's of this program planning to eventually release an English version? (Or is there already one in existence?)

On a related note, I simply love the GEMINI replacement desktop...but I need to be able to use G+PLUS with it, and GEMINI seems only able to use fonts with AMCGDOS. Is there any way to work around this problem?

Thanks in advance for any answers given...

Regards,

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

3940. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 19:14:05 UTC
From: charlie@wam.umd.edu
Message-ID: <1990Dec10.191405.1924@wam.umd.edu>
Source record: 236554

In article <1063@mat500.uucp> leo@mat500.uucp (C. Bullerdick) writes:
>ramsiri@blake.u.washington.edu (Enartloc Nhoj) writes:
>
>>I always remind myself, with all my "gripin' " , that my ST
>>can still do what it always has done. TEMPUS is still great.
>
>O-Yeah, and the applications on the ST are even getting 'greater'.
>Have you ever seen TurboC, Edison, PKS-Edit, Rufus, Scigraph or Gemini?
>Take a look, they are superb!
>
>>-kevin
>
>C. "Leo" B.

I would love to *SEE* them--but where. My point is that I can't find a dealer (in the DC area) where I can view software. Everything is mail order. Unless I see a review that makes it look like the software will fit my needs, I never really get it.

-Charlie

3941. Re: SCSI Streamer

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 20:04:22 UTC
From: paulm@ccicpg.UUCP
Message-ID: <6319@ccicpg.UUCP>
Source record: 236649

In artical <1005@lln-cs.UUCP>, aa@lln-cs.UUCP writes:
>
>
> Hello.
> I have a DMA-SCSI adapter from GE-SOFT (Germany) and a SCSI disk on my 1040ST.
> I also have a Cypher 540 Streamer (60 Mb) which is connected to the SCSI bus
> trough an Emulex MT01 adaptor. Does anyone heard about a backup program that
> can use a SCSI streamer (where can I find it) or about a device driver like
> in Unix so that I can use GNUTAR. (I'm tired of floppies...)
>
>

I wrote a SCSI tape TSR driver and a tar program to go with it that creates
and reads UNIX compatible tar tapes. I use it to backup my system and also
to bring home goodies I find here and on terminator (save time on the phone).
I have added features to tar that allows me to backup several partitions to
make use of the 60+ megabytes of tape I have. I have also added switches
when extracting files to ignore the drive (partition) and/or directory path
so that I can say: tar -cvb 255 c:*.* d:*.* e:*.* to backup everything.
If i want everything to go back to the repsective drives I just type:
tar -xv. Say I want to put files from c: to a partition on e: I cd to e:
and type: tar -xvd c:*.*. I can also ignore path information on the tape
so that I can extract files that are on tape say c:\bin*.prg to anywhere by
cd to where I want them and type: tar -xvs c:\bin*.prg. As you can see I
kinda bastardized tar by redefining the -d and -s switches. I can't delete
files from tape or update or any of that stuff yet so I used thoughs switches
for my own use. Anyway it works.

As soon as I figure out how to post to binaries and source I'll send the
stuff out as PD. Maybe somebody can improove on it (most likely :^)).

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

3942. Re: RFI, FCC etc.....

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 20:16:13 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7006@tekgen.BV.TEK.COM>
Source record: 236568

.
.
long discussion deleted
.

trh@atari.UUCP (T R Hall) writes:

> Last time I (an Atari employee) spoke to
>someone in sales (in the person of Gary Trameil), we were selling each STacy
>we brought into the country.

How many are you bringing in for domestic sale? The impressiveness of that statement(or lack thereof) is very volume dependent.

> Which tends to indicate:
> (A) STacy has passed FCC

The STacy only has a FCC class A rating and can only be sold for industrial and commercial business use. Sale to a private party(read: personal computer user) or operation in a residential district(read: your home) is a federal crime. Thankyou very much Atari, but that's useless to me.

> (B) We haven't dropped it

I wouldn't go patting yourself on the back for your fantastic promotion of it.

Bob Luneski bluneski@tekgen.BV.TEK.COM Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

3943. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 20:37:26 UTC
From: shipley@tron.UUCP
Message-ID: <671@tron.UUCP>
Source record: 236569

I think the latest version of DBman is 5.0 or 5.1. I have used an earlier version and found it very much like DBase III. It is a very powerful program, but I would not recommend it to someone who did not want to write customized applications. If you do write your own applications, the language has a number of features, some of which are not available in DBase.

Bill Shipley

3944. TeX

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 20:55:38 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <665@organpipe.UUCP>
Source record: 236574

I was wondering how much memory is required to run TeX? Also, about how much HD space is used? I would probably want TeX and a dvi viewer and fonts for the dvi viewer.

Thanks in advance,

David Koski

3945. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 21:04:21 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Dec10.210421.20757@cs.ucla.edu>
Source record: 236570

In article <1990Dec7.115131.26377@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:
...
>They leave the stuff as marginal as they can get away with
>for RFI because anything you do about RFI costs money.
>But taking it from the top, the problem starts with IO interfacing.
>You can build a dirt cheap computer with no IO. A grounded cage
>does it. But as soon as you start adding IO ports you've got
>troubles.
...
Not to mention that the FCC and VDE require you to attach something to every
port which can conceiveably be used simultaneously. For FCC testing, these
peripherals have to be turned on! So you get their emissions and emissions
from the rat's nest of cables added to your own product's. For VDE testing,
the peripherals don't have to be turned on, but their cables still act like
antennae. Atari computers have so many ports, I'd hate to see the test set up.
=Especially= the TT's testing. That thing has more ports than you can shake
a stick at!

--Steve

>Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
>lsuc!jimomura
>Byte Information eXchange: jimomura

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY (To Cal: We still have the axe!) `-----'

3946. Spectre GCR and backup utilities

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 22:29:29 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Dec10.222929.2998@hub.cs.jmu.edu>
Source record: 236573

>autoboots and still have a Mac readable partition. Since formatting the
>cartridge and putting a bunch of stuff on it, the volume crashed, although
>Spectre still displays it under the hard disk menu. Of course, I hadn't backed
>up anything on it yet (if I had, it wouldn't have crashed). I haven't had a
>chance to try and restore the volume yet.

While we're on the subject of backups, does anyone know of any good
backup utilities that work under spectre? I've heard that most try
to go through SCSI and I've been afraid to buy SUM II just because
I won't know if it works until I try it, and I really don't want to
crash my HD trying to back it up!

JT

internet: bayers@hub.cs.jmu.edu or
help_jt@vax1.acs.jmu.edu

3947. Re: Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 22:44:12 UTC
From: apratt@atari.UUCP
Message-ID: <2773@atari.UUCP>
Source record: 236555

heiden@kboeng.enet.dec.com (Matthias Heiden) writes:

[Edited]
>I would like to upgrade my original SH204 with another drive.
>As far as I understand the hostadapter inside the SH204 understands SCSI.
>Does anybody has experience with this solution ? What sort of problems could I
>run into ?

This works for some SH204's. However, the power supply in the SH204 is
not beefy enough for some drives. The only way to tell is to see if it
dies. Therefore this is not recommended practice. In addition, the
host adapter might have the "old" PAL, not the "new" one, which won't
return some errors from the SCSI controller. This bit me recently: the
"old" PAL didn't return "write protected" from my Syquest drive, and
boy was I confused! The writes seemed to work, but the cached
directory etc. didn't match what was actually on the disk.

The "old" PAL has the number 60AC on it. If the little board in your
SH204 has a chip with that number on it, it won't return some errors
from the drive. I don't know how to get the "new" PAL - maybe dealers
can order it. Since the SH204 is not in production any more, this
might be hard.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3948. Re: RCS for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 22:54:10 UTC
From: apratt@atari.UUCP
Message-ID: <2774@atari.UUCP>
Source record: 236556

rosenkra@convex.com (William Rosencranz) writes:
>[allan pratt mentions posting of RCS... who sez atari employees are
> worthless :-)]

Tee Hee. Actually, sorry to get your (collective) hopes up. I have just learned that RCS version 5, under copyleft and MUCH improved, is going to become available REAL SOON. I will port THAT, and it'll be much better than what I've done with version 4. So it won't be until the end of the year, I think. I just don't see the point of posting something when the new-and-vastly-improved version is coming.

(The improvements are in the internals; there aren't many feature improvements, and all files etc. are compatible. Still, it sounds like it'll make a big difference.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3949. >GCR & system > 6.0.3

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 23:03:57 UTC
From: bayers@hub.cs.jmu.edu
Message-ID: <1990Dec10.230357.3365@hub.cs.jmu.edu>
Source record: 236557

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>I thought that the newer versions of the System from 6.0.3 were only little
>changes due to the different hardware config. of Apples newer machines.
>(Like to take advantage of the power manager in the portable, the new
>digitizing in the new Macs)

If that were truly the case (I heard that too...) there shouldn't be
any change in the usability of the GCR as long as you use installer
for a mac plus, since that's what we're emulating. So my guess is
that they accidently changed something while working on the new stuff.

JT
internet: bayers@hub.cs.jmu.edu or
help_jt@vax1.acs.jmu.edu

3950. Re: Wordup 3.0 printing problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 23:27:56 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec10.232756.3721@math.lsa.umich.edu>
Source record: 236577

In article <1990Dec9.180347.9280@agate.berkeley.edu> jmorton@euler.berkeley.edu (John Morton) writes:
>[I might as well get this in before everybody just throws away their
>copies of Wordup 3.0.]

>I believe a couple of people mentioned that printing actually works
>for them. It doesn't for me, and I have a pretty ordinary printer,
>an Epson FX-85.

>Text Mode:

>There appears to be only one text mode driver, EPSONFX.TPD, which
>prints by going over each word twice. It also creates lines which
>are too long too fit without wrapping. Must one enter text in a
>certain way for text mode printing to work?

I haven't used it a whole lot, but I've at least gotten this working. The "Text mode" is intended to let you use the NLQ fonts built-in to your printer, if any. I've gotten pretty decent results on my Panasonic 1091i, writing a document in Courier font and printing in Text mode with the printer set to Courier font. There are two points to remember though - you're probably not going to get very good results using a proportional screen font unless your printer also has a proportional font. Otherwise, it's best to stick to a fixed-pitch font on the screen. I don't know the Epson FX85 off the top of my head, but my guess is it's a relatively old model, and doesn't do proportional spacing with its internal fonts.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

3951. Re: English Version of Rufus

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 23:30:20 UTC
From: psurge@cs.utexas.edu
Message-ID: <15673@cs.utexas.edu>
Source record: 236575

In article <3030@naucse.cse.nau.edu>, tar@naucse.cse.nau.edu (Tim Roeder) writes:
>
>
>
> I've recently been looking over the version of Rufus posted to
> atari.archive and am quite impressed with the program. The only problem
> is that I DON'T speak/read any German. Are the author's of this program
> planning to eventually release an English version? (Or is there already
> one in existence?)
>

The same might be asked for the the Modula2 compiler. We here at UT use
Modula 2 for one of our classes and I want to use my ST instead of the PC's.
However, the modula 2 compiler is all in German, even my fiance who speaks
German couldn't help me with it...

Is there an English Modula2 compiler somewere that I don't have to buy for
one class (oh boy, Derek is gonna flame me for this) and then probably never
use again?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3952. Re: Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-10 23:49:49 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1990Dec10.234949.2644@cs.olemiss.edu>
Source record: 236589

In article <1990Dec10.110739@kboeng.enet.dec.com> heiden@kboeng.enet.dec.com \
(Matthias Heiden) writes:
>I would like to upgrade my original SH204 (with 20 MByte Tandon 262) with
>another drive.
>As far as I understand the hostadapter inside the SH204 understands SCSI.
>Therefore I would
>like to connect it directly to a 'genuine' SCSI drive instead of putting another
>MFM drive on the
>Adaptec 4000 SCSI -> MFM controller.
>Does anybody has experience with this solution ? What sort of problems could I
>run into ?
>Any help is appreciated.
>Thanks Matthias Heiden

Well, I can tell you that I have had nothing but failure with this.
I used two mechanisms, the ST-157N and ST-296N from Seagate. I can
make a ST-251-1 work fine (using HDX 3.01) but have never, despite
repeated attempts, succeeded in making a 'genuine' SCSI drive work.

Now, if you're gonna take a stab at it, be sure to have an editor on the
disk with HDX on it so you can modify your 'wincap' file, or else have
another disk with the editor, etc. on it.

If you get this to work, please let the world now.

I do have one comment: MFM/ST-506 type drives are cheaper than
SCSI drives. If you're looking for price/performance, consider
some of the drives made by Maxtor/Colorado. They make a 70MB
19ms drive that really must work at about 5ms. (model 3085?)

Good Luck!

=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=
_ _ _ |This space for rent.No opinions| Anthony P. Reynolds
/ | | \ | \ +-=-=-=-=-=-=-=-=-=-=-=-=-=-+ BITNet:CHTONY
_| |_/ | | @UMSVM
| Ole Miss Rebels: 9-2 | Inet: tony@tacky.cs.
' Look for us at the Gator Bowl! | olemiss.edu
Now every Mississipian is a | USSnail: Box 1356,
Rebel Fan | Oxford, MS 38655
=-+-=-=-=-=-=-=-=-=-=-=-=-=-=

3953. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 00:04:51 UTC
From: djw@hpldsla.sid.hp.com
Message-ID: <27740005@hpldsla.sid.hp.com>
Source record: 236558

Bob_BobR_Retelle@cup.portal.com writes:

> Atari never stated that the STe was expandable... in fact, Allen Pratt
> tried to warn people about just this very possibility.

Just because Atari states that the STe is not an expandable machine, does not make it a wise marketing decision, and does nothing to satisfy customers. Atari needs to realise that customers are not idiots, and will want to do things (like expand memory) that they know to be industry standard, common practices. If, in some outdated hope of directing the machine purchasing of their customer base, Atari chooses to adopt an approach which goes against the wishes of their customers, they will ultimately pay the price associated with that kind of (outdated) strategy: they will lose their customer base.

More, and more the Atari machines are facing a challenge to maintain any kind of market share. If Atari is incapable of working to make these machines as competitive, in every sense, as those from other manufacturers, Atari will be truely relogated to the "also-ran" class.

> Atari puts in whateve
> parts are cheaper that week, SIPPs or SIMMs, without any concern about
> whether or not the end user will be able to expand the machine.

An approach which, years ago, most companies recognised as being one that comprises quality control, inventory management, and the manufacturer's ability to deliver product when the customer wishes to purchase. Maybe it is this mentality which sees Atari failing to deliver machines for the pre-Christmas buying frenzy. Good one guys!

David
"C-Lab Notator - the really good reason to buy an Atari ST"
Williams

djw@hpldsla.hp.com, (djw)hpldsla/HP1900/00, (415) 857 6100

3954. Job query

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 00:32:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec11.003213.5149@math.lsa.umich.edu>
Source record: 236559
Cross-posted to: misc.jobs.misc,comp.sys.atari.st

[I have posted this with a distribution of "usa", but would not be opposed to sufficiently interesting opportunities in other countries... }-)]

Hello, netters...
I graduated in August with my B.S.E. in Computer Engineering from this fine engineering college here in Ann Arbor. I have been employed in varying levels from 50% to full-time in the College of LS&A, Dean's Office/Office of Information Systems for the past 3 years, and was a system programmer and consultant in the UM Computing Center before that. The past few years have seen my time split between LS&A central administration, the Computing Center, and contracted system administration duties in various departments throughout the liberal arts College.
Anyway, while I've gained a tremendous amount of system administration experience, I'm really a system programmer at heart, and I'm beginning to grow a bit restless in my current position. If you know of any interesting positions available, please drop me a line. To give you a little more background, some of my past work includes debugging of NFS in the Mt Xinu Vax BSD 4.3 kernel, work with Ciprico SCSI device drivers on Sun-3 VMEbus systems, optimizing an X11 server for Apollo DOMAIN, plus many application level projects. These include porting ARC 5.21 from MS-DOS to BSD and Sys V Unix, work with C-Kermit on Unix, porting the KA9Q TCP/IP package to Atari ST, and others. I have been programming in C for over 5 years now, and also have extensive experience with 68000, MIPS, SPARC, IBM 370, and 8086 assembly languages. I am familiar with many operating systems and TCP/IP networking options for most of them, including VAX VMS, MSDOS, MacOS, and some other more obscure systems. I have working knowledge of how to get these heterogeneous systems talking to each other.
My preferences are for Unix-based work in a well-connected networking environment. I also have a preference for Atari STs as primary workstations. However, I have used Suns, Apollos, DECstations, and NeXT systems and can manage all of them if necessary.
This posting is getting a bit lengthy, so I'll stop here. Please e-mail responses, a formal resume is available on request.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

3955. ECOLOGY.LZH

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 02:05:01 UTC
From: clive@aldetec.oz.au
Message-ID: <311@aldetec.oz.au>
Source record: 236560

I have just collected a copy of ECOLOGY.LZH from umich.edu and it unLZH's fine, producing maybe 6 files - the 'demo' however, seems to stick on the 2nd 'loading' screen with the pretty music playing in the background?

I am sure there is more to it? any ideas?
ps I am running it on a 1040stFM with a bolt on ps-speed board

Clive

_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

3956. Looking for FTP sites that has MIDI song files

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 02:46:01 UTC
From: stevela@beach.csulb.edu
Message-ID: <1990Dec11.024601.16173@beach.csulb.edu>
Source record: 236561

I am looking for any FTP sites that has standard MIDI song files. I just bought TigerCub (MIDI Sequencer program) which I can import standard MIDI files on each track. I also looking for EZ-Track Plus (SNG) files. Thanks in advance.
-Steve

--
+-=-+
| Steve La California State University Long Beach |
| Internet: SteveLa@CSULB.EDU Telecommunications |
| Voice: (213) 985-4750 1250 Bellflower Blvd, Long Beach CA 90840 |

3957. Re: Kermit

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 03:18:35 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Dec11.031835.7404@murdoch.acc.Virginia.EDU>
Source record: 236563

In article <1990Dec8.165438.25412@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>Hey there. The ST version of the Kermit software really sucks.

Hey there. The version of Kermit for the ST that I am familiar with was written long before Uniterm matured into the fine program that it is now. If you want to be fair, then simply say "Use Uniterm, it's much more modern." Don't insult the work of someone who put a lot of work into a nice, small, and unfortunately slow Kermit implementation.

3958. dBMAN version 2.00 L (opinion)

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 03:35:52 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9012110335.AA11156@sun.soe.clarkson.edu>
Source record: 236593

A few months ago I got ahold of dBMAN version 2.00 L (as VERSION() reported)
and thought it was GREAT that I finally had a dbase III compatible database
manager for my Atari ST!!!

The opinion I formed soon after trying it out... YUCK.

I will not dwell on my bad Opinion of dBMAN since I have learned that the
newest version is IV, and is available for 37 different platforms.

It is very possible that the problems and bugs I encountered no longer exist.

I have been writing hardcore dbase code for quite a while now,
well... CLIPPER code, which is BETTER!

AAron nAAs
AAron@sun.soe.clarkson.edu

3959. Re: 1040ste 'startgem'

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 05:44:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec11.054426.13280@ecst.csuchico.edu>
Source record: 236506

iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:

- Where can I get a copy of this STE_FIX.PRG ?

It should come with your language disk. I don't even use mine; it's
just another thing in the AUTO folder. Editing DESKTOP.INF is much
better.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3960. Arcgsh 3.5 posted

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 09:50:16 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2847@laura.UUCP>
Source record: 236572

I just sent Arcgsh 3.5 to Steven Grimm, the moderator of comp.binaries.atari.st, and also uploaded it into the "new" directory on atari.archive.umich.edu. It comprises several bug fixes and extensions (see below).

Arcgsh is a program that eases the calling of the well-known archivers Zoo, Arc, LHarc and Shar. Furthermore the programs Uud and Uue are supported to let you decode resp. encode binary files for handling with e-mail. You can use your favorite file viewer and your favorite editor from Arcgsh without any need to leave the program.

New in this version (since Arcgsh 3.2):

- Arcgsh now supports the ARGV extended parameter passing scheme in addition to the xArgv parameter passing scheme. This is especially useful for working with Zoo, because parameter strings longer than 125 characters can be handed over now. The ARGV and xArgv parameter passing schemes are available to registered users only.

- Zoo did not work properly when Arcgsh was called from the Gemini shell by dragging a Zoo archive file to the Arcgsh icon on the Gemini desktop. Fixed. (Technical note: This problem was due to the fact that Gemini supports the ARGV parameter passing scheme and Arcgsh did not. Furthermore Zoo did not notice the ARGV environment was not set up for itself but for Arcgsh.)

- A new option "Zoom boxes" has been introduced. If this option is active a growing box is drawn when a window is opened and a shrinking box when it is closed. This was Arcgsh's normal behavior in former versions. When you disable this option the "zoom" boxes are not drawn and you will get a little speed gain in the dialogs.

- The dialog boxes for Zoo, Arc, LHarc, Uud, and "other program" as well as the file selector for "show file" and "edit file" can be invoked from the keyboard now. The keys that start a certain function are listed at the right hand side of the menu entries within the "File" menu.

- A new option "Repeat last dialog" has been introduced. If this option is active the dialog that was called last will be repeated automatically until it is left with the "Cancel" button. Example: After Zoo has executed the Zoo dialog box appears on the screen again automatically.

- Under certain circumstances the automatic startup inserted "arcgsh.rsc" as the archive file. Fixed.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de

Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

3961. Re: TT desktop on ROMS?

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 10:45:55 UTC
From: svrobins@npe.isnet.inmos.co.uk
Message-ID: <144.2764b8e3@npe.isnet.inmos.co.uk>
Source record: 236576

In article <276089C2.18110@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> I've got the Quarter 4 1990 issue of ST World in front of me.
> There is a review of the new desktop that was designed for the TT and
> possibly for the STE. At the end of the article they mention something
> about getting the new desktop on ROMS. I'm hoping this isn't wishfull
> thinking, but does anyone at Atari know anything about that? And, when
> the magazine articlsays desktop, do they mean the whole ROMS?
> I'm thinking rather than getting the 1.4 ROMS, go for the new ones. Any
> chance of that happening?
>
> --
> John Schmitt
> johns@maccs.dcss.mcmaster.ca
> ....!unet!utai!utgpu!maccs!johns

Quoting from ST Applications (December 1990) :

"The TT Desktop is 22K larger than the current ST GEM Desktop, and Atari have confirmed that it won't appear in future versions of the 192K TOS Roms used in the Atari ST. But the Atari STE uses 256K TOS Roms (30K of which isn't used), and programmers at Atari Systems Software Division have indicated that Atari will bundle the TT Desktop in future versions of the STE's Roms."

So If you have dont have an STE (which you dont, as you are contemplating an upgrade to 1.4 Roms) the it looks like the answer is NO. Its a real shame, I'd love to fit it too.

Paul Robins

3962. Re: PC emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 11:34:30 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Dec11.113430.9394@vaxa.strath.ac.uk>
Source record: 236578

In article <15760001@hpqtdla.sqf.hp.com>, alex@hpqtdla.sqf.hp.com (Alex Ballantyne) writes:
[...stuff deleted...]
> I'm looking for some information about the experiences people
> have had with the various PC emulators that are available for
> the ST. I'm interested in both the "hardware and software"
> and the "all software" types.
>
> I'll probably spend most of the time running CAD programs for
> electronics (schematic capture, PCB design and simulation) so
> graphics and speed are likely to be most important features.
> Some idea of how easy they are to live with would be most
> welcome too.

DO NOT go for PC Ditto (the software version, not PC Ditto II which I've never tried) as it is terminally slow... The fastest its ever reached was a Norton of 0.3 - about one third the speed of a 4.77 MHz IBM PC, the slowest it ever reached was a Norton of 0.0... It is fine if all you want to do is a run a few programs now and again, but otherwise is totally useless.

--
The Sorcerer is 'Only visiting this planet' but can be found at:
(cadx862 @ uk.ac.strathclyde.computer-centre-sun)
(cadp15 @ uk.ac.strathclyde.vaxb)

or second star to the right and straight on 'till morning.

3963. Lint

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 12:28:52 UTC
From: lhf@ukc.ac.uk
Message-ID: <3360@gos.ukc.ac.uk>
Source record: 236511

Is there a version of Lint out there? I know about varlint, which
is for use with lint really. So, is the actual Lint available on the ST? If
not, can anyone get the source, so I could maybe port it over.

Lee.
--

Lee H Fuller, Computer Science Dept, Kent University, Canterbury, England,
Small blue-green planet, Unfashionable end of the Galaxy.

3964. Re: Data Base Mangers

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 13:02:15 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec11.130215.17701@cs.dal.ca>
Source record: 236512

In article <36712@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>I am also interested in DBman.. Anybody have any experience with it..good or
>bad... Does anybody know what the latest version is?
>

I posted my favourable impressions recently. I'm not a data base
expert, but it seems fine to me. My version, which I believe is
current, is ver. V -- that is what I have seen advertised recently too.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3965. Question: Networks for ST computers

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 13:02:33 UTC
From: cb01@cs.vu.nl
Message-ID: <8476@star.cs.vu.nl>
Source record: 236514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

G'day,

Can somebody please fill me in about the available networks
for atari ST computers? I've been working a while with a net
called ITOS but that _really_ doesn't work! A couple of days
ago I watched a demonstration of the BIO-net: this seems to
work great but is quite expensive (about fl.2600 (app. $1550)
per node) and because my net may grow > 10 ST's I'll need a
fa(s)t server. Summing up interfaces, ST's, drives and the
server I reach the fl.50000 (app. $30000) easily. This, I think,
isn't worth the bennefit of having bit-mapped-'intellegent'-
ST-terminals over character-terminals connected to some
bigger server (SPARC stations aren't that expensive!!).
I heard some rumours about ATARI launching their own net...
...
...
does anybody know anything about it? Is this a regular *ATARI*
anouncement (which means it will be available somewhere in
1994) or is it serious this time?

please, let me know if you heard *anything* (and I mean anything)
about some of this!!

greetings,

Joep Vesseur
e-mail: vesseur@fwi.uva.nl
or: !hp4nl.nluug.nl!fwi.uva.nl!vesseur

3966. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 13:08:39 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec11.130839.17906@cs.dal.ca>
Source record: 236580

Can someone clarify this? I can't figure out what the problem is:

In article <1990Dec9.091311.16932@rodan.acs.syr.edu>
jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>In article <39964@ucbvax.BERKELEY.EDU> emerson@gandalf.Berkeley.EDU
(Emerson Mei) writes:
> >still can't get a hard drive partitioned so that it will
> >work on spectre and the Mac. I now realize that it must be done using a MFS
> >formatted drive and there can be no atari data on the drive. Still Spectre
> >will not format MFS except on partitions <4.5 megs. and these partitions are
> >not recoginzed by a macintosh. I think it may be the paritioning software. I
> >use ICD's recent version. Has anyone out there done this and could they
> >Pleeeze give me some tips.
> >
> > Please reply to emerson@stat.berkeley.edu
>
>You have to use either the "Supra Formatter" (as Dave Small points out in one
>of the Spectre newsletters) or the "CMS Formatter", which is what I used. You
>also MUST format on the Mac, since no mac SCSI software works with Spectre,
>it can't seem to see any SCSI devices. I used the CMS software to format a
>SyQuest cartridge for Mac & Spectre usage. As you said, you can't have an
>Atari partition, although the Mac OS does allow for multiple partitions on
>a drive. Hopefully, Spectre 3.0 will support a wider range of Mac formatted
>drives. I'd love to have a cartridge with an ST partition on it that
>autoboots and still have a Mac readable partition. Since formatting the
>cartridge and putting a bunch of stuff on it, the volume crashed, although
>Spectre still displays it under the hard disk menu. Of course, I hadn't backed
>up anything on it yet (if I had, it wouldn't have crashed). I haven't had a
>chance to try and restore the volume yet.

This sounds very knowledgable and I'm busily trying to figure it out. I
have a Supra 80 with three Atari partitions and two Mac HFS partitions
which I formatted with GCR 2.65, following the manual instructions.
If I understand the above postings correctly, this is impossible.
What's going on?
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3967. Archive Starter Pack

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 13:25:26 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1990Dec11.132526.8281@newcastle.ac.uk>
Source record: 236579

I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted.

Julian

+--------------------------+---+
| Julian Coleman | J.D.Coleman@newcastle.ac.uk |
+--------------------------+---+
| Department of Surveying, University of Newcastle upon Tyne |
| Newcastle upon Tyne, NE1 7RU, England. +44 91 222 6739 |
+---+

| "Is it safe?" |
| "Oh yes, *it's* perfectly safe, it's just *us* who are in trouble!" |
| Hitch Hikers' Guide To The Galaxy - Douglas Adams |
+---+

3968. Bible Concordance Program

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 13:31:17 UTC
From: mcli@joker
Message-ID: <10994@ur-cc.UUCP>
Source record: 236513

Hi everyone,

I'd like to just tell everyone about a program I found at the panarthea archive earlier this year. I have wanted to post something about it, but never had time to write a formal review. This is more or less an informal review.

The program is called the Spiritware Concordance program. It is a Freeware program written and supported by a church in Seattle, Washington (the Fifteenth Avenue Bible Church, I think). They call the software they write "Spiritware". Good name, huh?

The Spiritware Concordance program comes free with the King James Version of the Bible, since the KJV text is in the public domain. The New International Version is also available. They get it directly from the Zondervan publishers, and it is *not* in the public domain. So you have to buy it.

Time doesn't allow me to go too deep into describing the program features, but I will highlight the features that I think are the most useful:

- selective searches of the books of the Bible.
-you can limit your search to one book, or any books.

- you can search using wild cards.
-for instance, bapt+ would search for baptism, baptist, baptize, etc.

- exclusive or inclusive searches.
-verses with [word1] and [word2], or [word1] or [word2], plus combinations of and's and or's.

- exporting of Biblical text to file, or printer.

- a notepad to take notes on.

- footnotes (for NIV version)

- the words you are looking for are bold faced.

- you get three windows, one for inputting the words you want to search for, one which lists the verses that contain the search words, and one that contains the actual text. Moving down the list of verses, the text window goes to the appropriate verse, and it's context.

- Other features include bookmarks, going to a specific reference or book, etc.

This program is really superb and is fairly fast. I don't have any time comparisons, though. It's excellant for those who want to study the Bible or lead Bible Studies.

The program runs on any ST computer with any drive configuration. A hard drive is recommended but not required. Each version of the Bible is about 2.5 megs, and comes on 4 disks.

If you register your program, you get impeccable support from FABC. They send you a manual for the program, and any future updates for free. I forget the registration fee, but It's something like $15.00 or something. Since I've registered in June, I've received the manual and one update, which was updated again because of a small bug. Inf fact, you don't even need to ask them to send you the update. If there's an update, they send it to you right away.

I believe that they are working on a Greek version of the Bible also. If you're interested, I can post the address of FABC and send the program to atari.archive.

-Maurice

* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
BITNET : MCLI_SS@UORDBV \/
UUCP : ...rochester!uhura!mcli >--< ======================
Internet: mcli@joker.optics.rochester.edu /\

3969. Re: TeX

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 15:15:35 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Dec11161535@kunto.jyu.fi>
Source record: 236519

In article <665@organpipe.UUCP> dkoski@hercules.as.arizona.edu (David Koski) writes:

I was wondering how much memory is required to run TeX? Also, about how
much HD space is used? I would probably want TeX and a dvi viewer and fonts
for the dvi viewer.

It depends... My ST-TeX (TeX version 2.1) eats about 720K RAM, It is fast,
but some of it's defined arrays are too small; font array is absolutely too
small. So, I can run my TeX from gulam in my 1Meg ST. The distribution I got
eats about 4 meg diskspace, but I have carried some more stuff into my TeX
partition (totally 7.5Meg) and it eats now about 6Meg.

If you get a pd TeX (like CommonTeX) and version under 2.99 you can run it in
one Meg (not sure..) but there are versions for 2 and 4 meg systems as well.
(new) TeX 3.0 (3.1) needs more memory. If I remember correctly, you can
run new TeX in 2Meg, but... well, better not to say any more: I'm not sure
about things here..

In general: My ST-TeX's manual says something like: " A wizard can make ST-TeX
run with a single DD floppy... ". You can cut the disk usage under 2 Meg,
but then there is not much you can do with your TeX. It's not hard to make
your TeX system use much more than 10Meg disk space and thats what I'm gonna
do as soon as get a bigger hd... B-)

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

3970. Re: Atari SH204 hostadapter with genuine SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 16:08:15 UTC
From: paulm@ccicpg.UUCP
Message-ID: <6542@ccicpg.UUCP>
Source record: 236582

In artical <1990Dec10.110739@kboeng.enet.dec.com>, heiden@kboeng.enet.dec.com writes:
>
> I would like to upgrade my original SH204 (with 20 MByte Tandon 262) with
> another drive.
> As far as I understand the hostadapter inside the SH204 understands SCSI.
> Therefore I would
> like to connect it directly to a 'genuine' SCSI drive instead of putting another
> MFM drive on the
> Adaptec 4000 SCSI -> MFM controller.
> Does anybody has experience with this solution ? What sort of problems could I
> run into ?
> Any help is appreciated.
> Thanks Matthias Heiden

I have hooked a Maxtor XT-4380S , XT-4380E w/ Emulex SCSI->ESDI card,
a Wren 6 SCSI drive and a Cypher 540 SCSI cartridge tape drive to my SH204
host adapter. I've only had problems with the Wren.
The SH204 only supports 1 SCSI device and it must be selected as device 0.
The SH204 host adapter also only supports level 1 SCSI commands (thoughs
requiring 6 byte CDB's only).
I use the Supra driver and utilities selecting the 'OTHER' controller type.
Once the device is formatted, I use a utility I wrote that analyzes the
media and performs the SCSI reassign block command on defects it finds.
I then go backinto the Suputil and make the device bootable.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< 80% Fujitsu... >|
### ######## ########	(who's next?)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

3971. Re: UN*X for TT

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 16:15:46 UTC
From: leo@mat500.uucp
Message-ID: <1087@mat500.uucp>
Source record: 236587

suhonen@kunto.jyu.fi (Timo Suhonen) writes:

>What is the situation of TT's unix?? Is it running somewhear?? And can one
At the last Atari-Fair in Duesseldorf (Germany), one man of Atari has said:
YES, the Atari-Unix will definitly run on the TTs sold today...

Bye, Christian.

3972. Blank Screen Bluez

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 16:28:02 UTC
From: downsj@jacobs.CS.ORST.EDU
Message-ID: <1990Dec11.162802.13106@usenet>
Source record: 236599

Ok. My situation: installed a 1 MEG upgrade into an old ST, board says Revision E. Everything worked fine for an hour--- than, black verticle lines appeared on the screen accompanied by many bombs... Any ideas out there? The system was totaly enclosed when it died. Now, I have nothing but a very blank screen.

Thanks in advance...

--
//////// Jason Downs /\
//////// downsj@jacobs.cs.orst.edu / \
//////// downsj@nyssa.cs.orst.edu \ /
//////// eniac@bigtime.covs.or.us \/

3973. Re: TT's (was Re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 16:44:24 UTC
From: leo@mat500.uucp
Message-ID: <1088@mat500.uucp>
Source record: 236588

ralph@laas.fr (Ralph P. Sobek) writes:

>unido have heard of mat500.UUCP. Does this place exist?
Hmm, this place exists, i think i'm here, or am i not?
Due to the change of our internet-address last week, i'm not shure
what the right address is, i think: leo@materna.uucp....

>What's the new TT price? What happened the day before yesterday?
Yesterday Atari has lowered the TT price from 7.500 DM (4MB, incl. color
monitor) to approx. 4.500 DM (4MB, excl. monitor). The color monitor is
sold seperatly for under 1000DM, that would make <5.500DM for a complete
TT, list price, respectively. The US-Dollar today is at 1.52 DM (german money,
Deutsche Mark) but, once again, the prices are not comparable.

>Cheers and Auf weidersehen,
Tschau und so long,

>Ralph P. Sobek Disclaimer: The above ruminations are my own.
Christian.

Disclaimer: Thoughts are just what they are, thoughts,
and my thoughts are entirely my own.

3974. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:14:55 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec11.171455.16363@mailer.cc.fsu.edu>
Source record: 236507

In article <1990Dec10.191405.1924@wam.umd.edu>, charlie@wam.umd.edu (Charles William Fletcher) writes:
>In article <1063@mat500.uucp> leo@mat500.uucp (C. Bullerdick) writes:
>
>>[....description of neato software...]
>
>I would love to *SEE* them--but where. My point is that I can't
>find a dealer (in the DC area) where I can view software. Everything
>is mail order. Unless I see a review that makes it look like the
>software will fit my needs, I never really get it.
>
>-Charlie

I would recommend to ANY ST user that they get a subscription to Current Notes magazine. I believe they are now $27 per year. They have great reviews, and will actually tell you that something is caca (I have never seen STart do that, though they have reviewed some real dogs). This mag started out as a newsletter for several large Atari Users Groups in the DC area, and just kept getting bigger and better. They also have a great PD library, and are commited to keeping it up to date (for example, I was told that I could send my purchased PD disk of whatever version n and they would put version n+1 on it for free). I have bought disks from places and found them to have bad arc files, old versions, files missing (No .rsc! Arrrgh!) etc. I have never had these or any other problems with CN. For those of you that use the Spectre, there is a monthly column which discusses this. Whenever I meet a new STer (it actually happens quite frequently, by the way), I always show them an issue, and as of yet they have ALL bought subscriptions. The mag is thick and meaty, no color adds. It is produced completely on an ST system (and it looks really nice, I belive they use a combination of Pagestream, Calamus, and Publisher ST). This mag can cure the MAIN problem with most STers in the US, mainly that they don't know about what is available, and don't want to find out the hard way. Reviews are the main emphasis in this mag, not marketing/advertising crap.

The address for CN is :

Current Notes Subscriptions
122 N. Johnson Rd.
Sterling, VA 22170
(703)450-4761 $27 for 1 years subscription
(10 issues, they skip aug and jan)

If you call them, you may be able to arrange ordering just one issue, to check it out. They are also sold in several book/magazine stores in the DC area, and at some Atari dealers (chicken and the egg . .).

I am in no way connected with CN, other than as a satisfied customer. So satisfied in fact, that I bought all their back issues so I have a complete library of ST info (how many of you can say THAT?!?). If you are a somewhat discouraged ST owner, $27 is a lot cheaper than a new computer!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

3975. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:15:31 UTC
From: cacsc083@mx.csun.edu
Message-ID: <1990Dec11.171531.7192@csun.edu>
Source record: 236508

In article <1990Dec11.130839.17906@cs.dal.ca> bill%biomel@cs.dal.ca writes:
>Can someone clarify this? I can't figure out what the problem is:
> [stuff about Mac formaters deleted]
>This sounds very knowledgable and I'm busily trying to figure it out. I
>have a Supra 80 with three Atari partitions and two Mac HFS partitions
>which I formatted with GCR 2.65, following the manual instructions.
>If I understand the above postings correctly, this is impossible.
>What's going on?
>--
>William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
>P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
>UUCP=..!{uunet|watmath}!dalcs!biomel!bill
>BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

All that stuff was about preparing a hard disk that can be used on a real
Mac as well as under Spectre emulation. In short: Spectre < 3.0 supports
Mac disk formats from an older System/Finder (probably from when the
Mac first got hard disk support).

An advantage of a compatible disk format would be to share files between
a real Mac and ST with a Syquest 44Mbyte removable cartridge. These files
could be, say, 15 Mbytes of public domain Mac stuff.

The bare Syquest drive with one cartridge is $468 in an add in MacUser.

If you don't need to share a drive, your setup is fine.

Note that the older format Mac scheme of Spectre 2.65 and below has a
maximum `disk' (Mac didn't really have partitions then) size of 32 Mbytes.
Spectre 3.0 uses a format that allows Mac partitions of 256Mbytes.

Paul Wick

--
cacsc083@mx.csun.edu

3976. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:26:16 UTC
From: dlm@druco.ATT.COM
Message-ID: <6936@drutx.ATT.COM>
Source record: 236583

in article <39964@ucbvax.BERKELEY.EDU>,
emerson@gandalf.Berkeley.EDU (Emerson Mei) says:
>still can't get a hard drive partitioned so that it will
>work on spectre and the Mac. I now realize that it must be done using a MFS
>formatted drive and there can be no atari data on the drive. Still Spectre
>will not format MFS except on partitions <4.5 megs. and these partitions are
>not recoginzed by a macintosh. I think it may be the paritioning software. I
>use ICD's recent version. Has anyone out there done this and could they
>Pleeeze give me some tips.

You can *NOT* format a hard disk on the ST that both a Macintosh
and the Spectre can use. The partition map that Atari defined for the
ST is not compatible with the partition map that Apple defined for
the Mac. This will stay true no matter whose partitioning software you
use on the ST.

Spectre does *NOT* repartition the hard disk or change
the format of the partition map to the format Apple uses. Spectre just
changes the type of the partition to 'ACK' (or 'OOP' in version 3.0)
instead of 'GEM' or 'BGM' or whatever. After Spectre changes the
partition type in the map it then writes a Macintosh file system (MFS
or HFS) in the partition.

You can format/partition hard disks on the Mac and then use
that hard disk with Spectre. This works great, especially with removable
media drives. (With Spectre 2.65 you need to use older Mac formatting
software since it doesn't understand the new Mac partition maps.
Spectre 3.0 supports both the old and new Mac partition maps.)

Dan Moore
AT&T Bell Labs
Denver
dlm@druco.ATT.COM

3977. Re: C Programming Languages...(Lattice)

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:26:39 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec11.172639.16562@mailer.cc.fsu.edu>
Source record: 236523

In article <36774@cup.portal.com>, Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>I am very interested in programming in C on my new (used) Atari ST. I am
>curious what PD C compilers might be available and if they are any good. I
>got Lattice C version 3.03 with my Atari.. Is it possible to get an upgrade
>to this? (Is the company still supporting Atari).. Also what are considered
>the best C compilers that are not PD... Thanks ahead of time..
> ....Yonderboy@cup.portal.com

I believe Lattice is still supported in Britain, and that they have come out with a recent upgrade that is quite nice. I think it does not receive much attention in the US because of Mark Williams C and Laser C (both in-country products). In the PD realm, the two biggies the I have heard of are Sozobon and GCC. GCC is superb, but you need at least 2 megs to compile large programs (4 would be a better idea). It is worth it to ftp GCC just for the docs, lots of good info there. Sozobon seems to be solid, but I believe there are some documented bugs. Another compiler that I am impressed with is Prospero C. This is another British product that optionally supports the ANSI standard, and is rock solid. The Prospero company also produces both FORTRAN and Pascal, and one can cross-link the object files from any of the three with any of the three (does that make sense?). All of the Prospero compilers have great documentation (>1000 pages), and are well supported. They also produce a source level debugger, and provide .ttp versions for use under a shell. The programming environment is the same in all three compilers, which is nice if you have to switch between them.

As always, this is IMHO.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

3978. Re: ECOLOGY.LZH

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:44:08 UTC
From: erkamp@arc.ab.ca
Message-ID: <1990Dec11.174408.6918@arc.ab.ca>
Source record: 236584

In article <311@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>I have just collected a copy of ECOLOGY.LZH from umich.edu and it unLZH's
>fine, producing maybe 6 files - the 'demo' however, seems to stick on the
>2nd 'loading' screen with the pretty music playing in the background?
>
>I am sure there is more to it? any ideas?

I beleive this has to be put on to a floppy (drive A) to run. I find it works
fine that way. Is this really a demo? No instructions or anything. Seem to
have figured it out though.

Bob

3979. UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 17:53:03 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Dec11.175303.22275@doe.utoronto.ca>
Source record: 236585

I just downloaded unixmode.lzh and unix2dos.lzh from atari.archive.
Unixmode is a little confusing (how do you use the 'd' argument
to create /dev/A /dev/B, etc.?), but unix2dos even more so. Does
it go in the auto folder? Does the UNIXMODE environment variable have
to be set first, before I run unix2dos? Does it work with non-GCC
programs (it doesn't seem to, so far)? Thanks for any help.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

3980. Looking for Infocom games

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 18:03:16 UTC
From: nims@casbah.acns.nwu.edu
Message-ID: <1821@casbah.acns.nwu.edu>
Source record: 236586

I'm looking for a place that will sell me any of the Infocom adventure's
for the ST. Perhaps there's someone out there who'd like to sell some used
ones? I'm looking for the Zorks, especially Zork 0 if it exists.

Thanks,
-Chris
==========

Christopher D. Nims Chris_Nims@nwu.edu
Distributes Systems Services
Academic Computing and Networking Services: Northwestern University

3981. Re: Spectre and hard disks *And Floppies*

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 18:43:46 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec11.184346.24788@uvm.edu>
Source record: 236590

From article <1990Dec11.130839.17906@cs.dal.ca>,
by silvert@cs.dal.ca (Bill Silvert):
> Can someone clarify this? I can't figure out what the problem is:

Deleted: a quoted discussion of how to get Spectre AND Mac readable
Syquests, or other removeable hard disks, so that you can just pop
them in to either machine. Do I get the 64K dollars?? 8-) 8-)

> This sounds very knowledgable and I'm busily trying to figure it out. I
> have a Supra 80 with three Atari partitions and two Mac HFS partitions
> which I formatted with GCR 2.65, following the manual instructions.
> If I understand the above postings correctly, this is impossible.

Lucky you; I trashed 2 or more of my 6.05 system disks while getting
my floppies to read/write GCR (crash - reboot, floppy all screwed). I
have only myself to blame, I didn't check to see if I could copy GCR
disks with 1 working drive under Spectre itself - of course you can
(Darn)!
New owners, make sure you back up your system disks in
Spectre (check under "FLOPPIES") BEFORE you risk trying to boot up for
real - if a disk isn't "ejected", it is MUNGED!!! This *seems* to be
true of write protected disks too, in any case, use f1(A), f2(B) to
get Spectre to recognize the insertion of a write protected disk. As
an aside, I consider the incomplete nature of the auto disk insertion
feature to be a bug - please fix in 3.0 guys (just check the write
protect line while the disk is sliding in or out <use the vbi or
something similar> - non tricky drives will indicate a second or so of
no of write protection, and mods for the "tricky" drives are usually
trivial, I've done it on my Teac).
At least I'm almost ready, the floppies do test out ok now.
However, the June '90 article "Fixing NEC Mechanisms!" in Current
Notes is incorrect for Nec 1035 mechanisms - short L3, *NOT* L7. Oh
well, I still have to clear off the last partition on my hard disk for
Spectre anyway 8-(.

> What's going on?

Just a problem swaping Syquests between an ST and a Mac I believe.

> --
> William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
> P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
> UUCP=..!{uunet|watmath}!dalcs!biomel!bill
> BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3982. Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 19:03:25 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <90345.130325MV010320@NDSUVM1.BITNET>
Source record: 236591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am just starting to really get into the swing of working with my new St
and have seen some of the advanced options available for the ST and have
been impressed. What I would like to know is what is the best frame grabber/
video digitizer for the St. I have seen some of the work that Computer eyes
does and frankly I wasn't really all that impressed because it distorted colors
badly. However I am aware that there is some program put out by the same
compay that make computer eyes that apparently improves the color quality
drastically. Unfortunately I have not seen this in action. I am a amateur
turning pro video producer and would like something that digitizes the screen
from a VCR source so that I can alter the picture later. Thanks for any
help I get!
Thanks,

Thomas

3983. Atari Laser Printers and PostScript (Was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 19:05:17 UTC
From: dwh@ataritx.uucp
Message-ID: <1990Dec11.190517.5805@ataritx.uucp>
Source record: 236592

In article <1990Dec7.165317.13779@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>What are Atari laser printers selling for these days? I haven't
>seen one in ages, though I have seen the toner cartridges for sale.
>Did Atari ever come up with a workable way to print postscript
>files on it?

There is a third party software product called UltraScript, done by Imagen Corporation (a subsidiary of QMS), and marketed through Atari, that prints PostScript files quite nicely on the SLM804 Laser printers.

Retail list price on the SLM804 is $1,295.00. UltraScript lists for $229.95 (U.S., as of Sept. 1, 1990).

>Chris

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

3984. how is a .spc file encoded?

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 19:31:20 UTC
From: gwoho@nntp-server.caltech.edu
Message-ID: <1990Dec11.193120.3127@nntp-server.caltech.edu>
Source record: 236594

how is a .spc file encoded? any hints would be helpful, for example, how big is the bitmap, is there a color palette? how many bits per pixel, etc. i would like to know exactly how it is encoded, so i can write a program to decode them, but any hint would be good, and i might be able to look at the file and figure the rest out.
also, how are .arc files encoded?
gwoho liu.

3985. Re: C Programming Languages...(Lattice)

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 19:50:39 UTC
From: sstreep@next.com
Message-ID: <318@next.com>
Source record: 236524

In article <36774@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>I am very interested in programming in C on my new (used) Atari ST. I am
>curious what PD C compilers might be available and if they are any good. I
>got Lattice C version 3.03 with my Atari.. Is it possible to get an upgrade
>to this? (Is the company still supporting Atari).. Also what are considered
>the best C compilers that are not PD... Thanks ahead of time..
> ....Yonderboy@cup.portal.com

Well, I'll sum up my experience with C compilers...

Megamax C (commercial, probably not available anymore)
I used to use this compiler from a ramdisk on my old 520 ST. My impression is that this is the best C compiler for someone without a hard disk because it will all fit on a ramdisk and it's very fast. It has a few bugs (not too bad, though) and some irritating quirks due to its one pass nature, but that's the price you pay for a small, fast compiler... Its not suitable for large projects because it only uses relative addressing, but for small projects it can generate smaller, faster code than anything else I've used.

Laser C (commercial)
This is my compiler of choice. (I now have a mega 2 and hard disk, not really necessary with this system, but any development is unnecessarily painful without a hard disk) This compiler is super fast, the source level debugger is great, and it can produce great code if you know how to write for it. It also allows inline assembly with full access (by name) to all variables, which I need. Its a one pass compiler which means its more finicky about the code it will accept than most 2-3 pass compilers; porting unix code is almost always a pain.

Mark Williams C (commercial)
A good solid compiler, but too slow for my patience level; a hard drive is all but required. Accepts more C flavors than Laser C, much better for porting (non-ansi) unix code. Both have good documentation. The assembler is painfully non-standard. Generated code is bigger than Laser C.

Prospero C (commercial)
The only Ansi compiler in this group. This compiler works well, but I don't really like it. The linker is not smart, so all executables tend to be quite large. This is the only compiler listed that will not let you change the run-time start up module, which I think is unacceptable (to me, anyway) Some of the Gem bindings have different names than the other compilers, which makes porting Atari programs harder than necessary. It also compiles fairly slowly, even on a hard disk. On the plus side,

this compiler also works together with the prospero assembler, fortran, and pascal compilers (all of which are sold separately). The docs are good, the support is actually quite good.

Sozobon C (public domain or freeware)
A good compiler, generates good code. When you have trouble, though, you're in for a fight because this compiler has the worst documentation in the group. What do you expect for the price? I think language documentation is very necessary. Once you figure out the compiler and your libraries of choice, though, this product works well. Comes with source code, which is great and very interesting. If your time is worth very much, I would get a commercial compiler with documentation and a source level debugger...

So there's my opinions, for what they're worth. I haven't used Turbo C, Lattice C, Aztec (manx) C, or the atari GNU C compiler, so other's might wish to add something on these. Note that my emphasis has always been on writing code for the Atari, so Laser C is my choice. Anyone porting from a unix box would almost certainly find another compiler better...

-sam (sam_s@NeXT.com)
"life is what happens to you while you're busy making other plans" -JL

3986. Re: Question: Networks for ST computers

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 20:02:21 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Dec11.200221.3659@d.cs.okstate.edu>
Source record: 236530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8476@star.cs.vu.nl> cb01@cs.vu.nl (Compiler bouw 91) writes:
>
>Can somebody please fill me in about the available networks
>for atari ST computers? I've been working a while with a net

10 Mbps, $150 per node... LanTech Systems
uses coax with bayonett connectors rather like IBM3270 coax.
Allows sharig of hard-drives and printers and can be set up to
make a machine on the network look like it's the sole user of a shared
device. That's all I know... Hopefully someone can supply
LanTech's address or phone number....

cummins@d.cs.okstate.edu

3987. for sale, 5 1/4 fdd, Dr T's k3 editor

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 20:05:42 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460005@hp-lsd.COS.HP.COM>
Source record: 236529

$25.00 Dr. T's Caged Artist K3 / K3M Editor

$75.00 5 1/4 inch 360k disk drive for the Atari ST,
will work with PC Ditto, the software only version

Prices include shipping

or make me a offer.

Grant
wgg@hp-lsd.cos.hp.com

3988. Re: RFI, FCC etc.....

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 20:29:15 UTC
From: dwh@ataritx.uucp
Message-ID: <1990Dec11.202915.6085@ataritx.uucp>
Source record: 236595

In article <7006@tekgen.BV.TEK.COM> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:

>The STacy only has a FCC class A rating and can only be sold for industrial
>and commercial business use. Sale to a private party(read: personal computer
>user) or operation in a residential district(read: your home) is a federal
>crime.

Are you sure about that last part (i.e., that operation of a class A
device in your home is a federal crime)? I agree that selling it
for use as a personal computer is illegal, and that it is likely
to cause unacceptable interference if used in a residential area,
and that it is your legal responsibility as a user to cure the
interference. But is it actually illegal simply to operate it?

If you make that statement as one who actually knows, can you site
your authority for making it? If not, can someone who is authoritative
answer the question?

(BTW, I speak for myself, not Atari, and I can neither confirm nor
deny that "STacy only has a FCC class A rating".)
> Bob Luneski bluneski@tekgen.BV.TEK.COM Genie: B.LUNESKI1
--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

3989. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 21:28:41 UTC
From: jerry@polygen.uucp
Message-ID: <927@redford.UUCP>
Source record: 236596

```
iho@akbar.UUCP (Il Oh) writes:
>
>But then again, the NeXT isn't much of a Unix box. The Unix consultants
>I work with are quick to point that the NeXT "just happens to run Unix"
>instead of being designed as a Unix box. If you've used a Sun Sparcstation
>or a DECStation, you'll know what I mean.
>

What?! This makes no sense whatsoever. What is it about the NeXT that
makes it "not much of a Unix box"? Unix is designed to run on all sorts
of vanilla hardware. Of course, it runs well on fast hardware, which the
68040-based NeXT certainly is. If anything, the NeXT is more than just
a Unix box, considering its audio-visual capabilities.
--
+------------------+---------------------+--------------------------------+
| JERRY J. SHEKHEL | POLYGEN CORPORATION | When I was young, I had to walk |
| Drummers do it... | Waltham, MA USA | to school and back every day -- |
| ... In rhythm! | (617) 890-2175 | 20 miles, uphill both ways. |
+------------------+---------------------+--------------------------------+
| ...! [ princeton mit-eddie bu sunne ] !polygen!jerry |
| jerry@polygen.com |
+-----------------------------------------------------------------------+
```

3990. Re: Re: Neocept--E.Arthur Brown.

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 21:48:12 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340050@hpfcso.HP.COM>
Source record: 236533

Well, I *DON'T* want WordUp, based on what I've read in c.s.a.st. I've had all the fun I can stand, with TurboJet and Neocept. (Thanks again to those of you who offered to help me out, or are helping me.)

HOWEVER, I do want to add my endorsement for E. Arthur Brown Co. This may be the premier source for ST software and goodies, at least for the foreseeable future. Other stores may have more software, but you can't beat EABCo's prices, and their service is impeccable. I've had many dealings with them, and never been disapointed or mistreated.

Only my opinion. My employer doesn't care.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

3991. Hard Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 22:21:03 UTC
From: ac365@cleveland.Freenet.Edu
Message-ID: <9012112221.AA05024@cwns1.INS.CWRU.Edu>
Source record: 236534

I have an Atari Mega 4ST with a Syquest 44 megabyte removable hard drive running with an ICD host adapter and system software. My original system used an Atari Megafile 30 HD and everything worked fine. Then I added the SyQuest44 as a second HD and problems started. I switched the Syquest to DMA 0 and removed the Megafile 30 thinking that the computer was having trouble managing two hard drives. This helped, but it didn't really. I then removed the special features provided like read/write caching and write verifies. Reliability improved tremendously. I was no longer getting persistent write fails, missing files, and accidental deletes.

My current problems include files getting mistakenly trashed. That is, a file which I never saved onto is getting truncated and corrupted. It is like the disk table isn't being done correctly and the computer uses the same sector twice. Also, sometimes two quite dissimilar files become merged. I have my biggest problems with large files. Maybe its just the law of averages which allow larger files to be corrupted easier. For example animations are prime candidates; however, there isn't always a rhyme or reason to the corruption.

Also, sometimes when the hard drive should not be called for, the head engages (I can hear it) and the red light comes on for a couple of seconds. Then everything returns to normal. The computer's operation isn't affected at all during this "blip".

What can be done to stop these problems?

Thanx in advance!

--
/| Todd Donovan: ac365@cleveland.freenet.edu
/ | President and General Manager
/__| Channel 4 WCFT-Television Chagrin Falls
| ==========

3992. Supra 10 Meg Floppy

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 22:25:32 UTC
From: billm@CSUFresno.EDU
Message-ID: <1990Dec11.222532.27455@CSUFresno.EDU>
Source record: 236597

I haven't seen any of the ST mags recently, but I recal that a few years back, Supra came out with a 10 meg 5.25in. Floppy drive. It was supposed to be faster than a normal floppy, though still slower than an HD. Can any one tell me if these are still manufactured, and better yet, if they are any good? I am planning on purchasing Spectre GCR, and wouldn't mind if I had only 10 Meg, if I was able to swap it for an Atari 10Meg etc.
Please respond vie e-mail if possible.
Be seeing you...
-Bill Mills

--
=-=-=-

3993. Re: favourite list

Newsgroup: comp.sys.atari.st
Date: 1990-12-11 23:37:32 UTC
From: don@col.hp.com
Message-ID: <16830009@col.hp.com>
Source record: 236598

/ col:comp.sys.atari.st / roland@tuvie.UUCP (Inst.f.Allg.Elektrotechnik) / 11:06 am Dec 8, 1990 /
>roland@tuvie.uucp (Roland Schreier) writes:

> > leo@mat500.uucp (C. Bullerdick) writes:
> > O-Yeah, and the applications on the ST are even getting 'greater'.
> > Have you ever seen TurboC, Edison, PKS-Edit, Rufus, Scigraph or Gemini?
> > Take a look, they are superb!
> >
> > C. "Leo" B.
>

>This is becoming the favourite list :-) and I add:
>
>ST Pascal, Easyrider, Signum, Arabesque, Technobox Drafter,
>TeX by Stefan Lindner, ShowDVI by Robert Stabl, Metafont by Lutz Birkhan,
>Uniterm by Simon Poole, 220-ST, Harlekin, Fontkit...
>
>Roland Schreier.

I think this is a neat idea, and could be one of the more constructive uses of this group, especially with the death of local dealers (at least for us USA folks). What I was wondering, though, was if you could post a short description of what the program does and why you think it is so useful, (along with any ordering information you might have), instead of just listing titles. Some of the programs listed above I've heard of and agree that they are quite useful, while others I've never heard of before. Since it looks like I'm going to be buying my ST stuff by mail order from now on, this information would be invaluable to me (and I suspect, quite a few other people).

So what do the rest of you think? Would this kind of information be useful? Is posting it an appropriate use of this group?

Don Allison
don@col.hp.com

3994. Re: Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 00:14:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec12.001400.18973@ecst.csuchico.edu>
Source record: 236600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MV010320@NDSUVM1.BITNET (Thomas) writes:

- What I would like to know is what is the best frame grabber/ video
- digitizer for the St. I have seen some of the work that Computer
- eyes does and frankly I wasn't really all that impressed because it
- distorted colors badly.

Computer Eyes I think is the best, or at least, the most popular.
(We all know that most popular doesn't mean the best. :^) It only
digitizes in 16 colors, but read on....

- However I am aware that there is some program put out by the same
- compay that make computer eyes that apparently improves the color
- quality drastically. Unfortunately I have not seen this in action.

There is a desk accessory called DIGISPEC which allows you to use
Computer Eyes and digitize 512 colors on the screen at once. This is
written by a company called Trio Engineering which also wrote
Spectrum 512, the 512-color drawing program which preceded DIGISPEC
and Unispec, a 512-color animation program. I have seen results of
the Computer Eyes and DIGISPEC combination, but have never seen it
being done. Antic used to distribute the programs, but I'm not sure
if they still do. You can find them via mail order or if you have a
good local dealer.

- I am a amateur turning pro video producer and would like something
- that digitizes the screen from a VCR source so that I can alter the
- picture later. Thanks for any help I get!

DIGISPEC will allow you to change brightness, contrast, hue
saturation and a couple of other things, like convert GIF pictures to
SPC (Spectrum Compressed) format. Spectrum 512 will allow you to
manipulate the images, like cut and paste, add colors, gradient
fills, etc.

Hope this helps.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3995. [LONG] Picture Formats List Posting [Re: how is a .spc file encoded?]

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 00:41:48 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec12.004148.9011@wam.umd.edu>
Source record: 236501

In a previous article, gwoho@nntp-server.caltech.edu (g liu) wrote:
>how is a .spc file encoded?

For the answers to this and other questions, consult the document below.

This picture formats list is archive at:

atari.archive.umich.edu [141.211.164.8]

in atari/graphics/picfmts.doc.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

ST Picture Formats

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(Please report errors or additions)

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Contents

NEOchrome *.NEO
NEOchrome Animation *.ANI
DEGAS *.PI? ? = 1, 2, 3
DEGAS Elite *.PI? ? = 1, 2, 3
DEGAS Elite (Compressed) *.PC? ? = 1, 2, 3
Tiny *.TN? ? = 1, 2, 3, Y
Spectrum 512 *.SPU
Spectrum 512 (Compressed) *.SPC
Art Director *.ART
C.O.L.R. Object Editor Mural *.MUR
Doodle *.DOO
Animatic Film *.FLM
GEM Bit Image *.IMG
STAD *.PAC
Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0
```

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

```
? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
< 32066 bytes total

Compression Scheme:
```

PackBits compression is used (see below). Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value

```
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words
-------------
42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)
-----------
```

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan line allow more colors on the screen than normally possible, but a tremendous amount of CPU time is required to maintain the image.

A technical point: The first and second palette changes (bands of color) span 106 pixels each. The final palette change covers the remaining 107 pixels. (106 + 106 + 107 = 320 pixels)

<Spectrum 512 (Compressed)> *.SPC

1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

<= 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme, similar to DEGAS compressed and Tiny. The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three palettes for each scan line (597 total). The color map is stored as a sequence of records. Each record starts with a 1-word bit vector which specifies which of the 16 palette entries are included in the data following the bit vector (1 = included, 0 = not included). If a palette entry is not included, it is assumed to be zero (black). The least significant bit of the bit vector refers to palette entry zero, while the most significant bit refers to palette entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the background color black.

```
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation
-------------
32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)
-----------
32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
```

1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored separately starting with plane 0. There is, however, no standard way of storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)

```
1 byte "special" byte
-------
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
```

```
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
```

```
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:
```

```
line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]
```

The FORM chunk identifies the type of data:

```
"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)
```

<MacPaint> *.MAC

```
1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if the brush/fill patterns are present in the file. If the version is 0, the default patterns are used. Therefore you can simply save a MacPaint file by writing a blank header (512 $00 bytes), followed by the packed image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The packing method is PackBits (see below). There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by Electronic Arts/Commodore for use in the IFF standard, and then by Tom Hudson for use in DEGAS Elite. The algorithm is currently used in MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Tue Dec 11 19:41:16 EST 1990

3996. CPU for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 01:29:45 UTC
From: coteb@woods.ulowell.edu
Message-ID: <1990Dec11.202945.1@woods.ulowell.edu>
Source record: 236502

Final price reduction:

Atari 1040ST (1 meg) and mouse
360k 5 1/4" drive in a double case.
Plus tons of PD software and also some commercial titles
Also about 25 assorted ST magazines.
1 Wico bat handle joystick.

All this for just $380 plus shipping. If you do try to reply and you
don't get a response, feel free to call me at (508)683-5348(after 6pm
EST). My mail is a little unstable right now. Thank you.

3997. Re: Hard Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 02:08:58 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec12.020858.19943@ecst.csuchico.edu>
Source record: 236503

I left you a message on Freenet, in the same area you left yours, regarding your hard drive problems. Did you see it? Len Stys saw it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

3998. Re: ECOLOGY.LZH

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 03:17:49 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec12.031749.27081@mailer.cc.fsu.edu>
Source record: 236504

In article <1990Dec11.174408.6918@arc.ab.ca>, erkamp@arc.ab.ca (Bob Erkamp) writes:
>Is this really a demo? No instructions or anything. Seem to
>have figured it out though.

To my understanding, this is was intended to be a commercial product, but
something went weird and the authors just released it into the public domain.
It is a great game!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

3999. ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 03:21:33 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec12.032133.24403@rodan.acs.syr.edu>
Source record: 236505

Does anybody know an email address for the makers of ATSpeed?
Thanks very much in advance for any help.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

4000. Laptop atari

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 05:29:42 UTC
From: ddyer@hubcap.clemson.edu
Message-ID: <12219@hubcap.clemson.edu>
Source record: 236509

Hello, I heard that atari had a laptop and was wondering if you guys could email me information on it.

I am looking at laptops, and was wondering what the price (usa) is (are there ed discounts too?), its weight, screen, etc.

I might be wrong, perhaps it is just a portable I dunno.

Anyway, thankyou in advance!

Doug Dyer

--
"I/O's revenge is at hand." - Hennessy & Patterson

4001. Documentation file for speech.tos

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 05:49:26 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec12.054926.28674@mailer.cc.fsu.edu>
Source record: 236510

Does anyone have a doc file for speech.tos (the PD software speech synth)?
I have seen the binary available from several places, but no docs whatsoever!
This is most frustrating! If you have such a bear, please email or let me
know where you got it. Thanks in advance . . .

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4002. Re: Michtron and Tempus II

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 09:06:31 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Dec12090631@zappa.FtCollins.NCR.com>
Source record: 236515

> Arrrgh! I think Michtron went out of business, and I have not gotten a

I read in either ST-Report or ZNET (can't remember which) that MichTron
was bought and moved to the east coast. They have promised to continue
support of the old line of products and their distribution/importation
of European software.

They requested that any support questions, etc. be in writing to the
new address for the next couple of months due to the move.

Astounding Fact(?) from CompuServe magazine: There are several SHAREWARE
companies that have made more than one million dollars. I found this
very suprising and though others might be interested.

--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/**/

4003. GNU stuff for MiNT & MGR ???

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 09:08:07 UTC
From: dkhusema@medusa.informatik.uni-erlangen.de
Message-ID: <3354@medusa.informatik.uni-erlangen.de>
Source record: 236522

Hi everybody,

Has anyone tried to get {bash,emacs,utils} to run under MiNT and MGR -
complete with job control, shell windows (emacs), and so on? If so,
is it available per ftp anywhere? Or the diffs?

By the way, I really like MiNT and MGR, they are superior pieces
of software!

Dirk Husemann

X.400: <S=husemann;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: Dirk.Husemann@immd4.informatik.uni-erlangen.de
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!husemann

4004. Hard drive help needed

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 09:12:29 UTC
From: cierdain@ucrmath.ucr.edu
Message-ID: <10540@ucrmath.ucr.edu>
Source record: 236516

Hi,
I recently bought a hard drive, and believe that I may have blown one of the chips. The symptoms are that, when turned on the drive clicks once, but does not spin, and one chip on the back gets extremely hot. The drive is a Seagate st-157n. Does this sound like a problem with a chip? or is there another likely answer? Also, if it is the chip, does anyone know how easy it would be to get a replacement controller and roughly how much it might cost? I would simply take it to the repair center on campus, but they charge $50 an hour, which I am a bit loathe to pay.....

Anyways, any respnses would be greatly appreciated.
Andrew Cullum (cierdain@ucrmath.ucr.edu)

4005. PostScript for 9pin-, 24pin & Laser printers

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 09:30:20 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Dec12103005@mowitz.pdc.kth.se>
Source record: 236517

Strange... I don't think someone on the net but french ST-users know
this product :

GRAPHIX by Procyon (somewhere in the east of France) is a fully
implemented PostScript language.

It can use PS fonts AND Gdos Fonts. In that case, Gdos fonts can only
be 'turned' by 90 degrees steps (are you also waiting for the new Gdos allowing
to use vectorial fonts ? Zeus, I'd like to see that...)

It includes a screen previewer, source editor, demos sources and a lot
of printers drivers. It can even produce a *.GEM file you can export to Calamus,
Easy-Draw or *any* program using this format...

I use this stuff with my old and good Epson LQ-500 and the result is
wonderful... It works without any problem with only 1 Meg of memory, Hard Disk
is useful but not necessary, monochrome monitors only.

AND it is much cheaper than ULTRA*CRIPT...

Info about this package have been published some time ago in the french
review "ST-Mag".

Daniel
--
+--------------------------------------+--------------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+--------------------------------------+
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

4006. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 09:57:36 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec12105736@orion.laas.fr>
Source record: 236518

In article <1990Dec10.150826.8845@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
| Almost any formatter will do the job, but you should look for
| one that also VERIFIES the format to make sure everything is OK.

Does FORMAT.{PRG,ACC} (posted to atari.archive, I believe) VERIFY the format?

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

4007. Re: Spectre GCR and backup utilities

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 12:17:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec12.121744.6609@actrix.gen.nz>
Source record: 236520

In article <1990Dec10.222929.2998@hub.cs.jmu.edu> bayers@hub.cs.jmu.edu (brian ayers) writes:
>
> >autoboots and still have a Mac readable partition. Since formatting the
> >cartridge and putting a bunch of stuff on it, the volume crashed, although
> >Spectre still displays it under the hard disk menu. Of course, I hadn't backed
> >up anything on it yet (if I had, it wouldn't have crashed). I haven't had a
> >chance to try and restore the volume yet.
>
> While we're on the subject of backups, does anyone know of any good
> backup utilities that work under spectre? I've heard that most try
> to go through SCSI and I've been afraid to buy SUM II just because
> I won't know if it works until I try it, and I really don't want to
> crash my HD trying to back it up!
>
> JT
>
> internet: bayers@hub.cs.jmu.edu or
> help_jt@vax1.acs.jmu.edu

From what i know, there is one program its called Diamond Back II
the Price is about $39 US but they were offering some secials a while
back, and will do Mac partitions, DATA INNOVATIONS, INC. 127 North Front
Street, Rising Sun,IN 47040. 812-438-2604 Fax: 812-438-2567
if this is of help...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4008. Atari 1040ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 12:24:17 UTC
From: kenyee@ksr.com
Message-ID: <1417@ksr.com>
Source record: 236521
Cross-posted to: misc.forsale.computers,ne.forsale,comp.sys.atari.st

For Sale:

Atari 1040ST w/internal DS 3 1/2" drive and mouse
Atari SC1224 color monitor (controls are on the front)
5 1/4" hard drive kit(everything you need except for a SCSI drive):
15" x 5.5" x 7" metal case
fits 2 1/2 height drives or 1 full height
60W power supply and fan, 18" SCSI cable, and 3' DMA cable
ICD ST Host adapter w/built-in clock/calendar
(allows daisy chaining of the DMA port)
ICD hard disk caching software
ICD disk Cleanup program
Diamond Back II backup program
Prometheus Promodem, 1200 baud external w/ RS232 cable
2 Wico joysticks
software: PC Ditto I software emulator, Easy Draw w/ Supercharger,
Michtron Utilities, Procopy, Psion Chess, LDW Power spreadsheet,
Wayne Gretzky Hockey, Star Trek: The Rebel Universe, Heroes of
the Lance, etc.
books: Atari ST Internals, Atari ST GEM Programmer's Reference,
Compute's Technical Reference Guide: VDI

I would like to sell the complete system for $800, but if you're
interested in only some of these items, make me an offer.

Reply to: kenyee@ksr.com (Ken Yee at Kendall Square Research)
(Waltham, MA)
(617)423-5947

4009. SRC for LZH??

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 12:47:09 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Dec12.124709.1173@lonex.radc.af.mil>
Source record: 236542

With the increasing use of LZH arced files, I find myself wishing I had a version on my machines here at work, just like I have versions of ARC and ZOO on them.

So....does anyone know where I could get the source for a simple, command-line version of unlzh that will compile on a SUN Sparcstation??

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

4010. STOS Users

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 12:54:56 UTC
From: ricks@ncrcae.Columbia.NCR.COM
Message-ID: <6861@ncrcae.Columbia.NCR.COM>
Source record: 236532

Any users of the STOS Game Creator out there in netland?
Please respond.

Rick

4011. 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 14:55:03 UTC
From: iiitih@cybaswan.UUCP
Message-ID: <2200@cybaswan.UUCP>
Source record: 236525

Does anyone know which public domain server has a copy of
"1st Word Plus" ?

Is it indeed PD software?

Thanks in advance...

Ivan

@ The Institute for Industrial Information Technology, Innovation Centre
Swansea SA2 8PP
Phone: (+44) 792 295213 | JANET: iiitih@uk.ac.swan.pyr
Fax: (+44) 792 295532 | UUCP: ..!ukc!cybaswan.UUCP!iiitih

4012. Re: Question: Networks for ST computers

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 15:09:52 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <6499@vice.ICO.TEK.COM>
Source record: 236539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec11.200221.3659@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>In article <8476@star.cs.vu.nl> cb01@cs.vu.nl (Compiler bouw 91) writes:
>>
>>Can somebody please fill me in about the available networks
>>for atari ST computers? I've been working a while with a net
>
>10 Mbps, $150 per node... LanTech Systems
>uses coax with bayonett connectors rather like IBM3270 coax.
>Allows sharig of hard-drives and printers and can be set up to
>make a machine on the network look like it's the sole user of a shared
>device. That's all I know... Hopefully someone can supply
>LanTech's address or phone number....
>
>cummins@d.cs.okstate.edu

Lantech Systems
PO Box R
Billerica, MA 01821
(508) 667-9191

My church has been using Lantech for about 5 months to network 2 Mega 2s together. At first each Mega had a hard drive, but since the net has been working so well we took one of the drives off. Now we have a Mega 2 with a 85meg Toadfile as the host and a Mega 2 as a stand alone in another office. Lantech also includes a neat little desk accessory that allows you to use any printer on any node on the net. Works great for sending messages ;-) and there is also an e-mail utility.

I am not connected with Lantech. I am just a happy customer.

Keith
keithr@icogem3.ICO.TEK.COM

4013. Re: SRC for LZH??

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 15:25:14 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Dec12.152514.6193@lonex.radc.af.mil>
Source record: 236543

Oops!!, forget my first posting, I found some src on terminator that
compiled up first time!!
--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

4014. Cross-Compiler Woes!!

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 15:30:40 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Dec12.153040.6422@lonex.radc.af.mil>
Source record: 236544

I am almost done making a GCC1.37.1 cross-compiler on my SparcStation, but
I don't seem to have one include file called for in ld.c.

I grabed the file util.zoo from cs-uni and it seems to be missing this file.
I looked in the source trees for the gcc and gas src, but couldn't find it
there! Has anyone compiled up the ld for a cross-compiler on a Sun, and
if so, where did you get the source??

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

4015. Re: Bible Concordance Program

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 15:33:39 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750098@hpsad.HP.COM>
Source record: 236526

Tried to mail this but it bounced:

Please post this to atari.archive. I have a version of this that I got from the binaries group but all it has are the books of Paul. If you can't post it could you tell me the exact name of the ftp site where you got it?

Thanks, Randy Hosler

4016. Re: tos 1.6 & 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 15:40:44 UTC
From: jeffk@sgi.com
Message-ID: <1990Dec12.154044.17293@odin.corp.sgi.com>
Source record: 236527

Why would you want to use TOS 1.6 on a regular 1040ST? The only difference between TOS1.4 and TOS1.6 is that 1.6 supports the additional hardware of the STEs.

If you were thinking of adding some kind of accelerator board (like the Turbo-030, Gadgets 030), they will come with a modified TOS1.6 that essentially strips out the code that addresses the additional hardware that only exists on STEs.

Regards,

Jeff Komori jeffk@sgi.com

4017. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 16:02:36 UTC
From: dlm@druco.ATT.COM
Message-ID: <6955@drutx.ATT.COM>
Source record: 236528

in article <1990Dec11.171531.7192@csun.edu>,
cacsc083@mx.csun.edu (Paul Wick) says:
> Note that the older format Mac scheme of Spectre 2.65 and below has a
> maximum `disk' (Mac didn't really have partitions then) size of 32 Mbytes.
> Spectre 3.0 uses a format that allows Mac partitions of 256Mbytes.

The 32 meg and 256 meg limits on partition sizes are actually
limits of the Spectre formatter. Spectre supports much larger partitions,
as long as the disk is formatted on a Mac.

Macs have always supported hard disk partitions. But when
the original partition system was developed there was no reason to
partition a Mac disk since nothing existed to use other partition types
(no Unix(tm), etc.).

Dan Moore
AT&T Bell Labs
Denver
dlm@druco.ATT.COM

4018. Where is PFX ???

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 16:09:15 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3561@cernvax.cern.ch>
Source record: 236546

I've PACK_ICE and it works well, but very slowly. (NOT a flame,
just it is so, isn't it?)
So I want to get PFX.

Where can I find it?

Thanks in advance

Roger hohr@cernvax.cern.ch

4019. Re: favourite list

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 16:53:46 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Dec12.165346.16319@daffy.cs.wisc.edu>
Source record: 236531

```
--Gregory
```

4020. Re: favourite list

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 17:03:19 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1990Dec12.170319.14204@zip.eecs.umich.edu>
Source record: 236462

In article <16830009@col.hp.com> don@col.hp.com (Don Allison) writes:
>
>So what do the rest of you think? Would this kind of information be useful?
>Is posting it an appropriate use of this group?
>
>Don Allison
>don@col.hp.com

I agree, I am always interested in what other good programs are out
there, and like Don said, I haven't0Q even heard of some of the ones
mentioned...

Richard Hall
University of Michigan

4021. Re: Laptop atari

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 17:50:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec12.175015.25116@ecst.csuchico.edu>
Source record: 236465

ddyer@hubcap.clemson.edu (Doug Dyer) writes:

- Hello, I heard that atari had a laptop and was wondering if you
- guys could email me information on it.
-
- I am looking at laptops, and was wondering what the price (usa) is
- (are there ed discounts too?), its weight, screen, etc.
-
- I might be wrong, perhaps it is just a portable I dunno.

Are you talking about the ST-Compatible Stacy or the
MS-DOS-compatible Portfolio palmtop? Either way, you can call Atari
at 415-745-2000, ask for Customer Relations, and they will send you a
manila envelope full of information on both computers, including
prices of all their products and a list of dealers in your area.
This is what I received when I told them I was interested in the STe.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4022. DMII: Chaos Strikes Back Maps

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 18:08:30 UTC
From: parker@cs.wvu.wvnet.edu
Message-ID: <1117@h.cs.wvu.wvnet.edu>
Source record: 236535

Does anyone have or know the whereabouts of PD maps for CSB? I
would greatly appreciate someone mailing or posting them, or
pointing me to an FTP site that has them.

Thanks a bunch,
Parker

--
James Parker (parker@a.cs.wvu.wvnet.edu) /* STANDARD DISCLAIMERS */
WVU ComputerScience |
Graphic & Computation | Do not write in this space.
Lab Coordinator |

4023. Mac ROMs for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 18:22:06 UTC
From: b645zai@utarlg.utarl.edu
Message-ID: <10832@helios.TAMU.EDU>
Source record: 236536

I have a set of both the original 64K Mac ROMS and the 128K Mac Plus ROMs for sale. Both are legal; they come out of my own machines, which are no longer being used.

I'll sell the two sets (separately or together) to the first people with reasonable offers. Make suggestions on how you want them shipped, whether or not you'll pay shipping yourself. The only restriction is that they be sent COD.

#include <std_disclaimer.h>
Jay Finger
Computer Science and Engineering, University of Texas at Arlington
b645zai@utarlg.utarl.edu
finger@csun5.utarl.edu

4024. ELVIS questions

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 18:29:44 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Dec12.182944.12957@cbnewsm.att.com>
Source record: 236464

I installed EVLIS on my 1040st the other night and I need some
help getting it to work properly. When I run it I get the message
can't read back C:\tmp\w._e_ . In my setup file I set the temp
directory to F:\tmp. There is no tmp directory on C:. Elvis works
but after receiving the above message I must hit return to continue.
What am I doing wrong??

Thanks in advance
Bill Oswald
aloft!wao

4025. Re: Ghost mouse

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 18:41:46 UTC
From: schultzd@kira.uucp
Message-ID: <1990Dec12.184146.9710@msuinfo.cl.msu.edu>
Source record: 236466

I have problems with an Atari mouse. Usually at boot time. It drifts off the right side of the screen. I use alt+ cursor keys to manually move the mouse and it pops up on the left. I unplug/replug the mouse and everything works fine. NOTE: This happens NO MORE than once a month.

--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

4026. Article on TT!

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 18:56:35 UTC
From: chuck@richsun.cpg.trs.reuter.com
Message-ID: <1229@richsun.cpg.trs.reuter.com>
Source record: 236537

From Electronic Engineering Times newspaper (very popular Engineering publication):
12-10-90

CONTENTS
pg.54 Atari Computer introduces its first desktop platform aimed at CAD/CAM
applications: the TT030 graphics workstations.

Taken from the article: "In addition to the ROM-based TOS operating, the TT
can also be equipped with System V.4 and X.11 Windows."

I was slightly shocked to actually see this article announcing the TT, but
may I shouldn't be!

The article also had a telephone number to call for info: (408) 745-2000
I called the number and it is not a recording, but it is Atari's no. in Calif.

4027. Re: for sale, 5 1/4 fdd, Dr T's k3 editor

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 19:06:23 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460006@hp-lsd.COS.HP.COM>
Source record: 236538

Michael L.,

Got your email, but my reply is bouncing. Can you give me another
way to reach you?

Grant
wgg@hp-lsd.cos.hp.com

4028. HiSoft BASIC

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 19:29:29 UTC
From: jrglenn@amherst.bitnet
Message-ID: <11383.27668519@amherst.bitnet>
Source record: 236540

Does anyone know what the current version of HiSoft BASIC is? I called MichTron a while back about a problem I was having woth v1.23, and they told me they would send me v1.25 if I sent $5. Now, MichTron, under new ownership, claims there is no v1.25. What gives?

James R. Glenn bitnet: JRGLENN@AMHERST (Amherst College)

Have you seen Valgus^2?

4029. See Hyperlink for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 19:49:42 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <276689D6.24348@maccs.dcss.mcmaster.ca>
Source record: 236541

Multimedia for the ST

The Apple Macintosh has had multi-media software available for quite some time in the form of Hypercard. Multi-media is a form of communication where audio and video are combined.

COMDEX '90 saw the introduction of Hyperlink by JMG Software. Hyperlink makes available the audio and video resources of the ST in one package. We have invited George Geczy, author of Hyperlink, to display his product at the January meeting of the Atari Users Group of Brantford. He will display this product as well as talk about multi-media in general.

If you have any questions, this is an ideal opportunity to see this exciting new development for the Atari ST.

January 9, 1991. 7:30pm. Junior Achievement Centre,
197 Colborne St, Brantford, Ontario
Admission is $5. You get a newsletter and when you bring a blank disk, you will receive a disk with PD software.

Please post this message on any BBS where there are ST users. Thank you.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

4030. reviews and favorites

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 19:58:58 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <698@organpipe.UUCP>
Source record: 236467

As to the favorites list, what about an avoid list? Is anyone interested in writing reviews of games, utilities, compilers, editors, etc? All the stuff on atari.archive should be reviewed... Anyway I am willing to review the programs that I own. If anyone is interested, where should these go? On c.s.a.st? on atari.archive? Would anyone else be willing to contribute?

David Koski

4031. Re: Re: DeskJet 500 underline problem

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 20:57:56 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec12.205756.2473@uvm.edu>
Source record: 236545
Cross-posted to: comp.periphs.printers,comp.sys.atari.st

Ray Depew sez:

(about a problem I'm having getting underlines in the proper place on
a DeskJet 500, it looks more like a strike through of the next line. 8-)

> Your DeskJet should be set to print at a pitch of 6 lines per inch.
> Anything more dense than 6 lpi will cause just the problem you describe --
> also problems with descenders (the thingies hanging on the bottom of
> letters like "g" and "j") running into capital letters on the next line.

Thanks Ray, I think it is either broken, or my init string is bad, I'd
bet on the init string 8-).

By the way,
(NOTE: RETRACTION:) I was misinformed about the second DeskJet 500, it
is working fine.

Only my brother-in-law's machine is giving <him and me> trouble.

Oh yeah, all you Atari ST people, get the DJ utilities that are
available at the U Mich archive and/or the mail server for c.b.a.s.,
OR, fire up the DeskJet first, the 500 still stops the ST parallel
port from working if you turn it on after the ST.

cheers,

Bob Pegram

pegram@griffin.uvm.edu

4032. Re: ELVIS questions

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 21:11:28 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec12.211128.11636@mailer.cc.fsu.edu>
Source record: 236470

In article <1990Dec12.182944.12957@cbnewsm.att.com>, wao@cbnewsm.att.com (william.a.oswald) writes:
>I installed EVLIS on my 1040st the other night and I need some
>help getting it to work properly. When I run it I get the message
>[....]

Just FYI, I put a new version of STEVIE (version 3.9) on atari.archive a few weeks ago. I could not get ELVIS to work either, but I have been using the new STEVIE for several weeks with no problems. I ftped it from a site in Finland, and had nothing to do with the upgrade (just a happy user!).

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4033. Re: DMII: Chaos Strikes Back Maps

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 21:28:35 UTC
From: gordon@osiris.cso.uiuc.edu
Message-ID: <1990Dec12.212835.2341@ux1.cso.uiuc.edu>
Source record: 236471

parker@cs.wvu.wvnet.edu (James Parker) writes:

>Does anyone have or know the whereabouts of PD maps for CSB? I
>would greatly appreciate someone mailing or posting them, or
>pointing me to an FTP site that has them.

Me, too! It's frustrating running around in circles.

John Gordon
Internet: gordon@osiris.cso.uiuc.edu #include <disclaimer.h>
gordon@cerl.cecer.army.mil #include <clever_saying.h>

4034. TT in EET

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 21:55:02 UTC
From: miked@syscon.UUCP
Message-ID: <932130@syscon.UUCP>
Source record: 236547

In the 12/10 issue of Electronic Enginerring Times in the Computers
and Software section is an arcticle called "Atari attacks CAD/CAM".
It it a press release type review provided by a Richard Miller at
Atari. Claims that it can be equipped with System V.4 and X.11 Windows.

4035. Re: Ghost mouse

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 22:15:28 UTC
From: stevendd@mentor.cc.purdue.edu
Message-ID: <2710@mentor.cc.purdue.edu>
Source record: 236473

The same thing happens to me, I usually just wiggle the mouse plug and I regain control. I guess after time the contacts start to go bad. You could try cleaning the contacts if it bothers you.

-Doug

4036. Re: Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 22:22:42 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Dec12172242@tab00.larc.nasa.gov>
Source record: 236472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Computer Eyes I think is the best, or at least, the most popular.
>(We all know that most popular doesn't mean the best. :^) It only
>digitizes in 16 colors, but read on....

I have color computer eyes.

First I would like to say that the company that makes color computer eyes is one of the best I have EVER had to deal with. They have MY highest recommendations.

Color computer eyes scans a signal and produces RGB data.
The ST low res normally supports 16 colors-- thus the normal image shown with color computer eyes has 16 colors.

Now, you can do anything you want with the RGB data and one program out will use this data to make a Spectrum picture. With this addition, I find the images quite acceptable.

The resolution for these images is 320 pixels by 200 pixels.
When these images are viewed on a Sun, for example, with its 1152x900 pixel screen-- the image looks rather small.

There are various ways to provide a signal for color computer eyes: I tend to use a digital vcr with STOP frame. Even without a tape in the mechanism, I can press a button and freeze the image on the screen. This image is perfectly still. I find that the scanned image will be almost identical (sometimes the TVs color settings are slightly off.)

Next, I have used a color camera (I don't have details), but I find that the LIGHT used makes a world of a difference. I find that the best images are scanned DIRECTLY from the camera with a BLUE light. These images are quite sharp and they are exactly what I was looking for when I purchased the video digitizer.

Send me email if you want to talk more...

Scott
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/

4037. Re: Laptop atari

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 22:59:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec12.225909.27023@ecst.csuchico.edu>
Source record: 236476

Oops! I posted earlier the wrong phone number for Atari. It's
_408_-745-2000. Sorry.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4038. Bibtex bug

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 23:07:01 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Dec12.230701.1551@doe.utoronto.ca>
Source record: 236548

There was a small bug in the bibtex program in bibtex.lzh, part of
the TeX 3.1/Metafont 2.7 ST port by Frank Ridderbusch, which I recently
sent in to atari.archive. I have sent them a replacement bibtex.lzh.
If you have the old one, please wait a couple of days, then order it
again. The rest of the distribution seems OK.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

4039. Re: Kill files in rn....

Newsgroup: comp.sys.atari.st
Date: 1990-12-12 23:15:48 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1990Dec12.231548.2198@watserv1.waterloo.edu>
Source record: 236549

In article <1863@beguine.UUCP> John.Bunch@samba.acs.unc.edu (John Bunch) writes:
>Hello, I would like to know if it is possible to set up a kill file to
>ignore message from specific people? Please respond via email.

I have responded to John via e-mail, but I am sure that there are others
who would like to raise the tone of this news group, and one way to
do that is to filter out the static. My theory is that if nobody
answers the unpleasant message writers, they they will just go away.

So I will tell you what I have found to be useful.

While reading the news for a specific group, type CTRL K (to
edit the Kill file for that group), and add a line like

/boo_hiss@machine.site.xxx/h:j

to the file. This has the effect (on my system) of marking as
read, any message that has that string in the header. In
particular, any messages from "boo_hiss" is marked as read.
When I am tired of reading the counter- flames that refer to
"boo_hiss", I add the line

/boo_hiss@machine.site.xxx/a:j

and then any message that contains this string anywhere in the
message is marked as read.

I post this with the hope that some folks who might otherwise be discouraged
will persevere just a bit longer. On the whole, this group has been a big
help to me, and I hope it can be for others too.

I like it when folks are helpful to each other.
I hate it when folks make nasty jabs.

4040. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 03:31:56 UTC
From: iho@cac.washington.edu
Message-ID: <12904@milton.u.washington.edu>
Source record: 236550

jerry@redford.UUCP (Jerry Shekhel) writes:
>iho@akbar.UUCP (Il Oh) writes:

>>But then again, the NeXT isn't much of a Unix box. The Unix consultants
>>I work with are quick to point that the NeXT "just happens to run Unix"
>>instead of being designed as a Unix box. If you've used a Sun Sparcstation
>>or a DECStation, you'll know what I mean.

>What?! This makes no sense whatsoever. What is it about the NeXT that
>makes it "not much of a Unix box"? Unix is designed to run on all sorts
>of vanilla hardware. Of course, it runs well on fast hardware, which the
>68040-based NeXT certainly is. If anything, the NeXT is more than just
>a Unix box, considering its audio-visual capabilities.

I'm merely repeating what the gurus I work with said. One thing I do know,
however, is that you can't get a NeXT to go into "promiscuous mode" for
capturing ethernet packets.
--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

4041. TOS file system consistency check - is there one?

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 03:49:50 UTC
From: rcb@netcom.UUCP
Message-ID: <18671@netcom.UUCP>
Source record: 236451

I have AHDI 3.01 on my hard disk. Being familiar with DOS and its 'chkdsk' command as well, I'm wondering if there is any equivalent for AHDI 3.01. I never have any problems with it, so this is just curiosity speaking. Does AHDI do a consistency check on boot-up or as it goes along? Hmmm, what if there were no check?! (a rhetorical question!)

Roy Bixler
netcom!rcb@apple.com
coming soon: rcb@netcom.com

4042. RZ/SZ - latest version?

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 04:09:36 UTC
From: rcb@netcom.UUCP
Message-ID: <18674@netcom.UUCP>
Source record: 236452

I retrieved a port of RZ and SZ done by CWRU ST enthusiasts (Bammi and company, no doubt) from atari.archive. It says it is version 1.67, based on Chuck Forsberg's version 2.12 of SZ and version 2.03 of RZ. I am wondering if there are any newer versions around.

My motivation for asking was that I would like to be able to upload files without waiting for an ACK to come back from the receiving end (i.e. in a continuous stream). I've already tried out Alan Hamilton's excellent XYZ, which does this. I would feel more comfortable working with something derived from the original, though. Another (more tangible) advantage of the original is Z-modem compression.

So, Jwahar or anyone out there, has Forsberg's RZ/SZ version 3.xx been ported yet? In case anyone is wondering (Derek?), I do plan to send $10 to Alan Hamilton for XYZ (just because he obviously put a lot of effort to make a robust program). Anyway, thanks ...

Roy
netcom!rcb@apple.com
coming soon: rcb@netcom.com

4043. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 07:24:03 UTC
From: david@bdt.COM
Message-ID: <7080@bdt.COM>
Source record: 236477

In article <1990Dec05.231923.2497@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>I think most people will agree that ICD is the way to go if you want
>the best.

Perhaps most would agree, but I don't agree at all. If you want the best, get the Berkeley Microsystems BMS-200 host adapter. Nothing else touches it in terms of getting the signals and timing right.

ICD may be much more widely available, but that doesn't make it the best.

>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

--
David Beckemeyer (david@bdt.COM) | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
P.O. Box 21575, Oakland, CA 94620 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

4044. Re: TT desktop on ROMS?

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 07:38:31 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec13.073831.27427@rodan.acs.syr.edu>
Source record: 236475

In article <144.2764b8e3@npe.isnet.inmos.co.uk> svrobins@npe.isnet.inmos.co.uk writes:
>In article <276089C2.18110@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>> [ST World TT Desktop article info deleted.]
>> I'm thinking rather than getting the 1.4 ROMS, go for the new ones. Any
>> chance of that happening?
>>
>> --
>> John Schmitt
>> johns@maccs.dcss.mcmaster.ca
>> ....!unet!utai!utgpu!maccs!johns
>
>Quoting from ST Applications (December 1990) :
>
>"The TT Desktop is 22K larger than the current ST GEM Desktop, and Atari
>have confirmed that it won't appear in future versions of the 192K TOS Roms
>used in the Atari ST. But the Atari STE uses 256K TOS Roms (30K of which
>isn't used), and programmers at Atari Systems Software Division have indicated
>that Atari will bundle the TT Desktop in future versions of the STE's Roms."
>
>So If you have dont have an STE (which you dont, as you are contemplating an
>upgrade to 1.4 Roms) the it looks like the answer is NO. Its a real shame,
>I'd love to fit it too.

So that implies that the six-chip TOS set is on 64Kbit ROMS. When I opened my machine last time, I noticed that there was a connection on the motherboard that had to be soldered/desoldered (I forget which) to enable the ST to use 256Kbit ROMS, don't all ST's have this capability? The only problem I see about putting the TT ROMs in an ST is that they access hardware not available on the ST. Another problem might be that there is 68030 code in the ROMs, but if they can be plopped into an STE, that can't be a problem. I'm just guessing here, but I bet that there is some code in the ROMS (at least the older ones) that is non-tuned high-level language compiler output, otherwise we wouldn't have products like QuickSTII that blow the doors off of the speed of the ROMs themselves. Maybe tuning the routines would save space as well as speed things up. Anyway, I don't believe in fixing things that work, so I won't be replacing my TOS 1.4 ROMs unless there is extra functionality, more speed, and compatibility with existing software. When I put TOS1.4 in, some software (Arkanoid is all that I can think of right now) wouldn't work anymore. Despite people like Allan Pratt that (rightfully) try to stop people from taking shortcuts around documented TOS features, there will always be some poorly written software that doesn't work with a newer TOS version, so check your software out before you upgrade! I only upgraded to 1.4 because of its better hard disk management.

---jb

>
>Paul Robins

4045. Re: Bible Concordance Program

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 07:58:20 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <90346.235820REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 236474

The best way to obtain SpiritWare's concordance program is to contact SpiritWare directly at Fifteenth Avenue Bible Church, 15211 15th Avenue N.E., Seattle, Washington 98155. While the New Testament with program may fit on on 720k diskette, the full KJV fills four. If, at any point, you have to download at 1200 or 2400 baud, you will die of old age before the files are complete. :)

In any case, you really do want the support that they offer. A decent manual is worth many times its weight in whatever precious metals you can dream of. And if you want to automatically receive the latest version, SpiritWare needs to know that you exist.

Terry Reeves

My only association with SLAC and Stanford Univ is as a user/visiting scholar, and as such, any opinions expressed by me are not to be thought of as having anything to do with the official policies of SLAC or Stanford Univ.

4046. Re: Bible Concordance Program

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 08:18:51 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2862@laura.UUCP>
Source record: 236453

In article <10994@ur-cc.UUCP>, mcli@joker (Maurice Ling) writes:
|> The Spiritware Concordance program comes free with the King James
|> Version of the Bible, since the KJV text is in the public domain. The
|> New International Version is also available. They get it directly
|> from the Zondervan publishers, and it is *not* in the public domain.
|> So you have to buy it.

For I am working with a German bible it would be really interesting for me
if I could use the concordance program with a German text. Is it possible
to feed it the ASCII version of a German bible, perhaps run some
initialization across it, and than work with it just as with the King James
Bible?

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

4047. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 08:51:29 UTC
From: cleland@sdbio2.ucsd.edu
Message-ID: <14925@sdcc6.ucsd.edu>
Source record: 236454

>>Well, you can get a NeXTStation with:
>>Megapixel 4-grayshade monitor, 17 inch, about 1200x850 pixels
>>8MB RAM, 105MB HD, 68040, DSP, ethernet, SCSI II, etc. etc.
>>Lots of good software.
>>
>>If TT's educ. price would be about $3000 (highly possible), I could see
>>no reason to get one over the NeXTStation (I wouldn't get Amiga3000UX either).
>>So that's why I will get a NeXTStation. I now have an ST and I have had
>>it for about 5 years... But I don't have to stick with Atari anymore.
>

(insert clever, accurate rebuttal here...)
A
>
>Sorry, I just had to say that.
>
>Karl Rueb

Don't apologize, Karl. This Jouni person has been infecting
comp.sys.amiga too. Haven't checked .mac or .os.msdos yet...
I love hearing specs of different machines, but there comes
a point where their perverse and annoying repetition is not
unlike having a tick on your eye.

A nasty thought.

--
Thom Cleland It is easier
tcleland@ucsd.edu to get forgiveness
Amiga Users' Group at UCSD than permission...

4048. TT Desktops & Company policy

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 09:42:23 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5217@brahma.cs.hw.ac.uk>
Source record: 236455

Like others here I saw the review of the new TT desktop in ST World too.
The review was a pile of sh*t but the new desktop looks real fine. I want
it, but a whole TT is too high a price to pay to get it.
If it can't fit in the 192K ST ROMs, OK, just release it in RAM.

The computer press reporting on this issue is very confusing:-
Computer Shopper quoted an unamed Atari spokesman saying that next year
Atari will raise the base level of the OS.
ST (Virus) User, in talking about the pirate copies, said that Atari has
no intentions of releasing the desktop for existing ST owners. To do so
would compete with third party companies producing alternative desktops.

I found some old disks the other day which dated from when we were evaluating
the ST (No internal floppy, TOS 0.00). One of the disks had a TOS version
even older than 1.00! It was in two parts:- TOS.IMG had only the GEMDOS and
BIOS while COMMAND.PRG had the VDI,AES and GEM desktop. A crude, MS-DOS style,
command line interpreter was also included as an alternative to the GEM part.
(For the version spotters: GEM Desktop v3.09, AES 0001, GEMDOS 0400, TOS 0020)
The real fun thing was running the GEM part on top of TOS 1.4's GEMDOS and
BIOS. This was done by using a boot sector that did not load TOS.IMG but just
sets the _cmdload flag at $482 so that COMMAND.PRG gets loaded after the AUTO
folder has finished. OK the result is dumb. You downgrade GEM.
But why does atari not release the new TT system for ST's in this way?
Makes a bundle of sense to me! (and you, gentle reader :-)
Just think of what the GEMDOS and BIOS would be like if it had the 192K
all to itself!

I guess it's just a pipe dream. Atari's policy seems to be:- Take a good look
at what others manufacturers do that makes them so popular, listen closely to
the opinions of users and programmers then do 'something completely different'.
Would it help if we all wrote letters to Jack Tramiel?

eg.

What *I* think Atari should do:-

* Really start marketing the ST as a business machine not as a games
machine.

* Lose the keyboard styled machines in favour of the Mega style.
Make the TT case just a big Mega one. Megas look real neat!

* Fix the STacy's battery power problems.

* Advertise heavily in the business computer press.
(Have you seen the poor quality of ST mags around here!)

* Get the Big Boys interested in producing applications for the ST/TT.
(Where Big Boys = Lotus, Ashton Tate, Microsoft, Aldus, Borland etc)

* Upgrade the GEM/TOS regularly. Perhaps Microsoft would port Windows
to the ST/TT as a layer similar to the one above.

* Produce new SHIFTER, GLUE and MMU chips to give old ST's as much
STE/TT capabilities as possible within the limits of pin
compatibility. Improve the base level!

I could add lots of other things to that list but they all that seems to be
rather obvious to me. If Atari could pull that off they'd be set.
I remember Jack grumbling when here came to Europe to promote the PC clone
line. "They should be buying ST's" he said. Well go and boot the asses of your
marketing men and maybe people will!

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

4049. TT Desktop (reprise)

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 10:57:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5219@brahma.cs.hw.ac.uk>
Source record: 236488

This months ST Applications (ST Club) magazine has a review of the new TT desktop (What else! :-). It's a weird review! The screen shots of the dialogs have some text in English and some in German. In the same dialog! The English in the dialogs does not match that seen in the ST World review (see other posting). Is this the latest in Atari bi-lingual TOS ROM versions? Somehow I think not. It is probably a pirate copy that has been 'translated' rather poorly from the German version.


```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+-------------------------------------------------------------------------+
```

4050. Re: Supra 10 Meg Floppy

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 11:34:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.113450.451@actrix.gen.nz>
Source record: 236483

<1990Dec11.031835.7404@murdoch.acc.Virginia.EDU>
<1990Dec11.222532.27455@CSUFresno.EDU>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: billm@zimmer.CSUFresno.EDU

In article <1990Dec11.222532.27455@CSUFresno.EDU>
billm@zimmer.CSUFresno.EDU (Bill Mills) writes:
> I haven't seen any of the ST mags recently, but I recal that a few
years
> back, Supra came out with a 10 meg 5.25in. Floppy drive. It was
> supposed to be faster than a normal floppy, though still slower than
an
> HD. Can any one tell me if these are still manufactured, and better
> yet, if they are any good? I am planning on purchasing Spectre GCR,
and
> wouldn't mind if I had only 10 Meg, if I was able to swap it for an
> Atari 10Meg etc.
> Please respond vie e-mail if possible.
> Be seeing you...
> -Bill Mills
>
>
> --
>
=-=-=-

4051. Re: Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 11:40:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.114036.573@actrix.gen.nz>
Source record: 236456

In article <2773@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> heiden@kboeng.enet.dec.com (Matthias Heiden) writes:
>
> [Edited]
> >I would like to upgrade my original SH204 with another drive.
> >As far as I understand the hostadapter inside the SH204 understands
SCSI.
> >Does anybody has experience with this solution ? What sort of
problems could I
> >run into ?
>
> This works for some SH204's. However, the power supply in the SH204
is
> not beefy enough for some drives. The only way to tell is to see if
it
> dies. Therefore this is not recommended practice. In addition, the
> host adapter might have the "old" PAL, not the "new" one, which won't
> return some errors from the SCSI controller. This bit me recently:
the
> "old" PAL didn't return "write protected" from my Syquest drive, and
> boy was I confused! The writes seemed to work, but the cached
> directory etc. didn't match what was actually on the disk.
>
> The "old" PAL has the number 60AC on it. If the little board in your
> SH204 has a chip with that number on it, it won't return some errors
> from the drive. I don't know how to get the "new" PAL - maybe dealers
> can order it. Since the SH204 is not in production any more, this
> might be hard.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari
Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Did not Berkeley Microsystems produce a replacement PAL, or some other
company did, as this would be some time back...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4052. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 11:53:04 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.115304.824@actrix.gen.nz>
Source record: 236484

<1990Dec10.150826.8845@cunixf.cc.columbia.edu>
<RALPH.90Dec12105736@orion.laas.fr>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: ralph@laas.fr

In article <RALPH.90Dec12105736@orion.laas.fr> ralph@laas.fr (Ralph P.
Sobek) writes:
> In article <1990Dec10.150826.8845@cunixf.cc.columbia.edu>
cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
> | Almost any formatter will do the job, but you should look for
> | one that also VERIFIES the format to make sure everything is OK.
>
> Does FORMAT.{PRG,ACC} (posted to atari.archive, I believe) VERIFY the
> format?
>
> Thanks,
>
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> ralph@laas.fr Addresses are ordered by importance.
> ralph@laas.uucp, or ...!uunet!laas!ralph
> If all else fails, try: sobek@eclair.Berkeley.EDU
>
==========
=======
> Reliable software should kill people reliably! -Andy Mickel, Pascal
News #13,78

Hyper Format by A german chap that gets on here "Brod" is i think part
of his name, Please excuse not knowing it, but his Formater works very
well, and has the Option to Verify, and will do PC Formats, and 11
sector formats, and this one works !, but don't know if it has the
3 sector FAT option, as the Atari uses a none standard 5 sector format
this can play havock with PC's, The Program Name that i have is
HYPFM320.PRG, i don't know if there is a later one, also this Program
will do 1.1 Meg and 1.2 meg Formats, with Hardware Mods, this i don't
have the details on, but from what i gather, you speed up the clock
to the controller ic..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4053. Re: Lint

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 12:06:25 UTC
From: rosenkra@convex.com
Message-ID: <110967@convex.convex.com>
Source record: 236457

In article <3360@gos.ukc.ac.uk> lhf@ukc.ac.uk (L.H.Fuller) writes:
>
> Is there a version of Lint out there? I know about varlint, which
>is for use with lint really. So, is the actual Lint available on the ST? If
>not, can anyone get the source, so I could maybe port it over.

i have never seen a PD lint (so far). most lints i have seen are based on
pcc (and share source with it). these are generally copyright ATT or of
a particular vendor (e.g. convex). there are commercial lints available
on MSDOS.

varlint is a program to check printf statements only, as i recall (for
variable arg routines).

if you happen across a truly PD lint, pls post it. i suspect you will
not, however. if you are really hot to trot for lint, you could start
with a PD compiler (sozobon, gcc, etc) and reverse engineer it from a
manpage. if you want to attempt this, think of a good way to implement
lint libraries (llib_* or whatever).

happy hunting...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

4054. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 12:11:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.121127.1076@actrix.gen.nz>
Source record: 236485

<27740005@hpldsla.sid.hp.com>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: djw@hpldsla.sid.hp.com

In article <27740005@hpldsla.sid.hp.com> djw@hpldsla.sid.hp.com (David
Williams) writes:
> Bob_BobR_Retelle@cup.portal.com writes:
>
> > Atari never stated that the STe was expandable... in fact, Allen
Pratt
> > tried to warn people about just this very possibility.
>
> Just because Atari states that the STe is not an expandable
> machine, does not make it a wise marketing decision, and does
> nothing to satisfy customers. Atari needs to realise that
> customers are not idiots, and will want to do things (like
> expand memory) that they know to be industry standard, common
> practices. If, in some outdated hope of directing the machine
> purchasing of their customer base, Atari chooses to adopt an
> approach which goes against the wishes of their customers, they
> will ultimately pay the price associated with that kind of
> (outdated) strategy: they will lose their customer base.
>
> More, and more the Atari machines are facing a challenge to
> maintain any kind of market share. If Atari is incapable of
> working to make these machines as competitive, in every sense,
> as those from other manufacturers, Atari will be truely
> relogated to the "also-ran" class.
>
> > Atari puts in whateve
> > parts are cheaper that week, SIPPs or SIMMs, without any concern
about
> > whether or not the end user will be able to expand the machine.
>
> An approach which, years ago, most companies recognised as being
> one that comprises quality control, inventory management, and
> the manufacturer's ability to deliver product when the customer
> wishes to purchase. Maybe it is this mentality which sees Atari
> failing to deliver machines for the pre-Christmas buying frenzy.
> Good one guys!

>
> David
> "C-Lab Notator - the really good reason to buy an Atari ST"
> Williams
>
> djw@hpldsla.hp.com, (djw)hpldsla/HP1900/00, (415) 857 6100

Well i do have a Atari phamplet on the STE, and is does State that the
RAM: internally expandable to 4 Mb; This would be one reson that i would
purchase a STE, SIMMS here in NZ. are $90 NZ per Meg: but the cost of a
2/4 Meg STE , is far to high, NOTE: a 1040 STE plus Colour Monitor plus
30 Meg Hard Disk, comes to $3900 NZ, you can bye a Teco 386SX with
40 meg hard disk,1 meg ram and VGA with VGA monitor for $2900 NZ, i
don't se the 'TT' will ever get a look in here...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4055. Re: Resource Conversion

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 12:58:50 UTC
From: rosenkra@convex.com
Message-ID: <110968@convex.convex.com>
Source record: 236458

In article <A0axe3ds@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> I'm trying to find info or source on adjusting resource files for
>resolutions. I'm using a free.tree as there's too much info to fit otherwise.
>I don't want to have separate files for colour and mono. I was sure I had
>a file and code that showed how to adjust the mono resource file by halving
>the vertical dimensions of objects, but now I can't find it.
> Can someone help me find this info?

the quick answer may be to consider making more trees rather than
trying to cram everything on one screen.

the long answer is to look at rsrc_obfix AES call. this converts from
character coords (what res construction set puts out) to pixel coords.
i believe this takes resolution into account. i also believe this may
be done by rsrc_load automatically.

what u need to do is something like this for each tree (assuming resource
was built in high res):

```
int res;
OBJECT *obj;
int xnewlo[NUMOBJ],ynewlo[NUMOBJ],ynewmed[NUMOBJ];

rsrc_load ("MYAPP.RSC");
res = Getrez ();

for (i=0; i<NUMOBJ; i++)
{
rsrc_gaddr (R_TREE, i, &obj);
switch (res)
{
case LO:
obj[i].ob_x = xnewlo[i];
obj[i].ob_y = ynewlo[i];
break;
case MED:
obj[i].ob_y = ynewmed[i];
break;
}
}
```

this assumes the object can stay the same size, just move locations
before you draw the obj. make the table ahead of time, noting that
obj coords are relative to the PARENT not the SCREEN. objc_xywh
gets the screen coords. you can get the parent from ob_next/head/tail
things and walking top down. i don't believe you can do just:

```
obj[i].ob_y /= 2;

or

obj[i].ob_y >>= 1;
```

if you have a resource editor which can dump C source, do so. you can manually load it yourself then you don't need ANY .rsc file.

if you really need to change the size of the objects (like icons) you need to replace things like ob_spec (which is a ptr to the ICONBLK struct, for example. generally strings, tedinfos, buttons, etc are ok. it is icons that pose the biggest problem. another trick to try is to build sets of icons on each resolution, then hard code them into your code, switching the ptr in ob_spec as above.

decent GEM references (if u can still find them) are:

Pollack and Weber, ATARI ST Application Programming, Bantam, 1987

Balma and Fitler, Programmer's Guide to GEM, Sybex

ATARI ST Gem Programmer's Reference, Abacus

the abacus books (at least the early editions) occasionally are buggy but not in this area, as i recall. you can also get the "official" docs from atari by becomming a bona fide developer. the atari docs are probably the most complete, but are references, and generally do not tell how to use things like the books do. i learned most from the Sybex book (it is the oldest) but later found pollack and weber to be about the best single volume reference on AES/VDI/GEMDOS/BIOS/XBIOS. numerous examples with source. i also think it is out of print. also: practice makes perfect :-)

this is for memory, and i have not written AES/VDI code in quite some time. i do have a custom file selector (with drive buttons) i wrote years ago which does this sort of thing if you still have problems. it is self contained in that it sets up a complete object tree in C and contains no .rsc file. you should also try and find the PROGEM tutorial series by tim oren (ex-DRI guy who co-authored parts of GEM). it is quite good. i believe it can be found on terminator.

you may want to consider posting a request like this to c.s.a.st.tech since more weenies probably read that than this newsgroup, depending on the level of insanity of this group at any particular point in time :-) actually, this is a refreshing subject for a change. better than a zillion articles on memory upgrades (which only are of interest to me when someone starts talking 8 MB :-)...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

4056. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 14:33:00 UTC
From: stu892103@gcc.uucp
Message-ID: <67@gcc.uucp>
Source record: 236459

In article <3974@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>> I reckon Atari are peeved that people are buying 520STE's and pluggin in
>> extra SIMM modules. Atari would rather people buy the 1040STE.
>> However, there is no difference between the 520STE and 1040STE apart from
>> the larger memory...so why splash out extra dosh for a 1040STE?
>>
>
> Can Atari really be so stupid? Can they really? Is it possible that they
> want to disable one of the best features of the STE, just to
> 'differentiate the market'?
>
Well, the same goes with the regular 520stfm's here. My friend just bought a 520stfm and lo and behold when you open the case, there's a 1040 board with 1/2 a meg of memory on it and the holes where the other 1/2 meg would be are filled with solder. So, all that is needed is to desolder the holes, plug in the other 1/2 meg, and change a little solder bridge that lets the machine access the memory and there you go, for about $30-$40 (generally):-) you have a 1040stfm. I guess Atari doesn't make 520 boards any more.
--Someone is really making out on the deal when people buy a 1040 for much more.

> But I think the best that can be said about Atari the company is that it
> would make an excellent case study for management schools, as an example of
> how not to innovate and market IT products.

Good thinking, my management book here at college already has a few paragraphs about Jack Tramiel as an example of bad management. (This is from when he was with Commodore, but nothing seems to have changed.) :-(

Steve Greer

4057. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 14:39:23 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2864@laura.UUCP>
Source record: 236486

In article <2200@cybaswan.UUCP>, iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
|> Does anyone know which public domain server has a copy of
|> "1st Word Plus" ?
|>
|> Is it indeed PD software?

No, 1st Word Plus is not PD. It is a commercial program.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

4058. Re: ELVIS questions

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 14:40:07 UTC
From: paulm@ccicpg.UUCP
Message-ID: <6923@ccicpg.UUCP>
Source record: 236460

In artical <1990Dec12.211128.11636@mailer.cc.fsu.edu>, boyd@mailer.cc.fsu.edu writes:
>
> In article <1990Dec12.182944.12957@cbnewsm.att.com>, wao@cbnewsm.att.com
(william.a.oswald) writes:
> >I installed EVLIS on my 1040st the other night and I need some
> >help getting it to work properly. When I run it I get the message
> >[....]
>
> Just FYI, I put a new version of STEVIE (version 3.9) on atari.archive a
> few weeks ago. I could not get ELVIS to work either, but I have been
> using the new STEVIE for several weeks with no problems. I ftped it from
> a site in Finland, and had nothing to do with the upgrade (just a happy
> user!).

I have been using ELVIS for some time from gulam and msh. You have to
be sure that the environment variables: TEMP TERM and TERMCAP are set.
for TMP I use n:\tmp. For TERM I use vt52. ELVIS seems to ignore the
TERMCAP entry but it still needs to be set in order to work. I use
c:\bin\termcap. BTW: c:\bin\termcap does not exist.
Last night I pulled down the sources for ELVIS 4.0 from alt.sources and
compiled them last night using MWC it it also works fine. However, the
new ELVIS comes with some other programs (wildcard.ttp and some others)
that need to be present in the search path.

Later, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< 80% Fujitsu... >|
### ######## ########	(who's next?)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

4059. Re: PC emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 14:52:14 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1355@digi.lonestar.org>
Source record: 236461

In article <1990Dec11.113430.9394@vaxa.strath.ac.uk> cadp15@vaxa.strath.ac.uk writes:
>
>DO NOT go for PC Ditto (the software version, not PC Ditto II which I've never
>tried) as it is terminally slow... The fastest its ever reached was a Norton
>of 0.3 - about one third the speed of a 4.77 MHz IBM PC, the slowest it ever
>reached was a Norton of 0.0... It is fine if all you want to do is a run a
>few programs now and again, but otherwise is totally useless.

"The Sorcerer" is right in respect to CAD software -- you would not be
able to live with PC-Ditto (the software emulator) as it would be waaay
too slow for that type of application.

However, for other programs such as the Quicken financial package,
PC-Ditto (while not blazingly fast) gives acceptable performance IMHO.
The other neat things about 'Ditto are that it is CHEAP and SOLID. I
have yet to to find a non-game IBM program that won't run under it
including SuperProject Expert and ABT's Project Workbench (both of which
retail at or over $1000). I have even run GEM/3 desktop (slowly) but
did have some trouble getting the mouse to operate correctly. (In this
case it appeared that the mouse could not be "sampled" often enough to
provide a "real-time" response to the user.)

R.C.G.

4060. STart backissues for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 16:18:33 UTC
From: ww0m+@andrew.cmu.edu
Message-ID: <4bNubNS00WB_ALp0tq@andrew.cmu.edu>
Source record: 236463

I have a huge collection of STart magazine dating back to Winter '86 through the latest issue. I have sold my ST and no longer have a use for the magazines. Here's the deal:

STart Magazine Winter '86 to Present with disk for most issues.

I will also send any additional issues that I receive (through March '91). Also there are 3 or 4 issues missing (my mailman ate them).

All this for $50 + shipping (or best offer)
Reply to:
Willy Walker
ww0m@andrew.cmu.edu

4061. STOS and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 16:52:15 UTC
From: erlingh@idt.unit.no
Message-ID: <1990Dec13.165215.18152@idt.unit.no>
Source record: 236487

Hello. A friend of mine bought STOS some time ago, and has since then
upgraded his atari to TOS 1.4. This initiated a series of problems;
most things crashes
mouse does definitely not work.
He sent in his registration card, but never got any answer so he don't
know whether there exists a fix (upgrade) for this or not.
SO, if anybody out there know of a binary fix, or anything, could you
please mail me a note of the availability, or better yet, send the
fix.
If so, I guess I know what I can give my friend for christmas :-)

Erling Henanger.

4062. Re: Practical Solutions fire sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 17:39:46 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec13.173946.24286@mailer.cc.fsu.edu>
Source record: 236489

rrd@hpfcso.HP.COM (Ray Depew) / 9:01 am Dec 6, 1990 /
> Practical Solutions is having a mail-order sale
>[.....]

Hey, do these folks have a phone number?!? If their stuff is on sale, I have a buddy that would probably buy a VideoKey. Where did you see this sale advertised?

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4063. IBM to ATARI

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 18:42:00 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1990Dec13.184200.16946@wpi.WPI.EDU>
Source record: 236491

Seasons Greetings World!
I've just recieved (free I might add) a demo
software disc from Yamaha. The disc contains 128 new
sounds for my recently purchased TG-55 rack mount tone
generator/sample player. My only problem is the format.
The disc is from what I understand an MS-DOS based system.
Is there anyone who would be willing to transfer
this to a 1040ST disc so that I can use it on my ST?
I thought I could load it as a MIDI file but it isn't
working. Any help or replies are appreciated.
Thanks,
Doug White

--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

4064. LDW POWER question.....

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 18:44:21 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <27446.276777a5@kuhub.cc.ukans.edu>
Source record: 236490

I have an LDW POWER question: is there a print option available that
allows for the printing of vertical and horizontal lines around the
cells (as is done with EXCELL)? It can be done in VIP only by placing
_____ and | into the cells, but this is both a pain and it takes lots of space.
If the answer is YES, then I'll most likely be buying it.

Thanks.

Steve Shawl
Department of Physics and Astronomy
University of Kansas

BITNET: SHAWL@kuhub.cc.ukans.edu
SPAN: 7388::shawl

4065. Re: reviews and favorites

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 19:14:37 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec13.191437.7664@uvm.edu>
Source record: 236468

From article <698@organpipe.UUCP>, by dkoski@hercules.as.arizona.edu (David Koski):
> As to the favorites list, what about an avoid list? Is anyone interested in
> writing reviews of games, utilities, compilers, editors, etc? All the stuff
> on atari.archive should be reviewed... Anyway I am willing to review the
> programs that I own. If anyone is interested, where should these go? On
> c.s.a.st? on atari.archive? Would anyone else be willing to contribute?
>
>
> David Koski

on atari.archive certainly, if they can be made easy to find.

on c.s.a.st IFF the header contains a keyword (REVIEW ??)so the review can be
avoided by those not interested.

_Note_versions_prominently_ - perhaps have separate reviews of major upgrades
or less buggy predecessors.

why limit ourselves to atari.archive stuff? I would like to see
reviews (and feedback) about most ST programs

Just my $ 0.02, and I would be willing to contribute a review once in while.

Bob Pegram

pegram@griffin.uvm.edu

4066. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 19:24:08 UTC
From: sstreep@next.com
Message-ID: <323@next.com>
Source record: 236360

In article <RALPH.90Dec12105736@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>Does FORMAT.{PRG,ACC} (posted to atari.archive, I believe) VERIFY the
>format?

I don't know about this one, but I posted my formatter to
comp.[sources binaries].atari.st, which formats 10 track, 80 sector
disks and verifies them. It runs as a program or accessory, and
writes 800K disks such that single sided drives can read 400K of that.

It's called DUBL_VIS.PRG and it should be on the archives, I suspect.
It doesn't have any interesting options like ms-dos boot sector or
sector skewing, but someone could add that if they liked...

It doesn't do any weird tricks and has been completely reliable in my
experience.

-sam

4067. synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 19:32:07 UTC
From: selick@bucsf.bu.edu
Message-ID: <70662@bu.edu.bu.edu>
Source record: 236492

I have a 1040ste that I bought mainly to run music (midi) applications. I find it surprising that none of the discussions on this message base seem to revolve around midi, considering that the ports are built right into the machine. I have Notator, xor, and the following synths:

Yamaha:TG-55, SY-22, DX-7(original, tx-16w(sampler)
Alesis:quadraverb, hr-16b
art: multiverb ext
korg: ex-800 (for sale...)

I would love to start trading sounds that I have made, and other pd sounds with other users of these machines. Also, midi songs would be great too.

Keep on rocking in the free world

steve selick
<selick@bucsf.bu.edu>

4068. Re: SRC for LZH??

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 19:35:56 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec13.193556.7942@uvm.edu>
Source record: 236469

From article <1990Dec12.124709.1173@lonex.radc.af.mil>, by longj@lonex.radc.af.mil (Jeffrey K. Long):
> With the increasing use of LZH arced files, I find myself wishing I had a
> version on my machines here at work, just like I have versions of ARC and
> ZOO on them.
>
> So....does anyone know where I could get the source for a simple,
> command-line version of unlzh that will compile on a SUN Sparcstation??
>
> --
> ---
> Capt Jeff Long Rome Air Development Center

While you're at it, could someone point me to source for ARC and ZOO??
They don't know about them here. email me at:

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

thanks, Bob Pegram

P.S. I will post answers if there is any interest 8-) RBPIII

4069. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 19:50:13 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec13.195013.8093@uvm.edu>
Source record: 236365

From article <1990Dec13.121127.1076@actrix.gen.nz>,
by Roger.Sheppard@bbs.actrix.gen.nz:

> In article <27740005@hpldsla.sid.hp.com>
djw@hpldsla.sid.hp.com (David Williams) writes:

>> Bob_BobR_Retelle@cup.portal.com writes:
>>
>> > Atari never stated that the STe was expandable... in fact, Allen
> Pratt
>> > tried to warn people about just this very possibility.

My, what selective memories we have here! Alan Pratt had to
pubicly eat his words about nonexpandability of STEs right in this newsgroup,
so the next quote is supposed to be correct. Of course, Atari could
change its mind, or goof sometimes. BTW, STEs only use SIMMS or SIPPS,
which are as removable as SIMMS, when not soldered in 8-).

> Well i do have a Atari pamphlet on the STE, and it does State
> RAM: internally expandable to 4 Mb;

(Sorry Roger, had to delete NZ comments, or my poster will reject this...)

> --
> Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Let's drop this unless *lots* of STEs show up unexpandable, OK?

Bob Pegram

pegram@griffin.uvm.edu

4070. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 22:07:01 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440138@hplsla.HP.COM>
Source record: 236359

iiitih@cybaswan.UUCP (Ivan Izikowitz) asks:

> Does anyone know which public domain server has a copy of
> "1st Word Plus" ?
>
> Is it indeed PD software?
> ----------

First Word Plus IS NOT PD!

4071. File transfering with a Vax

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 22:13:34 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1990Dec13.181334.1597@vax5.cit.cornell.edu>
Source record: 236383

There has been a bit of talk regarding file transfers between ST's and Vax machines (via kermit). I for one have an old 1200 baud modem and really annoyed with the fact that kermit takes so long. I'm somewhat ignorant when it comes to file transfers, so ask you all: why have I only seen implementations of kermit on my vax? Is there any way to transfer with other methods (assuming we had the vax-end programs), or am i stuck with slow-but-sure kermit?

Thanks for your time,
David Rowell
REYY@Vax5.cit.cornell.edu (internet)
.signature upon request

4072. TT - My dealer's prices

Newsgroup: comp.sys.atari.st
Date: 1990-12-13 22:23:28 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <12960@milton.u.washington.edu>
Source record: 236493

Received a flyer in the mail today:

"ALmost Here TT Sale"

Preorder savings - 10% down

LIST SALE (Preorder price)

2MB 3000 2500
4MB 3500 2900
8MB 4300 3600

* All with 50 MB drive (no name given) .. also, doesn't say if
monitor is included.

Do 6 1 MB simms really cost $1300 ? More like $300.

-kevin

4073. Administrative: New feature in comp.sources and comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 00:02:11 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <677@grapevine.EBay.Sun.COM>
Source record: 236382
Cross-posted to: comp.sys.atari.st,comp.binaries.atari.st,comp.sources.atari.st

Comp.sources.atari.st and comp.binaries.atari.st postings of more than one part now have References: lines, so that thread-following newsreaders such as trn and nn can easily select all the parts of a particular program.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

4074. v13INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 00:16:27 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <678@grapevine.EBay.Sun.COM>
Source record: 236352
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 13, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
much means arc, zoo, and lharc. If you want to use a nifty new archiver,
make the source code available to the public (posting to comp.sources.atari.st
```

is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v13INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v13i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 13. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v13i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution

1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 13, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

4075. v13INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 00:20:30 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <681@grapevine.EBay.Sun.COM>
Source record: 236353
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 13, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
```

volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter

volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02

volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08

volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02

volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries

volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02

volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03

volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings

volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05

volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc

volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet

volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17

volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06

volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12

volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02

volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02

volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
volume9/gnuemacs/part16
volume9/gnuemacs/part17
volume9/gnuemacs/part18
volume9/gnuemacs/part19
volume9/gnuemacs/part20
volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer

volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03
volume10/vault201/part04
volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4

volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03
volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07

volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01 CompuServe navigator
volume11/quickcis/part02
volume11/quickcis/part03
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01 Change desktop backgrounds
volume11/desktop1/part02
volume11/mkrsc/part01 Resource construction program
volume11/mkrsc/part02
volume11/grep/part01 GNU grep and egrep
volume11/grep/part02
volume11/grep/part03

volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01 DVI previewer
volume11/dviatari/part02
volume11/dviatari/part03
volume11/sunclock A clock program...
volume11/geminiuk/part01 Gemini desktop replacement v 1.1 (English)
volume11/geminiuk/part02
volume11/geminiuk/part03
volume11/geminiuk/part04
volume11/geminiuk/part05
volume11/geminiuk/part06
volume11/mvdist/part01 GEMINI's shells (mupfel and venus)
volume11/mvdist/part02
volume11/mvdist/part03
volume11/mvdist/part04
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01 Replace keyclick with digitized sounds
volume11/click/part02
volume11/mines Game: get across a minefield
volume11/play/part01 Play digitized sounds
volume11/play/part02
volume11/play/part03
volume11/play/part04
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01 NORAD (satellite tracker) version 2
volume11/norad/part02
volume11/norad/part03
volume11/cmd Command line interpreter
volume11/pstfonts/part01 Three new fonts for PageStream
volume11/pstfonts/part02
volume11/pstfonts/part03
volume11/pstfonts/part04
volume11/pstfonts/part05
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01 LHArc derived from UNIX version
volume11/lharc1.02/part02
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems

volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01 Function/data plotting package
volume11/plot/part02
volume11/plot/part03
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01 Little Green Selector file selector replacement, v. 1.7
volume11/lgs1.7/part02
volume11/dcopy3.6/part01 General disk utility
volume11/dcopy3.6/part02
volume11/stevie3.91/part01 vi editor clone, v. 3.91
volume11/stevie3.91/part02
volume11/stevie3.91/part03
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01 Nroff clone, version 1.10
volume11/nroff110/part02
volume11/nroff110/part03
volume11/nroff110/part04
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01 Graphical shell for arc, lharc, zoo, shar
volume12/arcgsh3/part02
volume12/arcgsh3/part03
volume12/arcgsh3/part04
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01 Graphical shell for zoo, arc, lharc, etc.
volume12/arcgsh31/part02
volume12/arcgsh31/part03
volume12/arcgsh31/part04
volume12/mshadow Convert disks into files for modem transmission
volume12/showdvi1.0/part01 Show DVI files onscreen
volume12/showdvi1.0/part02
volume12/showdvi1.0/part03
volume12/showdvi1.0/part04

volume12/showdvi1.0/part05
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01 UUCP package w/ mail and news support
volume12/mercury/part02
volume12/mercury/part03
volume12/mercury/part04
volume12/mercury/part05
volume12/mercury/part06
volume12/mercury/part07
volume12/mercury/part08
volume12/mercury/part09
volume12/mercury/part10
volume12/mercury/part11
volume12/mercury/part12
volume12/mercury/part13
volume12/mercury/part14
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01 UNIXlike multitasking system
volume12/mint06/part02
volume12/mint06/part03
volume12/mint06/part04
volume12/mint06/part05
volume12/mint06/part06
volume12/mint06/part07
volume12/mint06/part08
volume12/mint06/part09
volume12/mint06/part10
volume12/elvis/part01 vi clone
volume12/elvis/part02
volume12/elvis/part03
volume12/elvis/part04
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01 System monitor program
volume12/sysmon/part02
volume12/sysmon/part03
volume12/sysmon/part04
volume12/bgacc Desk acc. to run background jobs under MiNT
volume12/32kcolor Instructions for modifying ST to show 32768 colors
volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/arcgsh32/part02

volume12/arcgsh32/part03
volume12/arcgsh32/part04
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01 Generate C declarations
volume12/cdecl/part02
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01 LISP interpreter, v 2.1
volume12/xlisp2-1/part02
volume12/xlisp2-1/part03
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01 PTY driver for Micro RTX
volume12/ptywin/part02
volume12/lgs_18b/part01 Little Green Selector (replaces GEM file selector)
volume12/lgs_18b/part02
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01 Demo of Easy Text desktop publishing system
volume12/easytext/part02
volume12/easytext/part03
volume12/gnum4/part01 GNU "m4" macro processor, v 0.50
volume12/gnum4/part02

4076. v13INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 00:22:53 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <682@grapevine.EBay.Sun.COM>
Source record: 236354
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 13, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: August 3, 1990

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator

will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segre-

gated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is

available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

Using Binaries -5-

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the
instructions in a specific program for usage information and
the like. If you have problems with a particular program,
send mail to the submitter (listed near the top of each
part.) The moderator doesn't have time to become very fami-
liar with all the programs that are posted, so the submitter
will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only

Using Binaries -6-

archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

4077. Clock priority?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 01:40:50 UTC
From: buggs@cup.portal.com
Message-ID: <36888@cup.portal.com>
Source record: 236478

Here's question from another net, sure would appreciate any/all replies.

\/\/\/

Recv : Dec 13, 1990
To : ED JUNE
From : DAVID CHIQUELIN
Subj : Re: <4076> Connect rates

In message 3/15/4076, ED JUNE writes:

>
> Hey Dave,
>
> My I poST your question on UseNet? Maybe someone from Atari <Allan Pratt or
> John Townsend> will reply, eh?
>
Sure, you can ask about how to change the priority for the clock, if you
REALLY think that added accuracy is worth the slowdown in data transfer...
I figure Atari must have decided the clock can miss a few cycles to enable
higher actual cps rates rather than having the serial port pause while the
clock was updated.

Since the cps rate is not a necessary item, I'm not sure how much we want
to slow the system down to get it accurate... But a lot of people DO
complain about inaccurate cps reporting, so maybe it is worth it to them.

David C.

/\/\/\

4078. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 01:41:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.014112.6251@ecst.csuchico.edu>
Source record: 236391

david@bdt.COM (David Beckemeyer) writes:

- Perhaps most would agree, but I don't agree at all. If you want
- the best, get the Berkeley Microsystems BMS-200 host adapter.
- Nothing else touches it in terms of getting the signals and timing
- right.
-
- ICD may be much more widely available, but that doesn't make it the
- best.

True, but doesn't ICD have the better driver software because of its caching and verifying capabilities? I have heard that the BMS-200 is better than ICDs, but I think that ICD's software that is included which, (from what I understand) doesn't work on other host adapters.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4079. Re: GNU stuff for MiNT & MGR ???

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 01:51:07 UTC
From: buggs@cup.portal.com
Message-ID: <36889@cup.portal.com>
Source record: 236479

Is there an implementation of PERL for the ST?

Ed June

4080. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 02:06:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.020653.6468@ecst.csuchico.edu>
Source record: 236364

Roger.Sheppard@bbs.actrix.gen.nz writes:

- NOTE: a 1040 STE plus Colour Monitor plus 30 Meg Hard Disk, comes to
- $3900 NZ, you can bye a Teco 386SX with 40 meg hard disk,1 meg ram
- and VGA with VGA monitor for $2900 NZ, i don't se the 'TT' will ever
- get a look in here...

A friend of mine does this. I bring him Atari information, which he
appreciates, and then he tells me he can get a 386 for 400 bucks.
(Exaggeration; please don't e-mail me.) I was going to write more,
but I figured it might start a LOOOONG discussion about 386 systems,
which I don't want to hear. There's just no comparison between a
386 and an ST. It's an apple and oranges comparison.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4081. Help using Flash

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 02:17:33 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <567@ub.d.umn.edu>
Source record: 236480

Hello Net-People.

I just got myself a modem the other day and a copy of Flash (1.61 I think) and I need to know how to download files from my Unix account using Xmodem.

If anyone could provide me with some helpful information I would be extremely grateful!

--
Brian Grave bgrave@ub.d.umn.edu

I'm not stupid, I'm not expendable, and I'M NOT GOING!

4082. Re: TT Desktops & Company policy

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 02:20:44 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.022044.6599@ecst.csuchico.edu>
Source record: 236363

neil@cs.hw.ac.uk (Neil Forsyth) writes:

- I want it, but a whole TT is too high a price to pay to get it. If
- it can't fit in the 192K ST ROMs, OK, just release it in RAM.

Buy NeoDesk 3.0. There, you got a desktop better than the TT's. I'd
want the TT, not the desktop. (BTW, Gribnif didn't pay me to say
that. Nor do I work for Gribnif, but I wish I did. :^)

- Computer Shopper quoted an unamed Atari spokesman saying that next
- year Atari will raise the base level of the OS.

I thought Computer Shopper no longer included articles about the ST.

- * Upgrade the GEM/TOS regularly. Perhaps Microsoft would port Windows
- to the ST/TT as a layer similar to the one above.

All the other ideas were good. Port Windows to the ST?!?! I *would*
like easy-to-use multitasking though.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4083. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 02:30:57 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.023057.6710@ecst.csuchico.edu>
Source record: 236362

selick@bucsf.bu.edu (Steven Selick) writes:

- I have a 1040ste that I bought mainly to run music (midi)
- applications. I find it surprising that none of the discussions on
- this message base seem to revolve around midi, considering that the
- ports are built right into the machine.

I've owned an ST for three years and have never connected anything to the MIDI ports, not even for cheap networking. Nor have I connected anything to the cartridge port. But just the ports being there makes you want to plug something in them, doesn't it? :^) I wonder if anything will ever be connecting and working on those analog joystick ports on the side of the STe. They're supposedly not even on the MegaSTe. Wonder what keen idea Uncle Jack and Associates had for those.

- Keep on rocking in the free world

Right on, dude!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4084. Re: Help using Flash

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 02:58:43 UTC
From: iho@cac.washington.edu
Message-ID: <12984@milton.u.washington.edu>
Source record: 236481

bgrave@ub.d.umn.edu (Brian Grave) writes:

>I just got myself a modem the other day and a copy of Flash (1.61 I
>think) and I need to know how to download files from my Unix account
>using Xmodem.
>
>If anyone could provide me with some helpful information I would be
>extremely grateful!

I'm not sure any of the Unix machines here do Xmodem. If, however, know how to initiate Xmodem on one of the Unix systems, it's as simple as initiating the send on the host (Unix) end, right-clicking to get the menus, and selecting Xmodem receive on your ST.

A more likely file transfer protocol candidate is Kermit. I've yet to see a university system anywhere that doesn't implement Kermit transfer. However, to the best of my knowledge, Flash (any version) will not do Kermit. You can, I believe, get a Kermit accessory from Antic. You can also get the official PD version of Kermit (not very good). Yet another option is to get a copy of Uniterm, which I believe supports Kermit.

I think the simplest solution of all is to FTP to a PC with a 3.5" drive and plug the disk into your ST.

--
"And now, adding color | Il Hwan Oh
a group of anonymous, Latin-American | University of Washington, Tacoma
meat-packing glitterati" | iho@cac.washington.edu
-- Pink Floyd, Final Cut |

4085. Canadian Prices for the TT/030

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 03:16:50 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <27684422.4911@maccs.dcss.mcmaster.ca>
Source record: 236482

Just some more sample TT/030 prices
Atari TT/030 with 4 Meg RAM, $ 3,690
48mb Hard Drive (internal)
PTC 1426 Colour Multisync monitor.

Atari TT/030 with 4 Meg RAM, $ 4,190
48mb Hard Drive (internal)
TM 194 19" Mono monitor.

Same Configuration but with BOTH monitors $ 4,790

NOTE: All prices are in Canadian Funds.
They really do have TT's available for sale. Right now.

JMG CompuShoppe, 892 Upper James St.
Hamilton, Ont, CANADA, (416) 575-3200

DISCLAIMER: My only association with JMG CompuShoppe is that of a
satisfied customer.

PS: These are the same guys that are coming out with HYPERLINK - the
Hypercard-like program for the Atari.
--

Art Mulder, McMaster University art@maccs.DCSS.mcmaster.ca
Hamilton, Ont, Canada ...!uunet!utai!utgpu!maccs!art

4086. C-Kermit sources for Atari ST wanted

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 03:45:19 UTC
From: mooreb@iccgcc.decnet.ab.com
Message-ID: <2430.2768047f@iccgcc.decnet.ab.com>
Source record: 236393

I would like to obtain the sources for ckermit for the Atari ST.

The copy I have (C-Kermit, 4E(070) 29 Jan 88) has a bug where
weird things happen in December. The routine ztime() references a
zero-based array of month names with a one-based month index. This bug
prevents sending or receiving files unless you change the current month
to something other than December :-(.

If some kind soul could email me the sources (I have no FTP
access), I would be happy to make the fixes and return the resulting
binaries. Or perhaps someone has already noticed the problem and has a
more recent version??? Thanks in advance for any help.

--
Sorry, no fancy sig yet.

mooreb@iccgcc.decnet.ab.com (Bruce Moore)

4087. Re: RZ/SZ - latest version?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 03:55:34 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Dec14.035534.29049@mintaka.lcs.mit.edu>
Source record: 236386

In article <18674@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
>
>So, Jwahar or anyone out there, has Forsberg's RZ/SZ version 3.xx been
>ported yet? In case anyone is wondering (Derek?), I do plan to send
>$10 to Alan Hamilton for XYZ (just because he obviously put a lot of
>effort to make a robust program). Anyway, thanks ...
>
Can anyone tell me where the source code to either the original RZ/SZ
or a decent ST port can be found. I want to port these programs to the
MiNT libraries, but I can't find them anywhere.

Thanks,

Doug (dstailey@gnu.ai.mit.edu)

--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

4088. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 04:17:05 UTC
From: bcasper@eos.ncsu.edu
Message-ID: <1990Dec14.041705.4723@ncsuvx.ncsu.edu>
Source record: 236390
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

For sale:

520 ST - 1 meg RAM,
- Color Monitor,
- 720K floppy,
- Overscan Hardware installed,
- PC Ditto II, <----- (IBM XT compatibility...)
- Tons-o-software,
- more...

E-mail to bcasper@eos.ncsu.edu or phone (919)639-2456 - work,
(919)851-8092 - home.

This post was created in haste. Much more info is available.

Great Starter system.

- Brian

4089. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 04:17:23 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec14.041723.1996@mailer.cc.fsu.edu>
Source record: 236388

In article <5440138@hplsla.HP.COM>, andyc@hplsla.HP.COM (Andy Cassino) writes:
>iiitih@cybaswan.UUCP (Ivan Izikowitz) asks:
>
>| Does anyone know which public domain server has a copy of
>| "1st Word Plus" ?
>|
>| Is it indeed PD software?
>| ----------
>
>First Word Plus IS NOT PD!

This is absolutely true, but I am wondering if this person was really referring to First Word (the one that used to come with ST's). I am unsure if it is PD, but I would think that you could obtain a copy somehow (perhaps from ATARI). Also, there is an excellent PD word processor called STWRITER that has gone through many versions (the present one is rock solid). I do not know if it is available from atari.archive, but I know that the Current Notes PD library has it (and will update to any newer versions for free). Email me if you would like the mailing address for CN.

I am in no way connected blah blah blah . .

The First Word that came with the ST's was version 1.0 of the product you refer to (1st Word Plus). I understand that 1st Word Plus is a really good product, well supported. Now that Neocept is history, I just may invest my word processing dollars in this program, since the company is based in britain (and therefore has a chance to survive as an ST developer!!). If anyone has this guy, a review would be great!!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4090. An idea about the REVIEW topic

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 04:26:06 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec14.042606.2123@mailer.cc.fsu.edu>
Source record: 236389

Hey, atari.archive folks! How about a directory called 'reviews' where we can place text file reviews for programs? Maybe a newreviews directory where we can initially place them, so you'all can check them for dirty words or whatever. We can adopt a naming system that includes both the name of the program and explicit version number. If you get multiple reviews of the same program, maybe you could append them together? I would be willing to contribute to this database, as I am sure others would.
Oh, it might be a good idea to use UN*X style names, so we can spell out the full name of the program (I have so much fun trying to decipher what some of the 8 character ones mean!!, but of course this makes sense for files that are intended to work on the ST). Just a thought . . . . any seconds?

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4091. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 04:31:41 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec14.043141.2242@mailer.cc.fsu.edu>
Source record: 236387

In article <1990Dec14.023057.6710@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>I've owned an ST for three years and have never connected anything to
>the MIDI ports, not even for cheap networking. Nor have I connected

Me neither, but if you are really itching to connect something there is a gadget you can buy that allows you to connect any PC keyboard to your ST that hooks to the MIDI port. You can even use the wireless infared ones. Pretty nifty, especially for those that have 1040 and 520's. You know, if Atari just made the tops of the keycaps a little smaller (thus more free space surrounding the keys) it would probably feel a lot nicer. Just my $0.02 . .

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4092. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 06:32:01 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.063201.8024@ecst.csuchico.edu>
Source record: 236371

boyd@mailer.cc.fsu.edu (Mickey Boyd) writes

- In article <1990Dec14.023057.6710@ecst.csuchico.edu>,
- ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
- >I've owned an ST for three years and have never connected anything to
- >the MIDI ports, not even for cheap networking. Nor have I connected
-
- Me neither, but if you are really itching to connect something there
- is a gadget you can buy that allows you to connect any PC keyboard to
- your ST that hooks to the MIDI port.

Yeah, it's called RX. It used to be advertised in ST Informer quite
a bit. While we're speaking about optional keyboards, a similar item
is Z-Keys (I think that's the name) from Zubair Enterprises. This
one connects to the pin inside the ST where the keyboard assembly
attaches. Wuztek, the multisync monitor folks, also make one.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4093. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 07:53:52 UTC
From: meulenbr@cst.philips.nl
Message-ID: <meulenbr.661161232@cst>
Source record: 236361

david@bdt.COM (David Beckemeyer) writes:

>In article <1990Dec05.231923.2497@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>I think most people will agree that ICD is the way to go if you want
>>the best.

>Perhaps most would agree, but I don't agree at all. If you want the best,
>get the Berkeley Microsystems BMS-200 host adapter. Nothing else touches
>it in terms of getting the signals and timing right.

You might be right about signals and timing.
However, be sure to have your drive powered or disconnected whenever
you power the ST. The BMS 200 pulls down some of the ST's lines on
the DMA interface which wil fry the DMA chip if this lasts too long.
I've found out about this the hard way & I definitely do not like it.

On the other hand: the people at BMS are very helpful if you encounter
problems. I once had a bad disk, and they gave me quite some support,
even though I'm living in Europe, so phone and mail costs are not
that cheap.
--
Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

4094. Re: Atari 1040ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 12:38:18 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6325@crash.cts.com>
Source record: 236375

In-Reply-To: message from kenyee@ksr.com

how can you ship this to the west coast and what help will you be if a problem occurs i am intrested.

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

4095. Fly exterminator, FUNware!!

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 12:49:39 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2642@maestro.htsa.aha.nl>
Source record: 236377

Recentely I found a funny program. When its started it appears to nothing
at all. After sometime a fly starts flying over your screen (your're
still able to do anything you'd want to do). The fly can be killed ....
and the score is kept in the menu_bar. IT'S FUN !!!
Anyone who wants it drop a note. (it's not mine, and if its copyrighted I
would like know ..).

Greetings,

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

4096. Re: Atari SH204 hostadapter with 'genuine' SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:34:23 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36914@cup.portal.com>
Source record: 236379

I just bought the PAL chip meantioned for my Atari SH204. I purchased the chip from B&C Computer here in Sunnyvale, CA. The number of B&C is 408-749-1003. I think I paid $20 for it... I decided it was worth the insurance. You might want to try San Jose computer as well. I think you can find there number in the Atari Mags......
......Yonderboy@cup.portal.com

4097. Redirect PRN: to a file ?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:36:19 UTC
From: hagelin@cross.lne.kth.se
Message-ID: <1990Dec14.133619.18504@kth.se>
Source record: 236376

Hello NetWorld !

I wonder if it exists a program that redirects the output to the printer port to a file. The problem is that I have Timeworks ST Publisher and I want to get a Postscript file so that I can print it out here on the University's nice laser printer. Publisher ST (configured for Postscript) just dumps the data to the printer port, and I want to be able to transfer it to a file instead. Anyone has a solution to this problem ?

Martin

Martin Hagelin Email:
Departement of Electrical Engineering UNIX: hagelin@elixir.lne.kth.se
Royal Institute of Technology VMS: hagelin@elin.lne.kth.se
Stockholm, Sweden

4098. Re: TOS file system consistency check - is there one?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:45:10 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec14.134510.24851@actrix.gen.nz>
Source record: 236494

In article <18671@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
> I have AHDI 3.01 on my hard disk. Being familiar with DOS and its
> 'chkdsk' command as well, I'm wondering if there is any equivalent for
> AHDI 3.01. I never have any problems with it, so this is just
> curiosity speaking. Does AHDI do a consistency check on boot-up or as
> it goes along? Hmmm, what if there were no check?! (a rhetorical
> question!)
>
> Roy Bixler
> netcom!rcb@apple.com
> coming soon: rcb@netcom.com

Atari does have one for Developer use only, there are otheres, CleenUp
by ICD, but that only works with there HardWare, but try Berkeley
Microsystems, they have a suite of Utils, Pone No. 425-547-2191 USA.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4099. Re: Phantom typist and mystic (Was: Timedrv5 (and: 1st Word Plus))

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:47:06 UTC
From: jvt@its.bt.co.uk
Message-ID: <5BG^$&@uzi-9mm.fulcrum.bt.co.uk>
Source record: 236495

In article <1990Dec18.050211.21559@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>
>I had not seen the Phantom Typist for quite some time. But recently I
>saw that there was a new version of Time-Drive, so I installed
>"timedrv5.prg". Within 10 minutes, I found keys that got stuck "on".

I too have recently re-discovered the Typist - or at least I think it is.
I occasionally use mystic to format higher capacity disks when I don't
want doMeSDOS (is that a UK joke) compatibility. I have found that
mouse movement too soon after clicking the format button causes a
key down fault. This appears to be the ESC key as the directory
windows are updated although pressing any key will stop the problem.
This is 100% reproducable on my system and does not seem to require
the presence of any other accessory. As yet my cure is to count to 5
before moving the mouse - but if those chasing this bug want more info
I will look at it more seriously (by email please).

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

4100. Re: Phantom typist and mystic (Was: Timedrv5 (and: 1st Word Plus))

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:47:06 UTC
From: jvt@its.bt.co.uk
Message-ID: <repost-5BG^$&@uzi-9mm.fulcrum.bt.co.uk>
Source record: 236496

In article <1990Dec18.050211.21559@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>
>I had not seen the Phantom Typist for quite some time. But recently I
>saw that there was a new version of Time-Drive, so I installed
>"timedrv5.prg". Within 10 minutes, I found keys that got stuck "on".

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the presence of any other accessory. As yet my cure is to count to 5
before moving the mouse - but if those chasing this bug want more info
I will look at it more seriously (by email please).

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

4101. Re: RZ/SZ - latest version?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:50:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec14.135048.24930@actrix.gen.nz>
Source record: 236497

In article <18674@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
> I retrieved a port of RZ and SZ done by CWRU ST enthusiasts (Bammi and
> company, no doubt) from atari.archive. It says it is version 1.67,
> based on Chuck Forsberg's version 2.12 of SZ and version 2.03 of RZ.
> I am wondering if there are any newer versions around.
>
> My motivation for asking was that I would like to be able to upload
> files without waiting for an ACK to come back from the receiving end
> (i.e. in a continuous stream). I've already tried out Alan Hamilton's
> excellent XYZ, which does this. I would feel more comfortable working
> with something derived from the original, though. Another (more
> tangible) advantage of the original is Z-modem compression.
>
> So, Jwahar or anyone out there, has Forsberg's RZ/SZ version 3.xx been
> ported yet? In case anyone is wondering (Derek?), I do plan to send
> $10 to Alan Hamilton for XYZ (just because he obviously put a lot of
> effort to make a robust program). Anyway, thanks ...
>
> Roy
> netcom!rcb@apple.com
> coming soon: rcb@netcom.com

Have you tried GSZRZ18, this is a Geman Gem implementation of it, i have seen the version 14 posted here, and 17 to a archiver site, the version 18 game from Genie, this would be the latest Zmodem program that i have seen...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4102. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:53:51 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec14.135351.25003@actrix.gen.nz>
Source record: 236498

In article <2200@cybaswan.UUCP> iiitih@cybaswan.UUCP (Ivan Izikowitz)
writes:
> Does anyone know which public domain server has a copy of
> "1st Word Plus" ?
>
> Is it indeed PD software?
>
> Thanks in advance...
>
> Ivan
>
> @ The Institute for Industrial Information Technology, Innovation
Centre
> Swansea SA2 8PP
> Phone: (+44) 792 295213 | JANET: iiitih@uk.ac.swan.pyr
> Fax: (+44) 792 295532 | UUCP:
..!ukc!cybaswan.UUCP!iiitih

1ST Word or Plus ARE NOT PD. !!!!, also is very cheep to bye...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4103. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 13:57:17 UTC
From: erlingh@idt.unit.no
Message-ID: <1990Dec14.135717.2166@idt.unit.no>
Source record: 236372

I certainly plug things in to my mega, there isn't a free slot on the
back of it :-)
Synths and Midi were the reason I bought my first St back in those
days when Tos was on disks and didn't bomb. (No it didn't bomb, it
gave you MUSHROOMS !!!, oh atari: why did you replace them with bombs ?).

As for synth sounds, I too am very interested in sounds, but for the
roland LA-series of synth's; D-50,D-10,D-20,Mt-32.
In fact, I am so interested in it that I'm writing a patch-editor for
the D-110 right now. It's in the testing stage, and the reason I post
this is to get people that want to test it. I don't know many people
over here that has the Atari/D-10 setup, so I am asking you.
The editor is completely written with ease of use in mind (read GEM)
and has an option to translate D-50 files into D-10 sounds.
When it's completely finished (and free of bugs, well almost..) I
will post it to comp.binaries. That may be never, if I don't get
anyone to help me with bug-reporting. This is your chance - Take it !

To receive a copy of the editor, write email to
erlingh@idt.unit.no

Happy synthing.
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian institute
/ /\ / / / | / | ___ of technologie. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

4104. Re: reviews and favorites

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 14:05:09 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36915@cup.portal.com>
Source record: 236499

I am a new St user and would love to see some reviews of software.. And favorite lists.... I have been spening most of the time since I have gotten my Atari wading through all of the files available trying to figure out what is good and bad...

.....Yonderboy@cup.portal.com

BTW: Thanks to everyone who has answered my previous questions concerning C and DbMan,etc.......

4105. Fly exterminator. FUNware !!

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 14:13:15 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2644@maestro.htsa.aha.nl>
Source record: 236500

Recentely I've found a funny program. When it's started it appears to do nothing
at all. After some time a fly starts flying over your screen (your're
still able to do anything you'd want to do). The fly can be killed ....
and the score is kept in the menu_bar. IT'S FUN !!!
Anyone who wants it, drop a note. (it's not mine, and if its copyrighted I
would like know ..).

Greetings,
--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

4106. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 14:14:41 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36916@cup.portal.com>
Source record: 236351

One of the guys in this discussion meantioned an IBM keyboard interface that uses the MIDI port.. Where can I find out more about this. The only thing that I have seen that allows the hook-up of an IBM keyboard is a device that costs _$99_! and is called Z-Keys I think... I would have e-mailed this to the poster, but my mailer is screwing up today....
.......Yonderboy@cup.portal.com

4107. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 14:27:56 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec14.142756.28373@cunixf.cc.columbia.edu>
Source record: 236378

In article <67@gcc.uucp> stu892103@gcc.uucp (Flippin' like a flag on a pole..) writes:

>> Can Atari really be so stupid? Can they really? Is it possible that they
>> want to disable one of the best features of the STE, just to
>> 'differentiate the market'?

Nah, I think they just use the cheapest parts that happen to be around
on any given production run. Your conspiracy theory about them wanting
to do it to differentiate the market is far too clever. Don't give them
any more ideas. :-)

> --Someone is really making out on the deal when people buy a 1040 for much
>more.

Yes, it is safe to say that Atari is making a higher margin on the
1040 machines since the additional parts and labor do not even come
close to the additional premium you pay for the 1040 over the 520.

>
>> But I think the best that can be said about Atari the company is that it
>> would make an excellent case study for management schools, as an example of
>> how not to innovate and market IT products.

Agreed.

> Good thinking, my management book here at college already has a few paragraphs
> about Jack Tramiel as an example of bad management. (This is from when he was
> with Commodore, but nothing seems to have changed.) :-(

That is interesting. He must be famous. He is also mentioned in a book
used by my friend at Columbia Business School in connection with the
fall of Commodore after the initial success of the Vic-20/C-64 boxes.
I'm sure he is making money regardless of how he butchers the company.
It is the stockholders that are getting burned.

>Steve Greer

Cheers,

Chris

```
------------------------------+--------------------------
Chris Mauritz |D‰r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

4108. Re: PC emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 15:10:14 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1990Dec14.151014.21220@ncsuvx.ncsu.edu>
Source record: 236355

Does anyone have PC Ditto for sale...??

smisra@eos.ncsu.edu

4109. Rich??? (Crystal Castles)

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 15:29:03 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1364@digi.lonestar.org>
Source record: 236356

(Sorry for the post, but no other way to contact Rich):

To "Rich" looking for Crystal Castles:

The individual that was interested in Crystal Castles changed his mind
(I think it was a fishing expedition). If you are still interested,
give me a call. I will also sell you Crack'd for an additional $2
(for the above reason).

CRYSTAL CASTLES ..... $ 5.00 - Bentley Bear arcade by Atari
+CRACK'ED ..... +$ 2.00 - color "target-shoot" by Atari

Roy C. Gosewehr (GEnie R.C.Gosewehr)
Work Phone: 214-519-3826 (day)
Home Phone: 214-517-4981 (eve/answ. machine)

R.C.G.

4110. Re: dBMAN version 2.00 L (opinion)

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 15:29:07 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Dec14.152907.7139@cs.dal.ca>
Source record: 236380

In article <9012110335.AA11156@sun.soe.clarkson.edu> AAron@sun.soe.clarkson.edu writes:
>A few months ago I got ahold of dBMAN version 2.00 L (as VERSION() reported)
>and thought it was GREAT that I finally had a dbase III compatible database
>manager for my Atari ST!!!
>
>I will not dwell on my bad Opinion of dBMAN since I have learned that the
>newest version is IV, and is available for 37 different platforms.

The current version is V and has been out for several years now.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4111. welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 15:39:09 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Dec14.153909.1@simvax.labmed.umn.edu>
Source record: 236357

```
Last update: 14 December 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Thanks to Joe Gaudreau for his suggestions, a few of which are incorporated
into this issue of the 'welcome'. More of them will appear in the January
issue.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

WEL Welcome to comp.sys.atari.st
CSAST What sort of articles would interest people reading comp.sys.atari.st?
PD Where can I get Public Domain/Shareware software?
* ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
PAINT What is the format for [x] paint program data?
GDOS What is GDOS, and where can I get it?
TEX Is TeX/LaTeX available on the Atari ST?
LANG Public Domain/Shareware languages...
GNUC Is GNU C available on the Atari ST?
* DEV How do I become a developer for the Atari ST?
ZNET Where can I get copies of ZNET?
PALS ST Pen Pals list
* BOOKS What books are available for the Atari ST?
* TIPS TIPS AND HINTS from other users

WEL
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st
comp.sys.atari.st.tech
comp.sources.atari.st
```

CSAST
What sort of articles would interest people reading comp.sys.atari.st?
==========

The most interesting articles are technical articles, impressions of software/hardware, information on Atari user-groups and shows, or helpful hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better than...', especially when cross-posted outside of comp.sys.atari.st. If you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

PD
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter password>
cd /atari

The atari.archive server is now available via e-mail as well. To find out more about bart (the mail server), send a message to atari@atari.archive.umich.edu with a body of "help". You will get a message back with the help file.

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: unido.informatik.uni-dortmund.de
[129.217.64.60]

Some selected Atari ST software is in the directory pub/comp/atari-st

There is also the info-server, a mail server which (among other things) mirrors the panarthea archives. Unfortunately it is not up to date and presently contains only volumes 1-10. You can get more info about the server by sending any mail to info-server@unido.informatik.uni-dortmund.de. It will reply with usage instructions.

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For the panarthea mail server, see Steven Grimm's monthly posting.
Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features
and quite a lot of documentation
lharc.arc
zoo_bin.arc

Julian Coleman recently (December 1990) uploaded an archive starter pack to the atari.archive server. His announcement reads:

" I have just uploaded an archive starter pack to Atari.Archive. It contains the following :

arc / lharc / uud / uue / zoo
U. Michigan monthly posting (05 Dec 90)

The file is 'starter.tos' and is in the form of a self-extracting lzh archive, so only needs to be downloaded (in binary mode !) and run. The archive contains sudirectories and needs about 350k when extracted."

This is probably the easiest way to get hold of the various archiving programs if you have access via FTP and can transfer the binary file to your Atari ST.

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.arc - European in origin

arcsh197.arc - US in origin

Both are located in /atari/archivers

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?' or 'h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36
Invalid handle.....37
Insufficient memory.....39
Invalid memory block address....40
Invalid drive specified.....46
No more files.....49
Range error.....64
Internal error.....65
Invalid program load format.....66

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2.....1
Bus Error.....2
Address Error.....3
Illegal Instruction.....4
Zero Divide.....5
CHK Instruction.....6
TRAPV Instruction.....7
Privilege Violation.....8
Trace.....9
Line 1010 Emulator.....10
Line 1111 Emulator.....11
[unassigned, reserved].....12

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

Darryl May
Tech Specialist

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordUp!, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

TEX
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the atari.archive server under /atari/tex. Fonts and device drivers

(including one for the Epson 9-pin printers) are available on the
atari.archive server.

LANG
Public Domain/Shareware languages...
==========

Check the atari.archive server under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

GNUC
Is GNU C available on the Atari ST?
==========

You can also get the GNU C program, which runs on 1 megabyte Atari ST systems.
For more than minor programming, you may need to upgrade to 2 or more
megabytes, as the GNU programs generally assume you've got plenty memory.

GNU C for TOS is available via anonymous FTP on atari.archive. It is also
available via anonymous FTP on cs.uni-sb.de [134.96.7.254]

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

Gail can explain the program to you, and send an information packet if you so
desire. Basically, for a $250 registration fee, you gain a 10 pound box filled
with over 1500 pages of documentation, software -- including a compiler (Alcyon
C) and a demonstration builder, a newsletter, and technical support. There is
currently no differentiation between commercial and non-commercial developers,
although it would appear that Atari is considering changing that some time in
the future.

[Note: there is an Independent Atari Developers Association, which -does-
require you be a commercial developer to join, but it is -independent- of
Atari...]

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

PALS
ST Pen Pals list
================

Simon Chappell is compiling a list of people interested in exchanging paper-based mail "of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (NOTE: NO LONGER VALID ADDRESS...)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his paper mail address if you are interested.

BOOKS
What books are available for the Atari ST?
==

The (Almost) Complete Guide to Atari Reference Books

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.

Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

4112. uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 16:04:35 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec14170435@orion.laas.fr>
Source record: 236358

For those of you who want the new TeX 3.0 (3.1?) only the binaries were
put onto atari.archive. This morning I've uploaded the complementary
*.fmt, *.tfm, *.mf, *.vf that are necessary to build TeX, LaTeX, or
SliTeX:

```
-rw-r--r-- 1 ralph 547195 Dec 11 16:37 formats.lzh
-rw-r--r-- 1 ralph 138928 Dec 11 17:10 mfbfonts.lzh
-rw-r--r-- 1 ralph 577178 Dec 11 17:31 mffonts1.lzh
-rw-r--r-- 1 ralph 355327 Dec 11 17:35 mffonts2.lzh
-rw-r--r-- 1 ralph 209420 Dec 11 16:58 mfpandor.lzh
-rw-r--r-- 1 ralph 342243 Dec 11 16:14 tfmfonts.lzh
-rw-r--r-- 1 ralph 100562 Dec 11 16:16 vf_fonts.lzh
```

Some of the file names are longer than 11 characters within these
files, so they will have to be handled carefully.

I would have also uploaded the following, which includes latex.tex:

```
-rw-r--r-- 1 ralph 377144 Dec 11 16:35 inputs.lzh
```

except for the fact that lharc can make it, but neither lharc on my ST
nor on my SPARC can test or extract the archive. It seems that lharc
is *STILL* bugged.

Cheers and enjoy,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my SH204 drive?

4113. Re: Redirect PRN: to a file ?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 17:10:05 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2869@laura.UUCP>
Source record: 236366

In article <1990Dec14.133619.18504@kth.se>, hagelin@cross.lne.kth.se
(Martin Hagelin) writes:
|> I wonder if it exists a program that redirects the output to the printer
|> port to
|> a file.

Yes, "Barrel" by Moshe Braner does this. It captures anything that goes to
the printer and saves it in a RAM buffer which you can save on a file
later.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

4114. Re: Ghost mouse

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 17:23:10 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1990Dec14.172310.25845@jato.jpl.nasa.gov>
Source record: 236367

I found the vibration from my hard drive system is just enough to send my mouse scurrying to the side if I happen to leave my mouse _just_ right. I can't seem to set it up to repeat the action but just *lifting* the mouse stops it right away.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a goal, it's an adventure."

4115. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 17:28:30 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec14.172830.14752@uvm.edu>
Source record: 236368

> david@bdt.COM (David Beckemeyer) writes:

> - Perhaps most would agree, but I don't agree at all. If you want
> - the best, get the Berkeley Microsystems BMS-200 host adapter.
> - Nothing else touches it in terms of getting the signals and timing
> - right.
> -
> - ICD may be much more widely available, but that doesn't make it the
> - best.

ekrimen@ecst.csuchico.edu (Ed Krimen) replies:

> True, but doesn't ICD have the better driver software because of its
> caching and verifying capabilities? I have heard that the BMS-200 is
> better than ICDs, but I think that ICD's software that is included
> which, (from what I understand) doesn't work on other host adapters.

I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
but I have several questions:

Does the BMS 200 verify at all? How long can the Acsi cable be?

How do the various third party caching programs compare to the *very*
fast ICD caching driver? Give some sort of measurement please.

Is there some program out there truly comparable with ICD's Cleanup or
the Supra Utilities, e.g. Beckemeyer's Hard Disk Sentry?? Michtron's
Tune Up currently does *not* cut it.

Does the BMS 200 support removeable media - especially Syquests 8-)?
I do know that Berkley Micro can supply tape drivers (and advice)
for many of those cheap tape drives that are out there.

Has anyone tried to use the BMS 200 with Spectre GCR (especially with
a 296N or 277N on 1-1 interleave 8-), do any of those Mac SCSI add on
devices (e.g. a hand scanner) work with it? I doubt this, but maybe
something other than a hard disk *does* work, if its driver stays away
from the Mac hardware.

Finally, does anyone know if ICD fixed up their newer adaptors to be
more like the Berkley one?

Thanks for any info,

Bob Pegram

pegram@griffin.uvm.edu
or

...!uvm-gen!pegram

4116. Re: RZ/SZ - latest version?

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 17:33:11 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec14.173311.14809@uvm.edu>
Source record: 236369

> In article <18674@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
>
>>So, Jwahar or anyone out there, has Forsberg's RZ/SZ version 3.xx been
>>ported yet? In case anyone is wondering (Derek?), I do plan to send
>>$10 to Alan Hamilton for XYZ (just because he obviously put a lot of
>>effort to make a robust program). Anyway, thanks ...

> Can anyone tell me where the source code to either the original RZ/SZ
> or a decent ST port can be found. I want to port these programs to the
> MiNT libraries, but I can't find them anywhere.

> Thanks,

> Doug (dstailey@gnu.ai.mit.edu)

Could someone remind me what these programs do? I'm not sure I ever knew
(only a Un*x user you know).

thanks,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4117. Re: Fly exterminator, FUNware!!

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 17:59:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec14.175935.15690@ecst.csuchico.edu>
Source record: 236370

In article <2642@maestro.htsa.aha.nl> andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:
>Recentely I found a funny program. When its started it appears to nothing
>at all. After sometime a fly starts flying over your screen (your're
>still able to do anything you'd want to do). The fly can be killed ....
>and the score is kept in the menu_bar. IT'S FUN !!!
>Anyone who wants it drop a note. (it's not mine, and if its copyrighted I
>would like know ..).

I like this stuff too. Check out GIMMICKS.LZH, GRAPHITI.LZH, MELT.LZH,
MITES.LZH, and CRABS.LZH. They were on there before crash, but I don't
know if they survived or can I remember if I re-posted them. Let me know
if they're not on there. If anyone else has any 'fun' utilities for the ST,
please post them. Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4118. Re: Bible Concordance Program

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 18:31:30 UTC
From: mcli@joker.optics.rochester.edu
Message-ID: <11128@ur-cc.UUCP>
Source record: 236373

In article <2862@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:

>For I am working with a German bible it would be really interesting for me
>if I could use the concordance program with a German text. Is it possible
>to feed it the ASCII version of a German bible, perhaps run some
>initialization across it, and than work with it just as with the King James
>Bible?
>
>--
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de

Since there were a lot of people interested in the Spiritware
concordance program, we might as well use the news to discuss it. I
was surprised to recieve an email from the author of the program, Don
Clifton. Dirk Husemann sent me email mentioning the same issue of
having a German version of the database to be used with the
Concordance program:

* Is it possible to include other bible versions into this system?
* E.g. here in Germany the Elberfelder text (a translation that tries to
* keep a close to the original texts as possible and thus pretty good for
* bible study) is PD. The - christian - publishers decided to place the
* ASCII text in the public domain to get the word spread. So it'd be
* kind of nice to have this Spiritware system for the Elberfelder text.

I asked Don this same question and his response was:

% A port to the German Bible shouldn't be too difficult, but I am not
% familiar with the German keyboard, or how umlauts are handled. Anyway,
% I would be willing to try to make it work.

If someone can help Don with these problems, it will facilitate the
port of the German Bible.

About putting the entire KJV on atari.archive, I, and others, feel that the
2.5 Megs of data is just too much to upload/download. The address for
Spiritware was already posted previously, so I would recommend those
who would like the program to just order it from them. The cost of
both NIV and KJV is the same (or less) as only one version of a commercial
concordance program for the IBM PC/Mac. Plus, you get their
outstanding support.

I'm sure the question that is burning in your mind is what Don
Clifton's email address is. Here it is:

don@milton.u.washington.edu

If you want an order form or more information, you can email him. If
you want an unbiased objective opinion ;^), you can email me. :-)
BTW, I have both the NIV and KJV versions of the Concordance.

-later,

Maurice
* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
\/
>--< ======================
Internet: mcli@joker.optics.rochester.edu /\

4119. Small VT100 emulator

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 19:12:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1770657166@thelake.mn.org>
Source record: 236374

What's the smallest and most reliable VT100 emulator for the ST? I'm more interested in simplicity than something with features. I want to loan a modem to a friend so he can access the University of Minnesota library database, and it doesn't support VT52.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

4120. Shareware compaines that have made > $1 million

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 20:47:05 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec14.204705.7836@wam.umd.edu>
Source record: 236381

In article <KENTD.90Dec12090631@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>Astounding Fact(?) from CompuServe magazine: There are several SHAREWARE
>companies that have made more than one million dollars. I found this
>very suprising and though others might be interested.

Does that mean companies that create shareware, or companies that sell other people's shareware?

(Ha ha, stupid question.)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

4121. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 21:35:12 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440139@hplsla.HP.COM>
Source record: 236384

boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:

|>First Word Plus IS NOT PD!
|
|This is absolutely true, but I am wondering if this person was really
|referring
|to First Word (the one that used to come with ST's). I am unsure if it is
|PD, but I would think that you could obtain a copy somehow
|(perhaps from ATARI).

The original First Word (FW) doesn't seem to be available any longer. As I understand it, FW was supplied with ST's in the early years, but it is not PD. I didn't get FW with my Mega2, but I liked the FW concept so I bought FW Plus (FWP).

|The First Word that came with the ST's was version 1.0 of the product you
|refer to (1st Word Plus). I understand that 1st Word Plus is a really good
|product, well supported. Now that Neocept is history, I just may invest my
|word processing dollars in this program, since the company is based in
|britain (and therefore has a chance to survive as an ST developer!!). If
|anyone has this guy, a review would be great!!

Well, FWP is no WordPerfect nor is it competition for MacWrite, but for occasional letter writing or short papers it's quite serviceable. It's just not very sexy. I don't know of any bugs in the current version 3.14; in that regard it is a big improvement over FW. The mail merge facility is supposed to be excellent; I don't know, I've never used it.

%%%

4122. Re: LDW POWER question.....

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 21:48:40 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440140@hplsla.HP.COM>
Source record: 236385

shawl@kuhub.cc.ukans.edu writes:

|I have an LDW POWER question: is there a print option available that
|allows for the printing of vertical and horizontal lines around the
|cells (as is done with EXCELL)?

No.

%/%/%/

4123. ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-12-14 23:08:33 UTC
From: cierdain@ucrmath.ucr.edu
Message-ID: <10610@ucrmath.ucr.edu>
Source record: 236392

Hi,
I'm having a harder and harder time tracking down ST magazines around here now, and there are no ST stores that I know of so its time to start thinking about subscribing to a mag. Could some kind soul(s) recommend a good ST mag (ads are good, since they are the only way for me to track down products), and give me an address/phone number for subscriptions?

I thank you even if my wallet won't....

Andrew (cierdain@ucrmath.ucr.edu)

4124. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 00:22:04 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec15.002204.17900@ecst.csuchico.edu>
Source record: 236394

Yonderboy@cup.portal.com (Christopher Lee Russell) writes:

- One of the guys in this discussion meantioned an IBM keyboard
- interface that uses the MIDI port.. Where can I find out more about
- this. The only thing that I have seen that allows the hook-up of an
- IBM keyboard is a device that costs _$99_! and is called Z-Keys I
- think...

KX is the one that connects to the MIDI ports. It's $75 from Diverse
Data Products 1-800-662-8662.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4125. VIDEO GAME RATINGS REPORT [ATARI]

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 01:50:03 UTC
From: erc@radon.berkeley.edu
Message-ID: <40044@ucbvax.BERKELEY.EDU>
Source record: 236395
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.st

For information on the list format and on submitting your ratings, see the end of this posting and the article entitled "ABOUT THE VIDEO GAMES RATINGS REPORT" in the newsgroup rec.games.video.

ATARI GAME RATINGS REPORT

ATARI LYNX

New	Distribution	Votes	Rank	Title
..	00111120	33	7.1	Blue Lightning
0.	00113100	43	6.6	California Games
..	0.010321	37	7.9	Chip's Challenge
.	00122010.	31	5.5	Electrocop
0.	0002220.	32	6.2	Gates Of Zendocon
0.	011420..	29	5.6	Gauntlet III
.....	.0234	25	9.0	Klax
.....	.*..	3	8.0	Ms. Pac-Man
....	3.15..	6	6.8	Paperboy
....	1..521	8	8.1	Roadblasters
..	1.1112.1	7	6.7	Robosquash
...	002221.	23	7.0	Slime World
....	0.3120	11	7.8	Xenophobe
.....	2.52	4	8.8	Zarlor Mercenary

ATARI ST

New	Distribution	Votes	Rank	Title
.....	.*	1	10.0	A Day At The Races
.5	5	2	6.0	Airball
..	22.5....	4	4.8	Arctic Fox
....	5..5..	2	6.5	Arkanoid
....	*.....	1	5.0	Artura
.....	.*.	1	9.0	Baal
.....	.*..	1	8.0	Barbarian
.....	.*..	1	8.0	Bard's Tale I
.....	*....	2	6.0	Batman
.....	.*.	1	9.0	Blockbuster
.....	5...5	2	8.0	Blood Money
.....	.*..	1	8.0	Bloodwych
*	.....	1	1.0	Breakers
.....	.*.	1	9.0	Cadaver
.....	.244	5	9.2	Chaos Strikes Back
.....	*....	1	6.0	Demon's Winter
.....	*...	1	7.0	Dogs Of War
.....	.125	11	9.4	Dungeon Master
.....	*....	4	6.0	Empire Strikes Back, The

.....1151. 6 7.7 Falcon
......5.5. 4 8.0 Flight Simulator
.........* 1 10.0 Gold Of The Aztecs
..2..422.. 5 6.0 Goldrunner
........55 2 9.5 Gunship
......*... 1 7.0 Heroes Of The Lance
.....*.... 1 6.0 Jinxter
...2..4.4. 5 7.2 Joust
.....55... 2 6.5 Leisure Suit Larry I
.....5.5.. 2 7.0 Leisure Suit Larry II
.......*.. 1 8.0 Lombard Rally
.....5.5.. 2 7.0 Mean 18
........*. 1 9.0 Microleague Baseball
.........* 2 10.0 Midimaze
.....55... 2 6.5 Mission Impossible II
..*..... 1 3.0 Moebius
.*..... 1 2.0 Nine Princes In Amber
.......*.. 1 8.0 Obliterator
..22.2.2.. 4 5.2 Pawn, The
........*. 1 9.0 Phantasie III
.......611 6 8.5 Populous
........*. 1 9.0 Pro Tennis Tour
........*. 1 9.0 Questron II
......55.. 4 7.5 R-Type
....424... 5 6.0 Return Of The Jedi, The
.....*.... 1 6.0 Rings Of Zilfin
.11..131.. 6 5.5 Roadwar 2000
......*... 1 7.0 Rocket Ranger
....2242.. 5 6.6 Rogue
...5..5... 2 5.5 Rolling Thunder
....*..... 1 5.0 Shadow Of The Beast
.....225.. 4 7.2 Shanghai
.....3.33. 3 7.7 Silent Service
......5.5. 2 8.0 Simcity
..*..... 1 3.0 Sorcerer Lord
.....63... 3 6.3 Space Harrier II
.......*.. 2 8.0 Space Quest III
.....55... 2 6.5 Star Wars
...1.6..1. 6 6.2 Starglider
.......*.. 1 8.0 Starglider II
.....*.... 1 6.0 Sundog
.......*.. 1 8.0 T.V. Sports Football
.*..... 1 2.0 Terrorpods
...*..... 1 4.0 Tetris
.....622.. 5 6.6 Time Bandit
.........* 1 10.0 Ultima IV
.....55... 2 6.5 Wargame Construction Set
.......*.. 2 8.0 Wayne Gretzky Hockey
...3...3.3 3 7.3 Xenon
.......55. 2 8.5 Xenon 2

.5..11.1.. 6 4.2 Xevious

In this list, games have been rated on a scale of 1 to 10, 10 being the best and 1 being the worst. For each game, the total number of votes, the average rating, and the vote distribution are shown. New games are indicated by a "*" before their entry. If a "(C)" appears after the title it means that the game is a CD-ROM or disc system title. If a "(J)" appears after the title it means that the game is currently only available in Japan.

The general guideline for ratings is:

8-10 worth buying at full price
6-7 worth buying at a discount, or if you're particularly interested in this kind of game
3-5 only worth renting
2 only worth playing for free, and only for a few minutes
1 worthless

The vote distribution uses a single character to represent the percentage of votes for each ranking. The following character codes can appear:

"." no votes cast "3" 30-39% of the votes "7" 70-79% of the votes
"0" 1-9% of the votes "4" 40-49% of the votes "8" 80-89% of the votes
"1" 10-19% of the votes "5" 50-59% of the votes "9" 90-99% of the votes
"2" 20-29% of the votes "6" 60-69% of the votes "*" 100% of the votes

Please consult the article entitled "ABOUT THE VIDEO GAME RATINGS REPORT" in the newsgroup rec.games.video for more details, including information on how to vote.

Questions, comments, problems, and errors should be directed to the list maintainer at either of the below addresses:
video-request@irss.njit.edu
..!uunet!irss.njit.edu!video-request

--
eric ng 1906 milvia street berkeley california 94704
..!ucbvax!irss.njit.edu!erc ...!ucbvax!radon!erc
erc@irss.njit.edu erc@radon.berkeley.edu

4126. ARCGSH 3.5 Documentation

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 04:09:51 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1990Dec15.040951.2096@udcps3.cps.udayton.edu>
Source record: 236396

The most current version of ARCGSH (version 3.5) was recently posted to
atari.archives (a.k.a. terminator). The documentation file is in TeX format,
making it relatively diffucult to read without TeX. Would someone please
output it to ASCII format and send me an e-mail message with the ASCII output?
I'll post it to atari.archives as soon as I get it.

Thanks!
Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

4127. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 04:54:09 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec15.045409.13186@mailer.cc.fsu.edu>
Source record: 236397

>ekrimen@ecst.csuchico.edu (Ed Krimen) replies:
>
>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
>but I have several questions:
>
>Does the BMS 200 verify at all? How long can the Acsi cable be?

I have a 296N, and was led to believe that it is rom-hardcoded to a 2-1
interleave that cannot be changed without reburning something. Is this
in fact not true?

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4128. Atari 520ST CPU only, for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 05:03:36 UTC
From: lchiu@cory.Berkeley.EDU
Message-ID: <9791@pasteur.Berkeley.EDU>
Source record: 236398
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.vectrex

For sale, Atari 520ST with RF modulator. 512K, it's a stock machine. No drive, just the CPU. $80 or for the best offer. Or, I will trade it for Genesis games. (<-- reason for posting to rec.games.video.)

Or, I will give it to someone who will build me a "null" cartridge along with all of the Vectrex games on EPROMS in return. (<-- reason for posting to rec.games.vectrex.) If this is too unreasonable, please tell me, I have no idea whether I am asking for a monumental task or not. I want to negotiate!

The ST works perfectly. I got it for games and the games for it are really looking like crap compared to the games on the Genesis nowadays.

Thanks,
Lawrence Chiu
lchiu@cory.Berkeley.EDU

4129. Re: Extended Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 17:24:02 UTC
From: piet@cs.ruu.nl
Message-ID: <4520@ruuinf.cs.ruu.nl>
Source record: 236399

Are there format programs available that hide the bad sectors in some
(invisible) file?
--
Piet van Oostrum <piet@cs.ruu.nl>

4130. Re: ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 17:34:14 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec15.173414.21755@ecst.csuchico.edu>
Source record: 236400

Andrew (cierdain@ucrmath.ucr.edu) writes:

- Could some kind soul(s) recommend a good ST mag (ads are good, since
- they are the only way for me to track down products), and give me an
- address/phone number for subscriptions?

I recommend ST Informer, 909 NW Starlite Place, Grants Pass, OR
97526. Their phone number is 503-479-0071. 12 issues a year for
$18.

Some people have also recommended Current Notes. I don't have any
information on it, but you may want to look into it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4131. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 17:44:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec15.174400.21825@ecst.csuchico.edu>
Source record: 236401

boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:

- I have a 296N, and was led to believe that it is rom-hardcoded to a
- 2-1 interleave that cannot be changed without reburning something.
- Is this in fact not true?

I read something a while ago that mentioned that the version 8 ROMs on the 296N will only give a good transfer rate on the ST at 2-1 interleave, but even then, it's only around 400K/sec. (K/sec is the correct measurement for transfer rate, isn't it?) The version 7 ROMs let you go 1-1 interleave and therefore you supposedly get a much higher transfer rate. If you format at 1-1 with the version 8 ROMs, you get an incredibly poor transfer rate, somewhere around 40K/sec.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4132. Re: Atari Laser Printers and PostScript (Was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 18:03:49 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec15.180349.4778@santra.uucp>
Source record: 236402

There is a competitor for the UltraScript, called T-Script. According to Fearn & Music, a company in Germany, the T-Script is more effective and more reliable than UltraScript. They use it for producing graphics from Aldus Freehand, PageMaker etc. under Spectre GCR. I think their opinion is worth believing, because they sell both UltraScript and T-Script and the difference between the prices of these is so small that it does not have any part in forming that opinion. (I have seen them sold with equal price)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4133. Re: PC emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 18:25:25 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec15.182525.5661@santra.uucp>
Source record: 236403

There are good and fast emulators! I have the ATonce by Vortex GmbH,
having 8 MHz 80286, and there is the ATspeed that has no big difference
when compared to the ATonce. ATonce supports RS232 and other ST hardvare a
bit better than ATspeed. There is no big difference in their prices,
Hard & Soft A.Herber in Germany has both with same price!
But there is something coming that may be worth waiting for...
Omega Computer Systems in Germany is about to release a board that
contains both 16 MHz MC68000 and 16 MHz 80386SX, both with 16 kb cache and
both with socket for math co-processor. It also has max. 3 pcs. 16bit AT-
slots for VGA-card etc.! And there is a possibility to have a max of
4 Mb RAM on the board, making real multitasking between TOS and MS-DOS
possible! I received these information about 2 months ago as a telefax
from the company itself, containing a full price-list. They were not
ready for deliver one then, I haven't tried later.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4134. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 18:34:47 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec15.183447.5757@santra.uucp>
Source record: 236404

1st Word Plus is definitely not a PD program!!!
It is a very good program made by GST-Software, and the price-tag
has no little numbers on it!
If you ever find one from a PD-library, hang the keeper immediately.
I think that no-one having something called common sense would
upload this software to any PD-system! Download... I would, just to check
the version out. (I have bought mine)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4135. Adding a 5 1/4" drive to the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 19:35:41 UTC
From: jmack@b11.ingr.com
Message-ID: <9690@b11.ingr.com>
Source record: 236405

I am trying to add a 5 1/4" drive to my 520 ST. What restrictions
are there on the drive I buy? can I use 40 or 80 track drives? 360k or
720k? (I don't want to bother with 1.2Meg)
Also, I have the pin descriptions for the Atari drive cable as well
as descriptions for the standard 34 pin drive connection. Is there anything
tricky about building the necessary cable outside of just matching the
descriptions/pins and connecting them?
I hope I'm not digging up an already well discussed subject here, but
I sure could use the help. Thanks.

Cary McCormick

4136. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 20:41:11 UTC
From: jvance@ics.uci.edu
Message-ID: <276A8A68.1681@ics.uci.edu>
Source record: 236406

In article <1990Dec10.144119.25552@wam.umd.edu> charlie@wam.umd.edu (Charles William Fletcher) writes:
>
>IF you can get the discount, and IF you have the money, the NeXT
>is worth looking at, but I don't think most STer will be going
>this way--too bad, they are a good group.

Seems to me that the issue of getting a NeXT is more than just finding out that the NeXT is a great computer and that with a discount it probably costs about the same as a TT.
My questions would be: How much does the cheapest color Next cost? How much is NeXT software? What about entertainment software for those times that you just gotta shoot something (most of it is probably PD)? Do I have to buy the NeXT laser printer or could I use a third party printer (Even at that discount price, not everyone has the money for a laser)? Can I be productive on the NeXT the same way that I was on the ST without too much costly software and/or hardware add-ons (productivity spans Music, Business, Desktop Publishing, etc)? Many ST users in general like their ST because of the wide variety of things that can be done on it without too much expense. And if I need color, it's just a monitor away (okay, so the color isn't 24 or 32 bit). Also, if I got a NeXT (or an Amiga 3000UX or a Mac IIsi) I would lose my software. Granted, it's the price one pays for a 'better' system, but I can't afford that price, even if I can afford the new system.
This isn't to say that a NeXT (or whatever) isn't interesting, but a TT looks awfuly good if the overall cost to me ends up being less for upgrading to a new system.
I'd really like to hear from people who switched systems and how expensive (or inexpensive) it was, Atari management issues and such aside. (But that doesn't belong on this board, so mail me).

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

4137. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 21:45:12 UTC
From: schultzd@kira.uucp
Message-ID: <1990Dec15.214512.19131@msuinfo.cl.msu.edu>
Source record: 236407

Just remember that the 520STfm's didn't always have 1040 motherboards.
Know what you're buying before you shell out the dough!
--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

4138. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 22:03:51 UTC
From: gilliam@lowlif.dec.com
Message-ID: <18229@shlump.nac.dec.com>
Source record: 236408

In article <36916@cup.portal.com>, Yonderboy@cup.portal.com (Christopher Lee Russell) writes...
>
>One of the guys in this discussion meantioned an IBM keyboard interface that
>uses the MIDI port.. Where can I find out more about this. The only thing
>that I have seen that allows the hook-up of an IBM keyboard is a device that
>costs _$99_! and is called Z-Keys I think... I would have e-mailed this to
>the poster, but my mailer is screwing up today....
> ....Yonderboy@cup.portal.com

It's called KX. It sells for $74.95

Diverse Data Products
P.O. Box 695324
Miami, FL 33269

305-651-2393

Mason Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com

4139. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 22:38:50 UTC
From: hastoerm@vela.acs.oakland.edu
Message-ID: <4277@vela.acs.oakland.edu>
Source record: 236409

Wow. This is a change. First, let me confess, I am an Amiga
owner who's peeking in on the other groups. I'm not here to flame
anyone on the Atari ST or anything like that, though, so don't worry.

I'm checking in mainly because I was wondering what had
happened to all the ST people and just happen to pass by the newsgroup
during an RN scan. I can remember a time when locally (Michigan) the
BBSs were alive with the Atari ST people predicting that Commodore
would die seeing as Atari beat them to the market and how the ST was
out selling the Amiga 7-1. Heh. In a way, I kind of miss those folks.
I know of only one Atari ST person in my local area who is active on
any of the BBSs in the area. One.
So I thought I'd peek in to find out where they had all gone.
At one time, I had considered them a nusiance as it seemed they were
always coming into the Amiga echos on Fidonet and starting arguments.
(It never really occurred to me that some Amiga folks were doing the
same on the ST Echos at that time, though now I know they did.)
Now, some of these posts are almost depressing. I know how
much I love my Amiga and how disappointed I would be if it didn't
look like it was going anywhere, etc. As much as I want the Amiga
succeed, I don't want the ST to do badly. Imagine what all those guys
who bought TI99's must feel like!

Just thought I'd take a moment to mention this: If Atari does
end up calling it quits, and you guys make the transfer to another
machine, just thought I'd let you guys know that some weirdo in the
Amiga market has come out with an Atari ST emulator. It's called the
Medusa Board and it seems to run rather well. At least you won't have
to give up all your old software in the switch. With an accellerated
Amiga, it is said the board will run ST software twice as fast as a
normal ST. Weird.

Anyways, good luck. This wasn't meant to start a flame war or
anything. Just felt like speaking my feelings for a moment.

-Moriland

P.S. You guys got one great victory over Amiga. You have Lords of
Conquest for the ST. It's never been ported to the Amiga and I've
always wanted a copy for my machine. Great game.

--
/\/\/\

4140. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 22:44:37 UTC
From: hastoerm@vela.acs.oakland.edu
Message-ID: <4278@vela.acs.oakland.edu>
Source record: 236410

>>Get a Mac, not an IBM. IBMs are for corporate fascists, and besides,

Get a life. I'd recommend an IBM clone before a Mac. I don't even OWN
an IBM anymore. (Sold it to buy a second Amiga.) Macs are indeed very
easy to use, but the price they ask is simply outrageous. Combine that
with the fact that they are poorly designed and most of them have
trouble with the latest version of the OS, and it adds up to a bad
idea all the way around. Part of the reason these folks BOUGHT an ST
in the first place was because they didn't feel like shelling out the
big bucks you need for a Mac!

>
>$3000 is a REAL LOT of money. Maybe my STs aren't Macs, but I've invested all
>of $500 in my Atari stuff. I just can't see where buying a "home" computer
>for the price of a car is a good move, sorry.

Heck, for $3000 you could get an Amiga 3000! I mean, if you're going
to go spending that much money, might as well get something you won't
need to expand right away!

-Moriland

--
/\/\/\

4141. Re: UN*X for TT

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 22:45:04 UTC
From: be@arium.stgt.sub.org
Message-ID: <1465743@arium.stgt.sub.org>
Source record: 236411

In article <1087@mat500.uucp> leo@mat500.uucp (C. Bullerdick) writes:
> suhonen@kunto.jyu.fi (Timo Suhonen) writes:
> > What is the situation of TT's unix?? Is it running somewhear?? And can one
> At the last Atari-Fair in Duesseldorf (Germany), one man of Atari has said:
> YES, the Atari-Unix will definitly run on the TTs sold today...

Don't trust anyone on a fair. Especially not when he (she) is
working for Atari ... And forget everything said about TT ...

- A disappointed ex-Atari-Fan -

TschauTschau
Bernd
--
---
be@arium.stgt.sub.org | be@aragon.gtc.de | ud01@kauni2.bitnet
(if all else fails try: ud01@ibm3090.rz.uni-karlsruhe.de)

4142. Re: Just gripin'...

Newsgroup: comp.sys.atari.st
Date: 1990-12-15 22:48:43 UTC
From: hastoerm@vela.acs.oakland.edu
Message-ID: <4279@vela.acs.oakland.edu>
Source record: 236412

Commodore's Student Discounts are amazingly deep. A good friend of
mine bought the 25MHz version A3000 just recently for only $2600!
(Normally it is closer to costing $4000.) It would seem that Commodore
was giving the monitors away free as a promotion at the time so the
1950 (around $500 cause it's multi-sync) didn't add any extra cost.

-Moriland

--
/\/\/\

4143. Files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 00:13:14 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec16.001314.23855@ecst.csuchico.edu>
Source record: 236413

I've sent the following files to atari.archive.

DCUDEMO.ARC - Demo of DC Utilties.

MASTER.LZH - Demo of Master Sound.

MONARCH.LZH - Colorful demo with good sound, from Oregon.

NEWORDER.LZH - New Order hacker demo.

STZMAX01.LZH - ST Music Disk #01. This disk features some
Soundtracker mods and player.

SYNC.LZH - This is a demo of Audio Sculpture. It says 'Audio
Scupture' on the upper right corner and it says, "Demo
version" on the right side of the screen, so I assumed
it's a demo of Audio Sculpture. :^) It plays,
manipulates, and I think creates Noisetracker mods. It
displays a very colorful spectrum analyzer when the mod
is playing. To load a mod, click the disk icon and hit
L MODULE. I've tried loading mods off my hard drive
and it just crashes. To play the mod, hit the triangle
on the left. The square stops it. I'm not sure what
the other triangle and the circle does. Selecting the
pencil and jagged line icon brings up a type of
sampler program. (From the main screen,) Selecting
the speakers lets you change some of the program's
configuration. I've also included FLETCH.MOD, a
Noisetracker mod of the theme from the movie, "Fletch."
Unfortunately, this program doesn't play the mods in
stereo on the STe. (Use STEPLAY to hear FLETCH.MOD in
stereo -- it's a good one.) It does work on both the
ST and STe. I don't know if it will work in
monochrome.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4144. More files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 02:14:18 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec16.021418.24552@ecst.csuchico.edu>
Source record: 236414

I've sent the following files to atari.archive.

CK_DEMO2.LZH - Demo of Codehead's Codekey macro program.

PL_DEMO.LZH - Demo of Codehead's PopIt! (call any desk accessory with
a keypress) and LookIt! (text file viewer and editor).

FALLEN.LZH - Mrs. Fletcher says, "I'm falling and I can't get up!"

LIFEBTCH.MSA - The Lost Boys 'Life's a Bitch' demo, released at the
latest Dusseldorf fair.

I didn't compress LIFEBTCH.MSA or NEWORDER.PRG (on the last batch I
sent) because they only compressed a little bit.

Enjoy.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4145. Re: File transfering with a Vax

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 02:15:12 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec16.021512.8002@murdoch.acc.Virginia.EDU>
Source record: 236415

In article <1990Dec13.181334.1597@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>
> There has been a bit of talk regarding file transfers
>between ST's and Vax machines (via kermit). I for one
>have an old 1200 baud modem and really annoyed with the
>fact that kermit takes so long.

About 3 years ago, Kermit was updated to use long packets and sliding windows, making it much faster. I know that Uniterm supports long packets. Check how old your Vax kermit is, and if it's pre-1988 or so then it's not Kermit, it's your admin.

4146. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 02:18:08 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec16031808@opal.cs.tu-berlin.de>
Source record: 236416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec8.173320.15109@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

[...] IF you can get the proper connectors
(ST's 13-pin round is a problem, cut from old cable).

Well, when I wanted to build my own monitor-switchbox, I had no trouble finding the monitor-connectors for the st.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

4147. Re: Resource Conversion

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 02:19:21 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec16.021921.8063@murdoch.acc.Virginia.EDU>
Source record: 236417

In article <110968@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
>the long answer is to look at rsrc_obfix AES call. this converts from
>character coords (what res construction set puts out) to pixel coords.
>i believe this takes resolution into account. i also believe this may
>be done by rsrc_load automatically.

A long time ago, I looked into this for TeXShell, so I could spell it with an 'E' half a line down. I had used rsctoc to imbed the resource into my C program. Upon looking at the stuff in the resource file, it was obvious that all coordinates were stored as 256*pixels + characters. And the fixup-routine just knew how many pixels tall and wide a character are, and converted everything to pixels.

So all you have to do is modify the fixup routine to treat the pixel offsets in a resolution-independent fashion, and you're all set.

>this is for memory, and i have not written AES/VDI code in quite some time.

Ditto.

4148. mindbomb?

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 02:52:27 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.90Dec15215227@mole.ai.mit.edu>
Source record: 236418

A friend of mine is looking for a PD game called MindBomb. If anyone has such a beast, could they post it on terminator and send me mail?
Thanks,
entropy

4149. Re: RFI, the FCC, and STs (was re: Talking about other computers here)

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 06:51:43 UTC
From: kdarling@hobbes.ncsu.edu
Message-ID: <1990Dec16.065143.4471@ncsuvx.ncsu.edu>
Source record: 236419

>Not to mention that the FCC and VDE require you to attach something to every
>port which can conceiveably be used simultaneously. For FCC testing, these
>peripherals have to be turned on! So you get their emissions...

Plus the horror stories of things like this: you hook up a monitor or
printer or terminal (which supposedly has passed FCC), and *it* is
putting out so much RFI that your own unit "fails".

I can sympathize with Atari... we're going thru an FCC approval right now.
Something always holds things up. For instance, first the lab wanted
a ground strap on the keyboard connector. Okay, so they ship the unit
back, the strap is installed, the unit goes back to the lab, but now it
was damaged in shipping, etc etc. Then the lab is busy with other stuff.
It goes on and on. What should take a week, takes literally months instead.

Sometimes I'm surprised that *any* equipment actually makes it to market.
- kevin <kdarling@catt.ncsu.edu>

4150. Memory upgrade woes

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 10:28:42 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Dec16.102842.66@n6vbg.hamavnet.com>
Source record: 236420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone,

I'm thinking about adding some more memory to my 1040ST, and I was wondering if those of you who have done so in the past would share their experiences here. Is there any recommendations as to what products are reliable and which ones are not (i.e., Zram, JRI, etc).

Thanks,

--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

4151. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 12:22:35 UTC
From: steveh@tharr.UUCP
Message-ID: <1510@tharr.UUCP>
Source record: 236421

In article <1990Dec14.041723.1996@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>The First Word that came with the ST's was version 1.0 of the product you
>refer to (1st Word Plus). I understand that 1st Word Plus is a really good
>product, well supported. Now that Neocept is history, I just may invest my
>word processing dollars in this program, since the company is based in
>britain (and therefore has a chance to survive as an ST developer!!). If
>anyone has this guy, a review would be great!!

Unfortunately, the developers of 1st Word Plus, GST, seem to have largely abandoned development for the ST market. They do still support their products with advice, etc. (for a price), but no bug fixes have been forthcoming of late. There was a report in ST World, I think, that they were about to do some more development of Timeworks DTP, so I don't know if Atari have been able to spur them into action again with the launch of the TT...

--
/// Steve Hamley /// TQM Communications, BCM Box 225, London, WC1N 3XX ///
/// ...ukc!axion!tharr!steveh /// steveh@tharr.uucp /// 0426 911573 ///

4152. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 14:42:49 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1990Dec16.144249.12128@ccu.umanitoba.ca>
Source record: 236422

In article <1990Dec14.172830.14752@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>Raymond-Protection: enabled
>
>> david@bdt.COM (David Beckemeyer) writes:
>
>> - Perhaps most would agree, but I don't agree at all. If you want
>> - the best, get the Berkeley Microsystems BMS-200 host adapter.
>> - Nothing else touches it in terms of getting the signals and timing
>> - right.
>> -
>> - ICD may be much more widely available, but that doesn't make it the
>> - best.

We have an Excabyte 8 mm tape drive (2 Gbyte). The BMS-200 we ordered
did not work with it (and it took > 3 months to arrive). The ICD
board works fine. Werner

>

4153. MiNT 0.7 now available

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 14:56:19 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <8086.276b44c3@uwovax.uwo.ca>
Source record: 236423

MiNT version 0.7 is now available at atari.archive.umich.edu, in the "mint" directory (where else?). In case you're not familiar with it: MiNT is a freeware multitasking system that's (mostly) TOS compatible, and that provides Unix-like features such as pipes, signals, job control, and pseudo-terminals.

New features in version 0.7:
(1) Runs on the TT now (thanks to Allan Pratt).
(2) The ability to read/write Minix partitions just as though they were TOS partitions (thanks to Stephen Henson).
(3) Better memory management, particularly in fork(). Those of you running MGR will notice that you can open more windows now. The kernel is no longer limited by an internal memory pool, nor is the process table size fixed.
(4) CTRL-ALT-C and CTRL-ALT-Z interrupt and suspend processes even if the terminal is in "raw" mode.
(5) The sample shell ("init.prg") now supports wildcards, aliases, and variable expansion (again, courtesy of Allan Pratt).
(6) Lots of bug fixes.

The files available are:
(1) mint07b.zoo: binaries for the MiNT kernel, init.prg, gem.prg, and bgacc.acc
(2) mint07s.zoo: source code for the MiNT kernel
(3) mntutl7b.zoo: binaries for various MiNT utilities, such as kill, pipe, bg, and miwm
(4) mntutl7s.zoo: source code for the utilities in mntutl7b.zoo, plus source for init.prg and bgacc.acc
(5) akputil7.zoo: source and binaries for miscellaneous utilities for use with the init.prg shell (e.g. rm, ls, cp). (Written by Allan Pratt).
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

4154. Possibly a dumb question concerning fonts, Fontz!, and bitmap fonts

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 18:32:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec16.183243.516@rodan.acs.syr.edu>
Source record: 236424

A program called speedfnt comes along with ATSpeed. The
program allows you to load fonts for use in msdos mode. It
suggests you use 4096 bytes hires bitmap fonts. Well, I've
started looking for a font editor for the msdos world, but
then I realized that I already have a font editor, namely
Fontz! I tried loading a font I had made for use in hi-res
mode on the ST, but all that showed up were a bunch of little
dots/specks...clearly this would not work...but then I
rememberd that you can change various things when desigining
fonts in Fontz! So, I was just wondering if anybody out there
knows whether or not Fontz is capable of the type of font that
I will need (I figured I would ask here, seeing as how Neocept
is out of business now[at least that is what seems to be the
case based on earlier discussions concerning WordUp]).
Post to the net, or email me directly...Thanks!
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4155. Re: Fly exterminator. FUNware !!

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 18:59:49 UTC
From: techno@lime.in-berlin.de
Message-ID: <OOBMQMH@lime.in-berlin.de>
Source record: 236425

andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:

>Recentely I've found a funny program. When it's started it appears to do nothing
>at all. After some time a fly starts flying over your screen (your're
>still able to do anything you'd want to do). The fly can be killed ....
>and the score is kept in the menu_bar. IT'S FUN !!!
>Anyone who wants it, drop a note. (it's not mine, and if its copyrighted I
>would like know ..).

It *IS* copyrighted. It was issued by the german TOS magazine, and they
stated that it is neither PD, freeware or shareware. Thus, if you do not
own the appropiate (sp?) copy of the magazine, please erase your copy *NOW*.

Hope you do it,

Techno

>It takes a live appetite to make a meal a feast -- Keith Laumer.
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4156. Re: File transfering with a Vax

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 20:41:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3143.276b95a4@miavx1.acs.muohio.edu>
Source record: 236426

In article <1990Dec13.181334.1597@vax5.cit.cornell.edu>, reyy@vax5.cit.cornell.edu writes:
> There has been a bit of talk regarding file transfers
> between ST's and Vax machines (via kermit). I for one
> have an old 1200 baud modem and really annoyed with the
> fact that kermit takes so long. I'm somewhat ignorant
> when it comes to file transfers, so ask you all: why have
> I only seen implementations of kermit on my vax? Is there
> any way to transfer with other methods (assuming we had
> the vax-end programs), or am i stuck with slow-but-sure
> kermit?

Well, we have Z-modem here on our VAX, and I use XYZ.TTP for downloads. I
have no idea where we got it though, you might want to check VMS ftp sites.

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

4157. New uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 22:14:29 UTC
From: vousten@neabbs.UUCP
Message-ID: <511550@neabbs.UUCP>
Source record: 236427

I uploaded the following to atari.archive. Available now...

...from the atari/archivers directory:
LH_CATCH.LZH A utility to make Yoshi's LHARC.TTP v.1.1309 (included in the archive) work with Charles Johnson's ArcShell. It catches the command line the shell sends to LHARC, asks additional info (Include path names?), modifies the command line and passes it on to LHARC. Doc included.

...from the atari/printing directory:
PRINTCMS.LZH A small program to print 132-column listings from a VM/CMS mainframe (file type LISTING) correctly on an Epson FX compatible matrix printer.

.---.
| Rob Vousten |
| University of Nijmegen - Dept. of General Linguistics & Dialectology |
| Erasmusplein 1 NL-6525 HT Nijmegen The Netherlands |
| BITNET: U218008@HNYKUN11 INTERNET: U218008@hnykun11.urc.kun.nl |
'---'

4158. saving GCC errors

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 23:08:48 UTC
From: rcb@netcom.UUCP
Message-ID: <18949@netcom.UUCP>
Source record: 236428

I am using GNU C inside of Gulam 1.04.05 to do some porting (of Z-modem version 3!) and this would be much less painful if there was a way to save the compilation errors in a file. I don't think GNU C has any listing option (if so, I'd sure like to know!). Another method I was thinking of was to re-direct the standard error output to a file, but apparently Gulam doesn't have that feature either. Any ideas?

Roy
netcom!rcb@apple.com

4159. PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-16 23:49:39 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec16.234939.22473@watmath.waterloo.edu>
Source record: 236429

I recently bought a PCF554 disk drive that is designed for 5.25 floppy disks. It did not come with any instructions. Can you help me to get it going? Is there some software needed?

4160. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 01:19:13 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec17.011913.25150@watmath.waterloo.edu>
Source record: 236430

In article <5440139@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
> ...
>
>Well, FWP is no WordPerfect nor is it competition for MacWrite, but for
>occasional letter writing or short papers it's quite serviceable. It's
>just not very sexy. I don't know of any bugs in the current version 3.14;
>in that regard it is a big improvement over FW. The mail merge facility
>is supposed to be excellent; I don't know, I've never used it.

I agree with Andy. We usually use a text editor here, but occasionally
use 1st Word Plus.

4161. MiNT 0.7 bug (and fix)

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 06:56:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <8090.276c25c0@uwovax.uwo.ca>
Source record: 236431

There's a serious bug in MiNT 0.7. The code that attempts to recognize Minix partitions can fail on some AHDI formatted drives (ones with >1 logical partition in a physical partition); as a result of this failure, MiNT crashes.

There is a simple "fix" for those of you who encounter this problem and have the source code: in the file mint.h, comment out the line that says:
#define MINIX_FS
and recompile.

If you don't have the source code/can't compile it, a "fixed" binary is included in the file mint071b.zoo which I've uploaded to atari.archive. Two versions of the program are included: the one identified as MiNT version 0.7.1 is the binary without Minix filesystem support, which should work on all drives; the older MiNT version 0.7 is included for those of you with Minix who don't use AHDI. Read the "readme.1st" file in the archive for more detailed information.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

4162. Re: TT Desktops & Company policy

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 09:04:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5220@brahma.cs.hw.ac.uk>
Source record: 236432

In article <1990Dec14.022044.6599@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>Buy NeoDesk 3.0. There, you got a desktop better than the TT's. I'd
>want the TT, not the desktop. (BTW, Gribnif didn't pay me to say
>that. Nor do I work for Gribnif, but I wish I did. :^)

NeoDesk uses GEM. What I'm talking about is a RAM loadable version of the AES, VDI and the Desktop program. That way Atari can add more calls to the AES and VDI plus fix bugs. NeoDesk has to take what it can get.

> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4163. Re: TeX 3.0 (3.1)

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 09:24:37 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.90Dec17102437@kunto.jyu.fi>
Source record: 236433

Hello!!!

Would someone please tell us how much memory will this new TeX need???
1 Meg?? 2 Meg ?? or more...

--
Timo Suhonen I am logged in, therefore I am suhonen@funic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

4164. Missed part01 of m4.src.....

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 09:43:18 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <2646@maestro.htsa.aha.nl>
Source record: 236434

I've missed part01 of m4.src (it expired on me ....)can someone send it
to me ??

Thanx,
--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

It takes a live appetite to make a meal a feast -- Keith Laumer.

4165. Re: Keys displaced on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 10:47:26 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec17.104726.3629@ioe.lon.ac.uk>
Source record: 236435

In <5450@newton.praxis.co.uk> johnr@praxis.co.uk (John Richards) writes:

>I have just bought a Spectre GCR to use on my Atari 1040STF. I am getting a
>problem I have occasionally seen on real Macs, ie the keys on the bottom
>two rows of the keyboard are shifted left one place. So if I type 'x' I
>get 'z' and 'c' gives me 'x'. The space bar also moves over.
>Someone told me that on a real Mac you can cure this by unplugging the
>keyboard and plugging it back in again. An option not available to me!

We get this on real Mac Plus machines as well. Rebooting usually fixes it.
I haven't had this under Spectre recently - I believe I had it once under
a very old version of the system software (3.2??) but not under 6.0.2/3
It may be be worth checking the settings in the Control panel are set
correctly...

There ARE some problems with the UK keyboard map on Spectre affecting some
characters such as hash, tilde, backslash, etc. This is supposed to be fixed in
Spectre 3.0 when it appears.
--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

4166. Re: DungeonMaster (CSB)

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 10:54:07 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec17.105407.3799@ioe.lon.ac.uk>
Source record: 236436

In <26358.272af59d@kuhub.cc.ukans.edu> kuento@kuhub.cc.ukans.edu writes:

>Since most Atari people have reportedly finished DM and CSB, perhaps
>someone can tell me about the "Untranslatable Scroll" in CSB - it
>looks like gibberish, but it must have some purpose.

I read somewhere that is was going to have a purpose, but they ran out of
space before it got implemented. The scroll is a red herring

>Also, the blue field in the Demon
>Director area that says something about trading items, but it simply
>takes whatever you place there and gives nothing back?

If this is where I think it is, you need to drop a lot of stuff (about 10
items). Eventually, the wall opens up and you get back everything you dropped
plus an extra item (a key?)

>Doug Yanega (Snow Museum, Univ. of KS, Lawrence, KS 66045)
>My card: 0 The Fool Bitnet: Beeman@ukanvm
--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

4167. Re: DMII: Chaos Strikes Back Maps

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 10:56:52 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec17.105652.3930@ioe.lon.ac.uk>
Source record: 236437

In <1117@h.cs.wvu.wvnet.edu> parker@cs.wvu.wvnet.edu (James Parker) writes:

>Does anyone have or know the whereabouts of PD maps for CSB? I
>would greatly appreciate someone mailing or posting them, or
>pointing me to an FTP site that has them.

I think there's a copy at atari.archive.umich.edu in the atari/games directory.
The link is down at the moment, so I can't check the name, but it was
fairly sensible (csbmaps.arc?)

Andrew
--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

4168. Re: HiSoft BASIC

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 11:03:11 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec17.110311.4187@ioe.lon.ac.uk>
Source record: 236438

In <11383.27668519@amherst.bitnet> jrglenn@amherst.bitnet writes:

>Does anyone know what the current version of HiSoft BASIC is? I called
>MichTron a while back about a problem I was having woth v1.23, and they told me
>they would send me v1.25 if I sent $5. Now, MichTron, under new ownership,
>claims there is no v1.25. What gives?

I recently got an upgrade to HiSoft BASIC 1.31. I think that's the latest.
There was something in the handout I picked up at a show about there being a
change re US distribution. I haven't got it handy at present, but I'll see if I
can dig it up.

I read in a magazine that Hisoft & Power BASIC are to be combined into a single
new product sometime in the new year.

>----
>James R. Glenn bitnet: JRGLENN@AMHERST (Amherst College)

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

4169. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 12:01:04 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3386@medusainformatik.uni-erlangen.de>
Source record: 236331

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Hyper Format by A german chap that gets on here "Brod" is i think part
>of his name, Please excuse not knowing it, but his Formater works very
>well, and has the Option to Verify, and will do PC Formats, and 11
>sector formats, and this one works !, but don't know if it has the
>3 sector FAT option, as the Atari uses a none standard 5 sector format
>this can play havock with PC's, The Program Name that i have is
>HYPFM320.PRG, i don't know if there is a later one, also this Program
>will do 1.1 Meg and 1.2 meg Formats, with Hardware Mods, this i don't
>have the details on, but from what i gather, you speed up the clock
>to the controller ic..

HYPERFORMAT indeed does all these things, but it's not PD. It's part
of my book 'Scheibenkleister', therefore it can only be obtained
legally by buying the book. Just to put in a grain of salt 8-)

You're right with your theory concerning the hardware mod for 1.1 MB
disks. It was published last year in the German computer magazine
'ST-Computer'. In late summer 89, a friend of ours developped the
High Density solution for the ST (1.44 MB, PC-compatible disks),
and HYPERFORMAT supports these formats, too. It packs up to 21 sectors
on one track, totalling a whopping 1.7 MB on a standard 3.5" HD disk.
In Germany, several other PD programs are available that do extra
stuff with your disks; most of them also include some kind of
twister format.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

4170. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 12:06:30 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Dec17.120630.9491@vaxa.strath.ac.uk>
Source record: 236439

In article <36743@cup.portal.com>, Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
> What is the current verdict on all of the extened format programs I have
> ran across. Is it safe to format a disk with these programs (is the data
> going to be secure). I have a program that formats 82 track and gives
> me near 800K is this OK? Also what is the twister format, is this good?
>
> ....Thanks ahead of time... .....Yonderboy@cup.portal.com

Well, at the moment I have about half a dozen disks that I use daily that are double sided, 84 tracks and 11 sector - gives me about 930 Kb. I've been using them for about 8 months now with no problem - BUT I do use high quality BRANDED disks (mainly TDK and Sony), lesser quality disks just do not cope. Anything past 10 sectors is risky, and to find out how many tracks your drive can cope with you can (though not really recommended) tell it to format 85 tracks and listen to the drive - when it stops going clunk after every track then you've gone to far (ie you can format to one track less than the one you're on).

MOST drives will happily cope with 82 track/10 sectors...

--
#include xmas.sig
/***
* The Sorcerer man be 'Only visiting this planet' but wishes you a merry *
* Christmas and a happy New Year. He can still be found at: *
* *
* JANET: cadx862@uk.ac.strathclyde.computer-centre-sun *
* cadp15 @uk.ac.strathclyde.vaxb *
* INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp *
* *
* or second star to the right and straight on 'till morning. *
***/

4171. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 12:10:56 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Dec17.121056.9492@vaxa.strath.ac.uk>
Source record: 236440

```
In article <2200@cybaswan.UUCP>, iiitih@cybaswan.UUCP (Ivan Izikowitz) writes:
> Does anyone know which public domain server has a copy of
> "1st Word Plus" ?
>
> Is it indeed PD software?
>
AAAAAAARRRRRRRRGGGGGGGHHHHHHHH!

First Word Plus is **NOT** PD software. I think that you're thinking of First
Word, which is PD (and only a so-so editor). If any PD server has a copy of
FW+ then they are gonna be in real trouble when somebody finds out...

--
#include xmas.sig
/*****************************************************************************
* The Sorcerer man be 'Only visiting this planet' but wishes you a merry *
* Christmas and a happy New Year. He can still be found at: *
* *
* JANET: cadx862@uk.ac.strathclyde.computer-centre-sun *
* cadp15 @uk.ac.strathclyde.vaxb *
* INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp *
* *
* or second star to the right and straight on 'till morning. *
*****************************************************************************/
```

4172. favourite list

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 13:14:35 UTC
From: roland@tuvie.UUCP
Message-ID: <2214@tuvie.UUCP>
Source record: 236441

don@col.hp.com (Don Allison) writes about the favourite list:

> I think this is a neat idea, and could be one of the more constructive
> uses of this group, especially with the death of local dealers (at
> least for us USA folks). What I was wondering, though, was if you
> could post a short description of what the program does and why you
> think it is so useful, (along with any ordering information you might
> have), instead of just listing titles. Some of the programs listed
> above I've heard of and agree that they are quite useful, while others
> I've never heard of before. Since it looks like I'm going to be buying
> my ST stuff by mail order from now on, this information would be
> invaluable to me (and I suspect, quite a few other people).

heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:

> I agree, I am always interested in what other good programs are out
> there, and like Don said, I haven't0Q even heard of some of the ones
> mentioned...

So this is my personal annotated software list for the Atari ST.
I use an old 1040ST from 1986 upgraded to TOS 1.4 and 16MHz
(Hypercache by proVME) and 4MByte.

I don't have the time to review the programs (there are four german
magazines doing this for the Atari ST/TT) but if everyone just tells
what he is using regularly, we all might learn something.

I have a SM124 monochrome monitor and don't know wether these programs
run on color monitors. Signum and Harlekin work only with 640 x 400.
220-ST claims to run on color monitors.

Most addresses are German, D-____ is the German mail code.
DM is Deutsche Mark, 1 US$ is about DM 1.50, but changing daily.

Name Program Address Comments
Version Price

ST Pascal Pascal Compiler CCD Very good standard
2.07 DM 249.- Burgstrasse 9 Pascal compiler,
D-6228 Eltville most reliable, my #1

TurboC C Compiler Borland Very good ANSI C
1.1 Lindwurmstrasse 88 compiler, excellent
D-8000 Muenchen integrated
developement system

Easyrider Assembler + Andreas Borchard Very fast, allows
3.0 Disassembler + Wiesenbachstrasse 2a reassembly of any
Reassembler D-4500 Osnabrueck compiled program I
DM 218.- have tried, great
for bug fixes

Tempus Program Editor CCD The fastest editor
2.10 DM 129.- Burgstrasse 9 and a very good one
D-6228 Eltville too

Edison Program Editor Hans Christian Kniss I like it even more
1.0 DM 169.- Adalbertstrasse 44 than Tempus. Not as
D-5100 Aachen fast but excellent
user interface.

Signum Wordprocessing Application Systems I use TeX now, but
2.0 DM 448.- Englerstrasse 3 if you like WYSIWYG
D-6900 Heidelberg Signum is very good,
excellent output,
but only one
document at a time,
really comprehensive
font library

Arabesque Graphics Shift Object/vector and
1.0 DM 278.- Unterer Lautrupweg 8 pixel/bit graphics,
D-2390 Flensburg convert from GEM to
IMG, edit a 300dpi
laser page

Technobox CAD Drawings Technobox Software Technical Drawings,
Drafter Kornharpener Str 122a layers, dimensions,
1.14 D-4630 Bochum 1 printer and plotter
output, powerful
and expensive

220-ST Terminal MichTron, Inc. very good and
1.01 576 South Telegraph reliable VT220
(C)1987 Pontiac terminal, some
are there Michigan 48053 minor bugs
new versions? U.S.A. (corrected with
Easyrider)

Uniterm Terminal Simon Poole most used terminal,
2.0e 011 Free more features than
220-ST but not always
as reliable, some
Kermit problems

Harlekin Accessory Maxon Memory hungry swiss
1.0 DM 129.- Industriestrasse 23 army knife: Editor,
D-6236 Eschborn personal planner,
printer driver and
some bugs spooler, terminal,

but no new version ASCII table,
still very useful calculator, memory
but only if you can file and disk
spend 512 KByte for it monitor, macros,
file utilities, RAM
disk, clock, alarm,
control panel and
printer and RS232

Fontkit Font Editor The ST Club Complete font
Plus 3 19.95 9 Sutton Place editor and
Pound 49 Stoney Street converter, solves
Sterling Nottingham NG1 1LX the G+PLUS problem
UK with Gemini fonts

Gemini Desktop (Venus) Stefan Eissing I switched from
1.2 Dorfbauerschaft 7 Neodesk to Gemini
D-4419 Laer-Holthausen
Nice look and good
Shell (Mupfel) Gereon Steffens feel
Elsterweg 8
DM 50.- Share D-5000 Kln 90

TeX D.E.Knuth Stefan Lindner TeX 2.9 written in
2.93/1.41 DM 60.- Share Iltisstrasse 3 Turbo C (hand
D-8510 Fuerth translation from
Knuths Pascal
source) no problems

Metafont D.E.Knuth Lutz Birkhan Excellent Turbo C
1.5/1.2 DM 50.- Share Fuerther Strasse 6 implementation with
D-8501 Cadolzburg 2 graphics window
(hand translation
from Knuths Pascal
source) no problems

ShowDVI DVI Preview Robert Stabl To my knowledge the
1.0 Free Hollaenderstrasse 45 best preview for
D-8390 Passau the ST, works on
large monitors !

I have not included utility programs, (ARCGSH, Cheetah, DIRSORT,
FCOPY3, G+PLUS, GUCK, MonST, MultiDesk, Sagrotan, SYS_MON, XBOOT...),
this list would then never be finished...

There are newer versions available, for instance ST Pascal 2.08,
TurboC 2.0, ... one can only try to keep up with everything.

Disclaimer:
This is just what I use and have found useful for my
personal needs.
I am in no way the owner of one or all of the above companies... :-)

Roland Schreier _ Technical University
Gusshausstrasse 27-29 |_) _ | _ _ _| of Vienna in Austria
A-1040 Wien | \ (_) | (_| | | (_| +43 (1) 58801 3838
Oesterreich - Europe schreier@eaecl1.una.ac.at

Power is Force times Velocity. Computer Power is Space times Speed.
640 KByte x 33 MHz = 21120 but 4096 KByte x 8 MHz = 32768.

4173. BOOT ME UP! (comms help wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 13:41:40 UTC
From: slp9m@cc.usu.edu
Message-ID: <1990Dec17.074140.45076@cc.usu.edu>
Source record: 236442

I have owned a 1040 ST for several years. It was purchased for the purpose of doing a few routine tasks which it performed using a limited set of software. While it has performed these tasks well, I could be getting a lot more use out of it. I have seen several archived binaries that would likely help me in doing just that. I have just one problem. That limited set of software does not include a communications program capable of doing file transfers.

Here's where I need someone's help: I would like to get ahold of a copy of Uniterm. (Even if it isn't the latest version, that's fine as long as I can use it to download the latest version.) If anyone would be willing to send me a version via US mail, please E-mail me with the address and I will supply a formatted disk, self addressed stamped mailer, etc. Thanks in advance to the willing volunteer.

###
Scott E. Parker WA7VYJ #
Center for Atmospheric & Space Sciences # INTERNET: SLP9M@cc.usu.edu
Utah State University # Twisted pair: (801) 750-2975
Logan, UT 84322-4405 # Home: (801) 753-3924
###

4174. Re: mindbomb?

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 14:03:38 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <1990Dec17.140024@defoe.enet.dec.com>
Source record: 236443

"Mindbomb" isn't aa game. It's a demo by The Lost Boys... probably the greatest Demo writers on the ST!

In fact there's probably no "probably" about it!

It has a message at the start stating that it should not be sold by any PD library without prior arrangement with Budgie UK.

It's well worth getting hold of though...

Cheers,

Jamie.

4175. Re: uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 14:39:27 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec17153927@orion.laas.fr>
Source record: 236444

In article <RALPH.90Dec14170435@orion.laas.fr> I wrote:
| I would have also uploaded the following, which includes latex.tex:
|
| -rw-r--r-- 1 ralph 377144 Dec 11 16:35 inputs.lzh
|
| except for the fact that lharc can make it, but neither lharc on my ST
| nor on my SPARC can test or extract the archive. It seems that lharc
| is *STILL* bugged.

It seems that we had two versions of lharc on my SPARC, both "C-LHarc
for UNIX Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel". The
second had a NULL file patch. Now it works at least under Unix(tm).

So, now I've uploaded inputs.lzh:

-rw-r--r-- 1 ralph 376570 Dec 17 14:50 inputs.lzh

I have also uploaded Claus Brod's <csbrod@immd4.informatik.uni-erlangen.de>
CHECKHD which I've uploaded as chkhd81.lzh. He just sent it to me and
asked me to upload it to atari.archive.

Cheers to all!

Merry Christmas and Happy New Year,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

4176. Compressed Index

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 15:33:05 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec17.153305.3184@terminator.cc.umich.edu>
Source record: 236445

Due to overwhelming demand, I've created a compressed index. Not an index with descriptions (not yet anyhow), but simply a compressed ls -lR. This is especially intended for you bart users, who were pissed at wasting 100K of you quota on an index. I believe it's only ~35K now. It is called CompInd.Z

Enjoy,
weiner
--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!
"Aren't you going to look under the hood?" "Hell, NO! It's dark and thick-smelling under there and I might get grease on my hat!" -Sam & Max

4177. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 15:49:39 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <6529@vice.ICO.TEK.COM>
Source record: 236446

This is a little off the original subject (okay, a lot), but has anyone had a problem with First Word Plus locking up when you type too fast. Our secretary will be typing away at blinding speeds and all of a sudden the ST will start repeating one character across the screen for several lines and then lock up. Anyone else experienced this problem?

Thanks,

Keith Rast
keithr@icogem3.ICO.TEK.COM

4178. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 15:53:53 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7062@tekgen.BV.TEK.COM>
Source record: 236447

In article <1990Dec14.172830.14752@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
>but I have several questions:

You do not want to run a Seagate 296N at 1-1 because the disk transfer rate
is less than 90 kb/sec at that interleave. Formatting it at 2-1 interleave
raises the transfer rate to over 430 kb/sec. It's like using a different
disk. I bought one when they first came on the market and formatted it
at 1-1 and was shocked to find that my 28 ms disk was sooooo slooooooooow.

>
>Bob Pegram

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

4179. Re: What is PENGO

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 16:02:35 UTC
From: tgingric@magnus.ircc.ohio-state.edu
Message-ID: <1990Dec17.160235.15695@magnus.ircc.ohio-state.edu>
Source record: 236448

In article <1990Dec7.232058.1150@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>In article <1990Dec7.160410.6804@watserv1.waterloo.edu> ljdickey@watserv1.waterloo.edu
(Lee Dickey) writes:
>>
>>I found a file called PENGO at atari.archive.umich.edu.
>>Can someone enlighten me as to what it is?
>>
>It's a great little color game with a penquin. I beleive it's modelled after
>an arcade game (Pengy?). Not bad at all. The instructions are in the game.
>It's just a pain reading them as the scroll right to left.
>
Actually, the arcade game was also called PENGO. It was one of my all time
favorites!! I haven't tried the PD version -- I hope it's close. I
especially liked the penguins dancing to Beethoven's 9th after you completed
a screen.

Tyler

4180. Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 16:07:44 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec17.160744.19837@rodan.acs.syr.edu>
Source record: 236449

A while back there was some discussion about the status of Neocept, the makers of WordUp...The concensus was that Neocept had gone out of business. Well, in the December issue of Current Notes, in the STUPDATE article, Frank Sommers states that Neocept announced "'an intermission' and possibly a final curtain call for WordUp". The gist of the story is that Neocept cannot continue to improve their products while providing support...which is why they made arrangements with E.Arthur Brown to distribute the upgrades...and that the future of Neocept and WordUp depends on the future of the ST. I guess we can only wait and see.
--Gerry

4181. Re: Redirect PRN: to a file ?

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 16:49:21 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec17.164921.9436@uvm.edu>
Source record: 236450

From article <1990Dec14.133619.18504@kth.se>, by hagelin@cross.lne.kth.se (Martin Hagelin) writes:

> I wonder if it exists a program that redirects the output to the printer port to
> a file. The problem is that I have Timeworks ST Publisher and I want to get a
> Postscript file so that I can print it out here on the University's nice laser
> printer. Publisher ST (configured for Postscript) just dumps the data to the
> printer port, and I want to be able to transfer it to a file instead. Anyone has
> a solution to this problem ?
>
> Martin
>
> --
> Martin Hagelin Email:
> Departement of Electrical Engineering UNIX: hagelin@elixir.lne.kth.se
> Royal Institute of Technology VMS: hagelin@elin.lne.kth.se
> Stockholm, Sweden

Yes, get a copy of pscapt.prg, which works exclusively for this problem, or get a copy of Moshe Branner's barrel.prg which is more versatile. If barrel isn't on the atari.archive or at panarthea, I could upload my copy to one or both (a good exercise for me, I haven't done it yet for either 8-). If I get no response, I won't do either, I'll just send it to Martin if he asks. BTW, if someone could post, or tell us where to get a copy of pscapt, I'd be grateful, my copy was corrupted.

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4182. in search of.... stwriter

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:05:50 UTC
From: depeche@CS.MCGILL.CA
Message-ID: <9012171705.AA23134@bart.cs.mcgill.ca>
Source record: 236301

I have the original version 1.7 of stwriter somewhrere, as well as one of the early pseudo-GEM versions which is very buggy.

I searched at Terminator to see if there is a newer version of stwriter, but couldn't find ANY version at all.

Does anyone know where the latest version can be FTP'd?

--
S. Alan Ezust McGill University SoCS depeche@cs.mcgill.ca
"Lick the carpet, dust the dog, mow the windows, shine the socks....
you got to keep things CLEAN." - E. KaSpel

4183. Re: PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:19:45 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec17.171945.9559@uvm.edu>
Source record: 236302

From article <1990Dec16.234939.22473@watmath.waterloo.edu>,
by ljdickey@watmath.waterloo.edu (L.J.Dickey):

> I recently bought a PCF554 disk drive that is designed for 5.25
> floppy disks. It did not come with any instructions. Can you
> help me to get it going? Is there some software needed?

Yeah, you need something to slow down the step rate to 6 msec from 3
and a 40 track formatting program. Check out the various PD Control
panels, at least one of them (schizo??) can set the head step rate.
DC formatter will format 40 tracks, as will Hypercopy and several
other formatters. DC formatter can also write an MS Dos bootsec and a
bootsector for the ST to set the step rate to 6 msec. Oh yeah,
NeoDesk 3.01 also has *everything* you need to handle 360K 5.25 disks.

good luck,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4184. Re: RCS for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:20:55 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Dec17.172055.15500@watdragon.waterloo.edu>
Source record: 236303

(I tried to e-mail this to Allan but it bounced, so I have posted it.)

In article <2774@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Tee Hee. Actually, sorry to get your (collective) hopes up. I have
>just learned that RCS version 5, under copyleft and MUCH improved, is
>going to become available REAL SOON. I will port THAT, and it'll be
>much better than what I've done with version 4. So it won't be until
>the end of the year, I think. I just don't see the point of posting
>something when the new-and-vastly-improved version is coming.

Unfortunately I will be losing my net access in a few days, hence will not be able to get your new version. I would find RCS **VERY** useful. Could you please e-mail me what you do have?

I am also willing to be a beta-tester for your new version if you need them (although it would have to be via slow mail).

Please e-mail me a reply soon (after Dec 19 I will have no e-mail access).

--

Steven W. Klassen
University of Waterloo

4185. Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:47:48 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1990Dec17.174748.1158@mailer.cc.fsu.edu>
Source record: 236304

What is the newest/most robust version of Gulam? Is there any hope for an upgrade?

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

4186. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:47:59 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4053@syma.sussex.ac.uk>
Source record: 236305

From article <1990Dec14.041723.1996@mailer.cc.fsu.edu>, by boyd@mailer.cc.fsu.edu (Mickey Boyd):
> I understand that 1st Word Plus is a really good
> product, well supported. Now that Neocept is history, I just may invest my
> word processing dollars in this program, since the company is based in
> britain (and therefore has a chance to survive as an ST developer!!). If
> anyone has this guy, a review would be great!!
>

People at our research unit have been using 1st Word Plus for several years. IMHO:

Wordplus is OK, but has not been upgraded as well as it might. Its advantages include:

Good easy-to-learn interface; easy setting of common things like bold, underline, etc.; adequate, extensible spelling checker; .IMG files can be imported & moved (though not rescaled or resized); handles multiline footnotes OK (though will not split footnotes across two pages); printer drivers are quite easily configurable; comes with mail merge program (separate) and 'snapshot' accessory to capture images if you don't have a better program to do this; can print multi-columns, but only after you've finished editing (multi-columns is a mail merge feature!)

Disadvantages include:

Paragraphs are not automatically reformatted when text is inserted or deleted; no support for multiple fonts; no *proper* support for half-line spacing; suffers from variations on the 'phantom typist' theme (worst one is in v3, which sometimes just freezes keyboard & mouse input, giving you no chance to save); no autosave feature; no thesaurus; no option to view control codes or spaces (extra spaces at the ends of lines are significant during reformatting); slow scrolling if you're a line-at-a-time keyboard-type of person; no outliner.

I'd call it an OK middleweight program getting a bit long in the tooth now. Producers GST Software Products make more money out of PC stuff than ST stuff, so they've neglected to upgrade ST programs recently. They do have an upgrade to Timeworks Publisher in the pipeline (though from what the guy said it's not going to be anything major), and I heard they showed an improved TT version of Wordplus at a recent show. I still use it (in preference to ST WordPerfect), and its easy interface counts for a lot, but I'm not sure I'd buy it if I were starting from scratch.

French people are lucky. I've seen Le Redacteur v3, and that looks pretty wonderful. The document processor Calligrapher is about to be relaunched in the UK, and that sounds promising. Apart from that, Protext has lots of features if you can stand the non-GEM interface; maybe new (to me) programs like Script, WordFlair or That's Write are good, and Tempus Word will certainly be fast. I'd be interested to hear of any experiences people have had with these programs. The ST certainly isn't short of word processors, but few dealers outside favoured countries like Germany stock many of them, so it's hard to find out how good they are.

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

4187. Re: STE's in Europe..lack of SIMMS

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 17:58:44 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4054@syma.sussex.ac.uk>
Source record: 236306

From article <1990Dec13.195013.8093@uvm.edu>, by pegram@kira.UUCP (Robert B. Pegram):
>
> Let's drop this unless *lots* of STEs show up unexpandable, OK?
>
> Bob Pegram

I'll do my best to check out exactly how the memory in the 'new' STEs
sold in the UK is configured. I've seen the story about how STEs are
being sold with something other than SIMM memory in so many places that
I'm fairly sure there's something solid here - but I don't know exactly
what's going on. Maybe Richard Imlach (the original poster on this) has
some hard information.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

4188. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 18:03:51 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec17.180351.6466@ecst.csuchico.edu>
Source record: 236307

keithr@vice.ICO.TEK.COM (Keith Rast) writes:

- This is a little off the original subject (okay, a lot), but has
- anyone had a problem with First Word Plus locking up when you type too
- fast. Our secretary will be typing away at blinding speeds and all of
- a sudden the ST will start repeating one character across the screen
- for several lines and then lock up. Anyone else experienced this
- problem?

This is called the 'Phantom Typist.' This is a bug with the ST. No
one knows what kind though. It could be TOS, it could be something
else. It happens not only with First Word Plus, but other word
processors as well. Atari won't consider it a bug, unless someone can
reproduce it at will. Until someone can make it appear on purpose,
it will still remain uncatchable.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4189. Re: UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 18:16:29 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Dec17191629@robin.cs.uni-sb.de>
Source record: 236332

In article <1990Dec11.175303.22275@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:

> I just downloaded unixmode.lzh and unix2dos.lzh from atari.archive.
> Unixmode is a little confusing (how do you use the 'd' argument
> to create /dev/A /dev/B, etc.?), but unix2dos even more so. Does
> it go in the auto folder? Does the UNIXMODE environment variable have
> to be set first, before I run unix2dos? Does it work with non-GCC
> programs (it doesn't seem to, so far)? Thanks for any help.

As far as i know, Eric Smith is working on integrating the UNIXMODE features into his MiNT kernel. At the moment it requires programs that recognize the UNIXMODE environment variable.

The unix2dos program allows you to use slashes (/) as directory delimiter and the /dev-notation for drives without any settings of environment variables or intervention of a shell. This is useful if you do ports of unix-programs (or use such ports) and don't want to include the stuff for parsing the A: notation in any program (eg when those unix-programs assume that absolute pathnames start with / and that the only use of backslashes (\) is to mask control characters).

The unix2dos program is not required if you have programs understanding the UNIXMODE environment variable. It only gives you a similar interface for filenames if your programs can't use UNIXMODE. You can mix both ways to convert slashes (with the unix2dos TSR and the programs doing it themselves) without any problems and the tools using UNIXMODE are also able to understand the backslash-notation too.

> David Megginson

Hope this helps!

- Edgar

4190. Re: reviews and favorites

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 18:44:43 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <743@organpipe.UUCP>
Source record: 236308

Well, several people have expressed interest in this project... If people mail me reviews, I could combine (and organize) them and post on atari.archive and c.s.a.st.

Disk space is no problem (well, many many megs would be bad, but ... :), so send all you have.

dkoski@hercules.as.arizona.edu

David Koski

4191. Re: Practical Solutions fire sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 18:57:33 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340051@hpfcso.HP.COM>
Source record: 236309

>> Practical Solutions is having a mail-order sale
>>[.....]

>Hey, do these folks have a phone number?!? If their stuff is on sale, I have
>a buddy that would probably buy a VideoKey. Where did you see this sale
>advertised?

Well, that's the rub. It's for dues-paying User's Group members only. Says so on the order form. If you can find a nearby Atari User's Group, you may have time to pay your dues and get the order form before the offer expires. In fact, the way ST support is going on this side of the oceans, it's well worth your while to join a User's Group "just because". Despite what people are saying, the ST is going the way of the C64, Apple II, ...

I'd send you my order form, but I threw it away already.

Ray
rrd@hpfitst1.hp.com

4192. Re: Spectre and hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 19:03:43 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340052@hpfcso.HP.COM>
Source record: 236310

hi dan

4193. Re: Kermit/UniTerm/Vax Problem...

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 19:20:15 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340053@hpfcso.HP.COM>
Source record: 236311

Try setting your packet size to 94 (bytes?kbytes?), on both ends. It's slow, but safe.

A lot of machbines running Kermit like to set an enormous packet size like 1000+, and it really screws up other machines. At least they give you the chance to change it as the need arises.

Regards
Ray Depew
IC's by Bill and Dave
rrd@hpfitst1.hp.com

4194. TT compiler

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 19:58:08 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1990Dec17.195808.21818@ccu.umanitoba.ca>
Source record: 236312

I just got a TT030 last Friday (ordered Monday) from Atari Canada. For 4 meg RAM, 48 meg HD, it cost 2900 Cdn (~2400 US); the multi-res monitor (ST-low, ST-med, ST-high, TT-low, TT-med) was another $750. Those are educational prices. First impressions: it is noticeably faster (the desktop is close enough to instant, pagestream runs much more smoothly), the ST-high mode is _almost_ as good as the SM124 screen, the desktop is disappointingly similar to TOS 1.4; fortunately NeoDesk runs.

If anyone has information on what compilers are available that can take advantage of the 68030, 68881, the VME, the TT-low and med resolutions, etc, I would be grateful to hear about them. Atari (Canada) recommended Hi-Soft C form Europe. So far I haven't found a North American distributer. Will megamax upgrade their compiler; that would be cheaper for Laser C owners, and probably a faster compiler.

Werner Ens
Physics, Manitoba

4195. Re: PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 21:14:39 UTC
From: drp9500@isc.rit.edu
Message-ID: <1990Dec17.211439.23664@isc.rit.edu>
Source record: 236313

In article <1990Dec16.234939.22473@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>I recently bought a PCF554 disk drive that is designed for 5.25
>floppy disks. It did not come with any instructions. Can you
>help me to get it going? Is there some software needed?

You need a program in the auto folder that will slow down the seek rate delay for the FDC chip. "ST" drives are 3ms but most 5 1/4 drives are about 5ms. The chip can handle from 2ms - 6ms. E. Arthur Brown has the software to do it (it includes formatters and stuff) for $15. I don`t know if there is aPD version.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

4196. Sozobon Sprites

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 21:18:12 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec17.211812.21144@lsuc.on.ca>
Source record: 236314

And now for my progress report:

It seems that Sozobon C only supports "sprite" calls properly
if you use "minimum.h". I understand that this can be a problem
because it may mean that GEM is not supported if you use "minimum.h".
So for the time being, it would seem that you either develop a
GEM application or a Sprite application. At least that seems to
be a way of looking at it. It turns out that I could complete my
current program without Sprites, though it would have been a better
program if I could use them, and so I'm not concerned. I intend
to proceed with another program that will need sprites but not GEM
later so this will work out satisfactory as well.

Now on to another question. I haven't reached the point where
this question is important quite yet, but I will soon.

In CyberPaint, Jim Kent used a custom menu interface which I
really liked. I've seen similar menus in Amiga programs. The menu
bar is hidden until you click and then it appears at the top of
the screen and menus drop down covering only part of the "work" area
leaving the rest visible. This is particularly good for graphic
programs of an artistic nature because, unlike Degas, it leaves as
much of the "work" on-screen at all possible times. If you're not
an "artist" you may not realize why this is important at first, but
if you've ever done extensive art it becomes a fairly obvious matter.
At any rate, I like the idea generally and even though my current
project is not a "paint" program, I would like to impliment this
type of menu. But I've *never* seen it done in GEM/TOS programs.
As such, I have a feeling it's probably not possible. Does anybody
know for sure? It would seem to me that if I define a "window"
with 0 height but with a "menu bar" I should be able to do the same
type of thing, but would the drop down menus work over the window
underneath? Or would I have to define the window to be at least
the height of the largest drop down menu?
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4197. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 22:22:40 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec17.222240.11764@uvm.edu>
Source record: 236315

From article <7062@tekgen.BV.TEK.COM>, by boblu@tekgen.BV.TEK.COM

(Robert Luneski) quotes me from my article: <1990Dec14.172830.14752@uvm.edu>

>>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
>>but I have several questions:

Then replies:

> You do not want to run a Seagate 296N at 1-1 because the disk transfer rate
> is less than 90 kb/sec at that interleave.

Yes I do! At home I have old postings about this. Someone from Berkley
Microsystems claimed that Seagate tests all 277Ns and 296Ns with a 1 to 1
interleave, and listen to you (figuratively) slack jawed when you
complain that you can't run them that fast. The problem, I am given to
believe, is in the host adaptors we use, only the BMS 200 really meets SCSI
standards currently, or so I hear (yeah, I know, you could say that
the 2XXN series is barely SCSI too 8-). BMS *currently* advertises with a
line saying something like: <if you have a 296N or 277N and want to
run it with 1 to 1 interleave, call us>

> Formatting it at 2-1 interleave raises the transfer rate to over 430 kb/sec.

(or lowers it to that if you're running a BMS 200 8-).

Deletions....

> ____ ____
> /\/\/\ Bob Luneski /\/\/

I'll dig up the posting I mentioned (thought I had it here too) if
anyone's interested. I'll also dig up Berkley's phone and address so
you can check with them directly.

Check it out - I might be right - and wouldn't all the 2XXN owners
be happy then!

Well, only unhappy about the DMA port overloading that occurs when
the BMS 200 is off, that someone stated in a posting today 8-(.
I hope that's been fixed.

your 'umble servant, ;-)

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4198. UUCP / RN

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 22:29:53 UTC
From: jon@DARTH.CC.MCGILL.CA
Message-ID: <9012172229.AA00319@.darth.CC.McGill.CA.>
Source record: 236316

I'm in the process of setting up UUPC on my ST at home and am wondering if a newsreader exists... and if so, what site carries it?

Jon

4199. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 22:32:16 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec17.223216.433@santra.uucp>
Source record: 236317

The problem that occured when typing tooooooo fast is caused by the
keyboard-processor (really a small computer!).
It is a bit too slow for the rocket-typers like your secretary.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4200. Re: saving GCC errors (includes source!)

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 22:46:47 UTC
From: apratt@atari.UUCP
Message-ID: <2784@atari.UUCP>
Source record: 236318

rcb@netcom.UUCP (Roy Bixler) writes:
>I am using GNU C inside of Gulam 1.04.05 ...
>re-direct the standard error output to a file..

Here's a program that does what you're after. It compiles under MWC, GCC, and Alcyon C. It works best under Gulam because Gulam implements shell_p, a way for a child of Gulam to say "here, Gulam, please execute this command line for me." It may not be the best 'c' you've seen, but it works.

(Interesting note: the MWC executable is 3622+690+188=4500 bytes text+data+BSS (almost all text; real small), the Alcyon C executable is 6834+1434+9124=17392 bytes (half is GEM binding BSS), and the GCC executable is 19592+904+3812=24308 bytes (just big). The GCC "system" call from Bammi's library is by far the most complex; I don't know what else makes it so much larger. I tried to use "minimal.h" for the GCC version but it didn't work: system() must use something from main.c.)

```
============================== rd2.c ==============================
/*
* perform a system() call, but first, redirect handle 2 to a file.
* See the umsg string for usage.
* Written by Allan Pratt of Atari Corp., Dec. 17, 1990 and placed
* in the public domain without any warranty, expressed or implied.
* Your mileage may vary.
*/

#include <osbind.h>

void usage();

int
main(argc,argv)
int argc;
char *argv[];
{
int oh2;
int nh2;
long err, akp_system();
int i;
char buf[1024];

if (argc < 3) usage();

oh2 = Fdup(2);
nh2 = Fcreate(argv[1],0);
Fforce(2,nh2);
```

```
strcpy(buf,argv[2]);

for (i=3; i<argc; i++) {
strcat(buf," '");
strcat(buf,argv[i]);
strcat(buf,"'");
}

err = akp_system(buf);

Fclose(nh2);
Fforce(2,oh2);
Pterm(err);
}

/*
* system() call used below. It checks for SHELL_P in the environment.
* If it's there, the pointer at 0x4f6 is assumed to point to a routine
* which will execute a command string. If it's not, the library system()
* is called. AKP.
*/

long
akp_system(s)
char *s;
{
char *ptr, *getenv();

if (getenv("SHELL_P") != 0) {
long oldssp = Super(0L);
long (*shell_p)() = *(long (**)())0x4f6;
Super(oldssp);

return (*shell_p)(s);
}
else return system(s);
}

char *umsg[] = {
"Usage: rd2 stderr_file cmd args ...",
"",
"Where: stderr_file is the file that stderr (handle 2) gets redirected to,",
"cmd is the command you want to execute, and args are the arguments to that",
"command. You can redirect stdout from your shell, and the child's stdout",
"will go there; don't use the same file as stderr_file, though.",
"",
"(This program will use shell_p a la Gulam if you setenv SHELL_P to",
"anything, otherwise it relies on the \"system()\" call from the library",
"you compiled with.)",
(char *)0
};

void
usage()
```

```
{
char **p = umsg;

while (*p) {
Fwrite(1,(long)strlen(*p),*p);
Fwrite(1,2L,"\r\n");
p++;
}
Pterm(-1);
}
========================= end of rd2.c =========================
```

4201. Motorola Assemblers uploaded to Atari.archive.

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 23:21:47 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Dec17.232147.2805@monu6.cc.monash.edu.au>
Source record: 236319

Motorola 68xx cross assemblers for the ST have been uploaded to
atari.archive.umich.edu. These are in the languages directory. The files
are;
motasm.zoo - the binaries + documentation
motasms.zoo - the source code.

The assemblers available are for the 6800, 6801, 6804, 6805, 6809 and 6811.
If you have any queries please donot hesitate to contact me.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

4202. Re: More files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-17 23:24:27 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440141@hplsla.HP.COM>
Source record: 236320

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

| I've sent the following files to atari.archive.
|
| CK_DEMO2.LZH - Demo of Codehead's Codekey macro program.
|

If anyone has Neodesk 3.00 or 3.01, and you want to try out this demo (or you've purchased the real thing), here's a tip that will save you some time.

If you run NEOLOAD.PRG as an auto program, there is a conflict between CodeKeys and Neodesk 3.0x that results in a 9-bomb crash when you try to record a macro. This can be resolved by not running NEOCNTRL.ACC. Macros seem to play back OK with NEOCNTRL.ACC loaded, however.

I understand that Gribnif and CodeHead know about this and are presumably working on a solution.

If you have a question, PLEASE post it here. PLEASE DO *NOT* SEND E-MAIL! Somebody's new mailer out there is causing me a peck full of trouble!

%%%

4203. Re: Using NeXT's 20meg Floppy on STs (was Re: Supra 10 Meg Floppy)

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 00:18:48 UTC
From: jvance@ics.uci.edu
Message-ID: <276D6069.1218@ics.uci.edu>
Source record: 236321

In article <276AA5DF.11270@ics.uci.edu> jvance@ics.uci.edu (Joachim Patrick Vance) writes:
>
> I noticed that the new NeXTs had something like a 20meg floppy (to
>replace the floptical drive I guess). Are these SCSI? Would there be
>a way to connect these to an ST for use as something like a removable
>hard disk?
> Just wondering.

Okay, my wonderfully inactive-becoming-senile-21-year-old brain
mislead me. From all the wonderful email I found that the new NeXTs
have a 2.88 meg floppy drive. One writer said that they are SCSI. If
this is true then I assume all that remains in connecting it to the ST
is software to format it and whatnot (Besides a ASCI to SCSI adapter).
But am I missing something? This seems promising.

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

4204. Atari 520ST CPU for sale, update

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 01:09:26 UTC
From: lchiu@cory.Berkeley.EDU
Message-ID: <9853@pasteur.Berkeley.EDU>
Source record: 236322

The 520ST CPU that I was advertising has been sold. Sorry to waste net resources by posting this message but I am getting too many requests at my site for it. I have no idea people still have uses for a 512K ST...

Thanks,
Lawrence Chiu
lchiu@cory.Berkeley.EDU

4205. VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 02:49:37 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.661488577.larserio@kvart.ifi.uio.no>
Source record: 236323

I have a BIG problem with THE VAULT hard disk backup !!!
It won't work at all together with the DCACHE hard disk cache program.

When DCACHE is installed and active VAULT works VEEERYYYY SLOOWLYYY
and when it finally is finished ALL THE BACKUP DISKS ARE BLANKS !!!

NO other programs has problems with DCACHE and if I am going to support
THE VAULT it MUST work 100% together with DCACHE first...

Does anyone know what's the problem and how to get passed it ???

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_________/ _____________________/ ____/ / Klubben, user association

4206. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 03:25:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec18.032534.17936@chinet.chi.il.us>
Source record: 236324

I have a ST296N running full speed at 1:1 interleave on my ST. The key is that it's attached to a BMS 200 host adapter. Vance from BMS explained the problem over the phone a long time back; here's how I remember it:
The ST296N requires that the host adapter acknowledge receipt of a data package within a time window that's at the very low edge of what the SCSI standard dictates. Most host adapters at the time didn't respond quite fast enough to satisfy the drive when it was formatted 1:1. The BMS 200 responds fast enough. Perhaps other host adapters do by now, I'd have no way of knowing.
Anyone from Seagate reading this? Care to give more details?

Steve J. saj@chinet.chi.il.us

4207. Re: DMII: Chaos Strikes Back Maps

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 03:41:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37021@cup.portal.com>
Source record: 236325

The very *best* source for accurate Chaos Strikes Back maps is FTL themselves

Give them a call at (619) 453-5711 and ask if they're taking orders for
their new CSB hintbook yet...

BobR

4208. Re: PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 03:49:17 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec18.034917.19034@watmath.waterloo.edu>
Source record: 236326

In article <1990Dec16.234939.22473@watmath.waterloo.edu> I wrote:
>I recently bought a PCF554 disk drive that is designed for 5.25
>floppy disks. It did not come with any instructions. Can you
>help me to get it going? Is there some software needed?

Well, I have had a knowledgeable reply.
It seems that there is a program "PCF554.PRG" written, apparently,
by someone at Atari and distributed to developers. Now, it seems
that this program will help me to make use of this disk drive in
a way that it becomes more useful than a door stop.

No here is my problem: my contact, a highly honorable developer, is
uncertain about the legal status of the information (code?) sent to him
that allowed him to type in and assemble the program "PCF554.PRG".

Could the folks at Atari comment on this?
Is it legal for someone to sell or give away this code?

I have heard that there is a low-memory system variable that looks
like it might be the thing to change but it isn't.

4209. Phantom typist and Timedrv5 (Was: 1st Word Plus)

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 05:02:11 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec18.050211.21559@watmath.waterloo.edu>
Source record: 236327

In article <1990Dec17.180351.6466@ecst.csuchico.edu>
ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>keithr@vice.ICO.TEK.COM (Keith Rast) writes:
> ...
>This is called the 'Phantom Typist.' This is a bug with the ST. No
>one knows what kind though. It could be TOS, it could be something
>else. It happens not only with First Word Plus, but other word
>processors as well. Atari won't consider it a bug, unless someone can
>reproduce it at will. Until someone can make it appear on purpose,
>it will still remain uncatchable.

I had not seen the Phantom Typist for quite some time. But recently I saw that there was a new version of Time-Drive, so I installed "timedrv5.prg". Within 10 minutes, I found keys that got stuck "on". One that got stuck in the on position was the "ESC" key. Things still worked, while the speaker chirped continuiningly. It was almost by accident that I discovered it was the ESC key. What did it for me was that I was logged in to a unix system at the time and was using a terminal emulator program talking to to a system that that showed the control characters that were coming in to the system. (For UNIX buffs, I think it was " cat -v ".) Just pressing the ESC key once stopped the problem! Over the next hour or so, this happened several times, so I disabled timedriv5 by changing the extender ".prg" to ".prx". and re-booting the system. Of course next time I booted up, the time and drive indicator was not there, but the key chirp hasn't come back either.

I hope this helps and that I don't get somebody's nose out of joint. My comments are make in the hope that we can isolate and anihilate this bug.

Lee Dickey

4210. Corrupt files sent to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 08:31:03 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec18.083103.11070@ecst.csuchico.edu>
Source record: 236328

```
At least of five or six of the files I sent to atari.archive recently
are missing bytes from their file sizes. I guess you'd better not
download anything until I figure out which ones are good and bad.
I'll send good copies in a day or two.

--
Ed Krimen ..............................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

4211. Re: HiSoft BASIC

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 09:37:26 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec18.093726.19054@ioe.lon.ac.uk>
Source record: 236329

In <1990Dec17.110311.4187@ioe.lon.ac.uk> teexand@ioe.lon.ac.uk (Andrew Dawson) writes:

>In <11383.27668519@amherst.bitnet> jrglenn@amherst.bitnet writes:
>>Does anyone know what the current version of HiSoft BASIC is? I called
>>MichTron a while back about a problem I was having woth v1.23, and they told me
>>they would send me v1.25 if I sent $5. Now, MichTron, under new ownership,
>>claims there is no v1.25. What gives?

>There was something in the handout I picked up at a show about there being a
>change re US distribution.

OK - This is the relevenant bit. I don't have any other info about this. It may
be worth contacting HiSoft directly for up to date information. Their phone
number is +44 525 718181.

From "HiSoft News", dated December 1990:

"We are very sad to say goodbye to Michtron, our former US distributor, which
has now closed down. We were always pleased with the way they sold our
software. We are now happy to be working with Lauren Flanegan-Sellers and
Goldleaf Publishing of San Fransisco and we hope to be able to make an
announcement to our North American customers quite soon."

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

4212. LZW-compression

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 09:40:45 UTC
From: bmkraats@cs.ruu.nl
Message-ID: <4534@ruuinf.cs.ruu.nl>
Source record: 236330

Does anyone out there have a description of the LZW-compression algorithm?
I am looking forward to see it...

Thanks,

Berto.

4213. Re: Atari Laser Printers and PostScript (Was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 12:55:54 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4060@syma.sussex.ac.uk>
Source record: 236333

From article <1990Dec15.180349.4778@santra.uucp>, by s37837k@saha.hut.fi (Jari Lehto):
> There is a competitor for the UltraScript, called T-Script. According
> to Fearn & Music, a company in Germany, the T-Script is more effective
> and more reliable than UltraScript. They use it for producing graphics from
> Aldus Freehand, PageMaker etc. under Spectre GCR. I think their opinion is
> worth believing, because they sell both UltraScript and T-Script and the
> difference between the prices of these is so small that it does not have any
> part in forming that opinion. (I have seen them sold with equal price)
>

I would be very interested in reading more information about either
T-Script or the French Postscript emulator (Graphix??) which was
mentioned in a recent posting. I heard that Imagen have ceased
supporting Ultrascript for the ST. Can anyone give more info on this?
What exactly does 'ceased supporting' mean? Will the program still be
sold, but not upgraded?

In the UK, the only official way to get Postscript emulation for the ST
is to buy the desktop publishing package Fleet St Publisher v3, and even
then there is something about the program which is incomplete (it might
be the range of fonts - I'm not sure).

All info appreciated.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

4214. Re: synth sounds

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 13:45:10 UTC
From: dee@ghp.UUCP
Message-ID: <730@ghp.UUCP>
Source record: 236334

In article <70662@bu.edu.bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>I have a 1040ste that I bought mainly to run music (midi) applications.
>I find it surprising that none of the discussions on this message base
>seem to revolve around midi, considering that the ports are built right
>into the machine.
If your looking for discussions in this area - subscribe to comp.music...
You've already missed the GREAT DEBATE on which computer was better for
composing with midi interfaces...8-)
Dee

--
.---.
| Diane Vint, Gellman.Hayward & Partners Ltd |
| 33 Yonge St., Toronto, Ontario, Canada, M5E 1G4 Voice: (416)862-0430 |
| UUCP:dee%ghp@mnetor.uucp |
`---'

4215. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 13:58:18 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec18.135818.15365@actrix.gen.nz>
Source record: 236335

<1990Dec13.115304.824@actrix.gen.nz>
<3386@medusainformatik.uni-erlangen.de>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: csbrod@medusainformatik.uni-erlangen.de

In article <3386@medusainformatik.uni-erlangen.de>
csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> >Hyper Format by A german chap that gets on here "Brod" is i think
part
> >of his name, Please excuse not knowing it, but his Formater works
very
> >well, and has the Option to Verify, and will do PC Formats, and 11
> >sector formats, and this one works !, but don't know if it has the
> >3 sector FAT option, as the Atari uses a none standard 5 sector
format
> >this can play havock with PC's, The Program Name that i have is
> >HYPFM320.PRG, i don't know if there is a later one, also this Program
> >will do 1.1 Meg and 1.2 meg Formats, with Hardware Mods, this i don't
> >have the details on, but from what i gather, you speed up the clock
> >to the controller ic..
>
> HYPERFORMAT indeed does all these things, but it's not PD. It's part
> of my book 'Scheibenkleister', therefore it can only be obtained
> legally by buying the book. Just to put in a grain of salt 8-)
>
> You're right with your theory concerning the hardware mod for 1.1 MB
> disks. It was published last year in the German computer magazine
> 'ST-Computer'. In late summer 89, a friend of ours developped the
> High Density solution for the ST (1.44 MB, PC-compatible disks),
> and HYPERFORMAT supports these formats, too. It packs up to 21 sectors
> on one track, totalling a whopping 1.7 MB on a standard 3.5" HD disk.
> In Germany, several other PD programs are available that do extra
> stuff with your disks; most of them also include some kind of
> twister format.
>
>
> --
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.

> D-8772 Marktheidenfeld, West Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> --

Thank you for giving us more information, sorry did not know that it was not PD. Please I would like your help on another matter, I have been having Problems in getting in touch with ST-Computer, I don't think the First Address that I had was correct, I was after the info, on the Article on 'Patch as Patch Can', Six Patches for the Bugs in TOS 1.4, do you know what issue this was in. ??, the Address than I know have is ST-Computer, Heim Verlag, Heidelberger Lanstr. 194, D-61 Darmstadt, Gemany, Is this correct..?? Thank you...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4216. Re: New uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 14:12:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec18.141219.15747@actrix.gen.nz>
Source record: 236336

In article <511550@neabbs.UUCP> vousten@neabbs.UUCP (ROB VOUSTEN)
writes:
> I uploaded the following to atari.archive. Available now...
>
> ...from the atari/archivers directory:
> LH_CATCH.LZH A utility to make Yoshi's LHARC.TTP v.1.1309 (included
in
> the archive) work with Charles Johnson's ArcShell. It
> catches the command line the shell sends to LHARC, asks

> additional info (Include path names?), modifies the
> command line and passes it on to LHARC. Doc included.
>
> ...from the atari/printing directory:
> PRINTCMS.LZH A small program to print 132-column listings from a
> VM/CMS mainframe (file type LISTING) correctly on an
> Epson FX compatible matrix printer.
>
>
.---.
> | Rob Vousten
|
> | University of Nijmegen - Dept. of General Linguistics & Dialectology
|
> | Erasmusplein 1 NL-6525 HT Nijmegen The Netherlands
|
> | BITNET: U218008@HNYKUN11 INTERNET: U218008@hnykun11.urc.kun.nl
|
>
'---'

This should not be needed, as the Arcshell21b does have a Programerball
option, when you click on Add or Extract, just hold the Alternate key
down, this will give you a Small Gem box, that lets you put in a
Command Name, this is for your Information, will also be seen on the
screen when running, and the Command string that you want to send to the
Arching program, these Command options can be saved when you save the
config, it is posible to use this shell with any of the LZH's that are
around, ie. LZH121/LZH12/LZH60 etc and even ZOO, this Major option
is seemed to be overlooked, but it is in the Doc's...
I have used it with a few of the LZH's and found no problems..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4217. Re: Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 14:18:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec18.141813.15852@actrix.gen.nz>
Source record: 236337

In article <1990Dec17.160744.19837@rodan.acs.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> A while back there was some discussion about the status of
> Neocept, the makers of WordUp...The concensus was that Neocept
> had gone out of business. Well, in the December issue of
> Current Notes, in the STUPDATE article, Frank Sommers states
> that Neocept announced "'an intermission' and possibly a final
> curtain call for WordUp". The gist of the story is that
> Neocept cannot continue to improve their products while
> providing support...which is why they made arrangements with
> E.Arthur Brown to distribute the upgrades...and that the
> future of Neocept and WordUp depends on the future of the ST.
> I guess we can only wait and see.
> --Gerry

From what I here Frank Sommers now works for Atari USA, and there is
some talk that WordUp will soon be out with a Atari label on it ???

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4218. Re: uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 14:44:13 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec18.144413.26174@chinet.chi.il.us>
Source record: 236338

I have lots of TeX software, "The TeXbook", Leslie Lamport's book and some related goodies. What I don't have is a handy TeX guru. Everything is difficult, and not everything makes sense. It would be a great help if there was some guide available to starting out with TeX and METAFONT on your own. Is there one? Any pointers?
Steve J saj@chinet.chi.il.us

4219. cpu upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 17:58:48 UTC
From: mlutz@convex.COM
Message-ID: <1990Dec18.175848.10028@convex.com>
Source record: 236339

I'm looking for information on 68020/68030 cpu upgrages for the
ST. If someone could e-mail me information on what is available,
I would appreciate it. Information about some of the 16 Mhz
68000 upgrade boards would also be of interest.

mlutz@convex.com

4220. Re: BOOT ME UP! (comms help wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 20:00:20 UTC
From: slp9m@cc.usu.edu
Message-ID: <1990Dec18.140020.45264@cc.usu.edu>
Source record: 236340

I wrote:
>Here's where I need someone's help: I would like to get ahold of a copy of
>Uniterm. (Even if it isn't the latest version, that's fine as long as I can
>use it to download the latest version.) If anyone would be willing to send
>me a version via US mail, please E-mail me with the address and I will
>supply a formatted disk, self addressed stamped mailer, etc. Thanks in
>advance to the willing volunteer.

Plenty of willing volunteers have come forward already. Thanks!
-Scott

4221. Re: saving GCC errors

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 20:16:06 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Dec18201606@ugun13.nixdorf.de>
Source record: 236341

```
>>>>> On 16 Dec 90 23:08:48 GMT, rcb@netcom.UUCP (Roy Bixler) said:

Roy> I am using GNU C inside of Gulam 1.04.05 to do some porting (of
Roy> Z-modem version 3!) and this would be much less painful if there was
Roy> a way to save the compilation errors in a file. I don't think GNU C
Roy> has any listing option (if so, I'd sure like to know!). Another
Roy> method I was thinking of was to re-direct the standard error output to
Roy> a file, but apparently Gulam doesn't have that feature either. Any
Roy> ideas?

Roy> Roy
Roy> netcom!rcb@apple.com

Here are some diffs to gcc.c, which do just what you want. I
introduced a new command line option (-z), which, when in effect,
redirects stderr to a file. If you don't have the sources, drop me a
note for the executable.

*** i:\gcc.c Sat Mar 24 15:00:42 1990
--- gcc.c Sun Oct 7 17:44:48 1990
***************
*** 145,150 ****
--- 145,151 ----
#ifdef atarist
#include <osbind.h>
#include <ctype.h>
+ #include <fcntl.h>
long _stksize = 8192;
extern char *getenv();
#endif
***************
*** 354,359 ****
--- 355,364 ----

unsigned char vflag;

+ #ifdef atarist
+ unsigned char zflag;
+ #endif
+
/* Name with which this program was invoked. */

char *programname;
***************
*** 981,991 ****
}
```

```
#else /* atarist */
{
! char **j;

! execution_count++;
! j = commands[0].argv;
! return spawnve(0, j[0], j, NULL) ? -1 : 0;
}
#endif /* atarist */
}
--- 986,1019 ----
}
#else /* atarist */
{
! char **j;
! int errfd, ret;
!
! execution_count++;
! j = commands[0].argv;
!
! if (zflag)
! {
! errfd = Fopen("compile.err", 2);
! if (errfd < __SMALLEST_VALID_HANDLE)
! errfd = Fcreate("compile.err", 0);
! else
! Fseek(0L, errfd, 2);
!
! Fclose(2);
! Fforce(2, errfd);
! Fclose(errfd);
! }
!
! ret = spawnve(0, j[0], j, NULL) ? -1 : 0;
!
! if (zflag)
! {
! Fclose(2);
! Fforce(2, Fdup(1));
! }

! return ret;
}
#endif /* atarist */
}
***************
*** 1060,1065 ****
--- 1088,1099 ----
vflag++;
n_switches++;
break;
```

```
+ #ifdef atarist
+ case 'z':
+ zflag++;
+ n_switches++;
+ break;
+ #endif

default:
n_switches++;
------------------------------------------------------------
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, //
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BTX:0525467066-0001

Email: ridderbusch.pad@nixdorf.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)
```

4222. FTP Problems adn Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 21:37:15 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec18.213715.3079@terminator.cc.umich.edu>
Source record: 236342

Recently we've received some complaints concerning messages that
appear when you attempt to log on via anonymous ftp. The warning
says something like "host no longer available for ftp after Jan.1, 1991".

If you haven't reveived this message, and you've ftp'd here recently (within
the past week) don't worry. Continue to hum along merrily and smile.

The problem here isn't that atari.archive will not be available after
the new year. It's simply that our host is incapable of doing a reverse look up of your
internet address.

The solution is simple, ask (no, demand) that your sys-admin properly
register your machine in the in-addr.arpa namespace.

Please don't send me mail concerning this matter. It's very simple. After
the first of the year, if our machine cannot look up your machine in the
in-addr.arpa namespace, you will not be allowed to ftp here.

Thanks and have a wonderful holiday season.

weiner
--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!
"Aren't you going to look under the hood?" "Hell, NO! It's dark and thick-
smelling under there and I might get grease on my hat!" -Sam & Max

4223. Re: reviews and favorites [or "Put 'em here]

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 23:00:16 UTC
From: stu892103@gcc.uucp
Message-ID: <102@gcc.uucp>
Source record: 236343

In article <698@organpipe.UUCP>, dkoski@hercules.as.arizona.edu (David Koski)
writes:
> As to the favorites list, what about an avoid list? Is anyone interested in
> writing reviews of games, utilities, compilers, editors, etc? All the stuff
> on atari.archive should be reviewed... Anyway I am willing to review the
> programs that I own. If anyone is interested, where should these go? On
^^^^^^^^^^^^^^^^^^^^
> c.s.a.st? on atari.archive? Would anyone else be willing to contribute?
>
>
> David Koski

They should go in c.s.a.st because that is about the only place that I
can read them, other than c.s.a.st.tech!!! So let's post 'em here, folks!

Steve Greer

4224. SC-1224 and Laser for garbs

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 23:43:29 UTC
From: Xorg@cup.portal.com
Message-ID: <37055@cup.portal.com>
Source record: 236344

FOR SALE:

Early Atari SC-1224 color monitor. This guy has seen very little use since two years ago when I bought a mono monitor. The display is far sharper and more colorful than any newer Atari color moniotrs I've seen. Mint condition - $225

Atari SLM-804PCV Laser Printer. Bought less than a year ago and seen very light use (ok, I'll admit it, I bought a 386 and my ST system has seen little use since then) Includes UltraSCript, the Postscript emulator ($200 by itself) I'll also toss in lots of PD software and probably a couple of commercial games I have lying around. First $850 takes it.
Peter Szymonik
xorg@cup.portal.com

4225. Files okay.

Newsgroup: comp.sys.atari.st
Date: 1990-12-18 23:46:22 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec18.234622.15581@ecst.csuchico.edu>
Source record: 236345

I think the files I sent to atari.archive are okay. Apparently, they tested okay there. Someone also downloaded LIFEBTCH.MSA and said it was okay. Perhaps those that had the problems with their copies just had bad downloads.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4226. More files sent

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 00:05:11 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec19.000511.15759@ecst.csuchico.edu>
Source record: 236346

These are some good Cyber (.SEQ) animations that I have posted to
atari.archive.

deja_vu.lzh - A Fuji symbol spinning on a scrolling, patterned floor.
froggie.lzh - A strange frog.
manta_2.lzh - A stylized manta ray with fins moving.
pt7_step.lzh - A futuristic creature.

audio.lzh - A better demo of Audio Sculpture. This one includes
STe support. You can even change the volume, bass,
treble, etc., by clicking on the 'STE DMA' selection
under the speakers option. Clicking on the button on
the lower left 1/3 of the screen will bring up another
window that shows the notes instead of numbers. To
change the staff for the different voices, click with
the right button on the green numbers. To extract
this file after unLZHing it, you need Magic Shadow
Archiver. This file was sent to me by Lars-Erik
Osterud. Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4227. Wanted - Mac ROMS for ST Mac cartridge

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 01:47:46 UTC
From: sandro@lhc.nlm.nih.gov
Message-ID: <1990Dec19.014746.9282@nlm.nih.gov>
Source record: 236347

A friend of mine with an ST wants to buy the cartridge for it that will allow the ST to emulate a Mac (sorry I don't know the name of it, but I don't have an ST...) and wants to know how one goes about getting the Mac ROMS that the cartridge needs to run. Can anyone give me any clues on this?

--
Michael D'Alessandro, M.D.
The Lister Hill National Center for Biomedical Communications
Educational Technology Branch
The National Library of Medicine sandro@lhc.nlm.nih.gov

4228. Re: TT compiler

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 03:09:16 UTC
From: apratt@atari.UUCP
Message-ID: <2786@atari.UUCP>
Source record: 236348

ens@ccu.umanitoba.ca writes:
> I just got a TT030 last Friday (ordered Monday) from Atari Canada.

Thanks and Congratulations.

>the desktop is disappointingly similar to TOS 1.4;

I believe you're wrong there. Please read your manual. Or just look at the menus; they should tell you how different it is. In the default configuration, it does look like the ST Desktop, so as not to be confusing to ST users, but it's really very different. Anecdotal evidence of how different it is: the Neodesk guys are mad at us for copying their ideas (we didn't).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4229. CAD-3D file format

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 03:21:37 UTC
From: reynolds@fsg.UUCP
Message-ID: <12347@fsg.UUCP>
Source record: 236349

```
/* Sorry if this got out twice, our local news leaves a lot to be desired */

I'm looking for some information on how to read the *.3D2
files from CAD-3D version 2.0. I'm trying to write a 3d2tonff filter
to convert CAD-3D files to NFF files. I know about the ASCII *.TXT
files that contain the point and face lists. Unfortunately the ASCII
files do not contain color, lighting, or camera position information.
Thanks in advance.

--
Brian Reynolds | reynolds@fsg.com
Fusion Systems Group | -or-
225 Broadway 35th floor | ...!uunet!fsg!reynolds
New York, NY 10007 | Phone: (212)285-8001
```

4230. Re: Fly exterminator. FUNware !!

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 07:14:25 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <1990Dec19.071425.1315@csn.org>
Source record: 236350

Its on atari.archive.umich.edu, and was uploaded a while ago. The filename is flyex.lzh. It is in the graphics directory. I must admit is _is_ entertaining.

- Todd
Todd Miller | Whenever you side with the majority on
millert@tramp.Colorado.EDU | issues of morality it is time to rethink
al804@cleveland.Freenet.Edu | your position.
University of Colorado @ Boulder | -- Paraphrased from an unknown source

4231. Re: Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 07:16:42 UTC
From: chuckie@pro-odyssey.cts.com
Message-ID: <6404@crash.cts.com>
Source record: 236251

In-Reply-To: message from bcasper@eos.ncsu.edu

what was the price again and how will you ship?

ProLine: chuckie@pro-odyssey
Internet: chuckie@pro-odyssey.cts.com
UUCP: crash!pro-odyssey!chuckie
ARPA: crash!pro-odyssey!chuckie@nosc.mil

4232. Re: File transfering with a Vax

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 07:24:34 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Dec19.072434.67@n6vbg.hamavnet.com>
Source record: 236252

In article <1990Dec13.181334.1597@vax5.cit.cornell.edu>, reyy@vax5.cit.cornell.edu writes:
>
> There has been a bit of talk regarding file transfers
> between ST's and Vax machines (via kermit). I for one
> have an old 1200 baud modem and really annoyed with the
> fact that kermit takes so long. I'm somewhat ignorant
> when it comes to file transfers, so ask you all: why have
> I only seen implementations of kermit on my vax? Is there
> any way to transfer with other methods (assuming we had
> the vax-end programs), or am i stuck with slow-but-sure
> kermit?

Yes, there are other ways of transferring files between a VAX and the ST. I have Xmodem and Zmodem on our machines at work. For some reason Kermit is the only protocol that got REALLY popular among VAX sites (I suppose this is due to the fact that Kermit allows you to transmit 8 bit binary files over communications channels that only support 7 bits, which used to be the case quite often).

Anyways, I'd be happy to put the Xmodem and Zmodem programs for the VAX on a tape for you (or anyone else who wants them).

>
> Thanks for your time,
> David Rowell
> REYY@Vax5.cit.cornell.edu (internet)
> .signature upon request
--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

4233. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 08:45:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5222@brahma.cs.hw.ac.uk>
Source record: 236253

In article <1990Dec17.120630.9491@vaxa.strath.ac.uk> cadp15@vaxa.strath.ac.uk writes:
>Well, at the moment I have about half a dozen disks that I use daily that are
>double sided, 84 tracks and 11 sector - gives me about 930 Kb. I've been
>using them for about 8 months now with no problem - BUT I do use high quality
>BRANDED
>disks (mainly TDK and Sony), lesser quality disks just do not cope. Anything
>past 10 sectors is risky, and to find out how many tracks your drive can cope
>with you can (though not really recommended) tell it to format 85 tracks and
>listen to the drive - when it stops going clunk after every track then you've
>gone to far (ie you can format to one track less than the one you're on).
>
>MOST drives will happily cope with 82 track/10 sectors...

Whether or not you can use 11 SPT is not up to the quality of the disk but the speed of the drive doing the writing. The slower a drive is, the more chance you have of using 11 SPT. A faster drive will screw up the data though.
Using beyond 80 tracks is dangerous. I know from bitter experience because using 82 tracks trashed my drive years ago and I had to replace it.
If you use beyond 80 tracks and it works with your drive, fine BUT I don't think it would be fair to give your disk to someone else and trash their drive.
The use of disks formatted this way is forbidden in our ST lab for just such a reason.

The maximum sensible format is 80T, 10SPT, 3SPF.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4234. How do I get TeX ??

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 10:22:35 UTC
From: nf@ecs.soton.ac.uk
Message-ID: <5920@ecs.soton.ac.uk>
Source record: 236254

HELLO WORLD

Looking through the postings on the newsgroup I noticed people
talking about TeX on the ST !!!!

Could somebody tell me how I can get a copy ????

Answers could be either placed in the network or send to me directly
e-mail : nf@uk.ac.soton.ecs

Thank you in advance

Nick

4235. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 10:47:49 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4069@syma.sussex.ac.uk>
Source record: 236255

From article <6529@vice.ICO.TEK.COM>, by keithr@vice.ICO.TEK.COM (U.D.M.):
> This is a little off the original subject (okay, a lot), but has
> anyone had a problem with First Word Plus locking up when you type
> too fast. Our secretary will be typing away at blinding speeds and
> all of a sudden the ST will start repeating one character across the
> screen for several lines and then lock up. Anyone else experienced
> this problem?

Oh yes. Oh yes. Also (with UK version 3.xx - 3.15 is current) it sometimes just stops accepting keyboard and mouse input, effectively freezing the program. Wordplus doesn't have an autosave function, so when this happens you lose all you've typed since the last time you saved manually. It doesn't seem to depend on how fast you type. Even the slowest typists here have had it happen to them.

The producers of Wordplus say it's something in GEM (which might be borne out by the fact that similar 'phantom typist' problems happen with other programs). Atari spokespeople generally say that it's to do with the way the program handles keyboard input. Nobody, except for a few users who've realised it's not just their fault, seems to be interested in tracking down the problem. Atari tech people tend to use text editors rather than full word processors, and GST (the originators of Wordplus) don't worry too much about the ST market these days, as they know they've already made most of the money they're ever going to make from the program.

So you, and we, either have to grin and bear it or change to a new program and probably a new machine too. People here at Sussex University (where literally hundreds of STs have been sold in the last five years) are taking the radical option and moving away from the ST altogether. Users who mostly use just wordprocessing software tend to blame 'the Atari' when they lose an afternoon's work - they're not too bothered about where the problem lies. IBM and Microsoft are now making a lot of money here because of the bugs in the Wordplus/Atari combination.

Shame, but there it is.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

4236. Re: ARCGSH 3.5 Documentation

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 11:08:42 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2872@laura.UUCP>
Source record: 236261

In article <1990Dec15.040951.2096@udcps3.cps.udayton.edu>,
vanleejf@udcps3.cps.udayton.edu (James Van Leeuwen) writes:
|> The most current version of ARCGSH (version 3.5) was recently posted to
|> |> atari.archives (a.k.a. terminator). The documentation file is in TeX
|> format,
|> making it relatively diffucult to read without TeX. Would someone
|> please
|> output it to ASCII format and send me an e-mail message with the ASCII
|> output?
|> I'll post it to atari.archives as soon as I get it.

A note from the Arcgsh author: Before I decided to post the documentation
in TeX format only I tried to produce an ASCII version also by running it
through dvi2tty. The result did not satisfy me. Especially the tables
showing the Arcgsh menues got disordered. Including the TeX source enables
anyone to read the documentation even without TeX (contrary to posting the
dvi file which would have been really mean to the non-TeXies).

But ok, if you want to have it anyway: If I get more than 10 requests for
it I shall post it here and include it in former Arcgsh versions.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

4237. Re: Phantom typist and Timedrv5 (Was: 1st Word Plus)

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 11:28:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec19122853@orion.laas.fr>
Source record: 236256

Is this phenomenon related to the typing speed of the individual? I
rarely do gung-ho typing on my Mega4 ST, but I have had no problems
whatsoever with timedrv5.prg.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

4238. Re: uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 11:34:18 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec19123418@orion.laas.fr>
Source record: 236257

There are always the TeX books :-) even if they're a bit expensive. I
believe that there's a FAQ (Frequently Asked Questions) that's posted
to comp.text.tex.

Good luck!

Merry Christmas and Happy New Year to all!!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

4239. Re: Atari Laser Printers and PostScript (Was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 12:47:49 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.661610869@piring.cwi.nl>
Source record: 236258

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>I would be very interested in reading more information about either
>T-Script or the French Postscript emulator (Graphix??) which was
>mentioned in a recent posting. I heard that Imagen have ceased
>supporting Ultrascript for the ST. Can anyone give more info on this?
>What exactly does 'ceased supporting' mean? Will the program still be
>sold, but not upgraded?

What has always astonished me about UltraScript is the lack of
a screen previewer. It would have been *so* simple to add.
Since the SLM804 is a dumb printer they have to prepare the bit
image in memory anyway, so just popping up a window and some bitblt
operations would have been all the labor to make a previewer work.

The UltraScript implementation of the PostScript engine itself is quit
robuust though. Never had any problems.
But considering the additional features of GRAPHIX I would certainly
have decided in their favor...

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4240. Re: VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 13:20:54 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec19.132054.28228@watmath.waterloo.edu>
Source record: 236259

In article <CMM.0.88.661488577.larserio@kvart.ifi.uio.no>
larserio@ifi.uio.no writes:
>I have a BIG problem with THE VAULT hard disk backup !!!
>It won't work at all together with the DCACHE hard disk cache program.

Remember Turtle? Turtle insists that it be in control of everything.
Its own ram disk, everything. I wonder of the writer of The Vault
made the same assumptions, but did not build in the checks to make sure.

4241. Re: VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 14:46:04 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27875@cs.yale.edu>
Source record: 236260

In article <1990Dec19.132054.28228@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>In article <CMM.0.88.661488577.larserio@kvart.ifi.uio.no>
> larserio@ifi.uio.no writes:
>>I have a BIG problem with THE VAULT hard disk backup !!!
>>It won't work at all together with the DCACHE hard disk cache program.
>
>Remember Turtle? Turtle insists that it be in control of everything.
>Its own ram disk, everything. I wonder of the writer of The Vault
>made the same assumptions, but did not build in the checks to make sure.

Please, keep your cool and don't start speculations flying on the net.
All that Lars reported is that he has a problem running THE VAULT and
DCACHE together. We don't know what the problem is, but we are trying
to find it. Meanwhile, don't run them together. They both apparently
work fine for most people most of the time when used separately.
TURTLE, too, seems to work well for many people, and I don't
understand your implicit criticism of it.

The problem with the VAULT/DCACHE combination could lie with either
program, and it is not necessarily due to one of the writers making
"assumptions"---it could be due to a plain old ordinary unintentional
bug: accidently overwriting memory not belonging to the program, using
a signed int someplace instead of an unsigned, a problem with the
compiler or a library routine, etc.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4242. Author of The Vault speaks.

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 16:14:11 UTC
From: fischer-robert@cs.yale.edu
Message-ID: <27876@cs.yale.edu>
Source record: 236262

I'm Bob Fischer, the author of The Vault. I recently (October) got an
E-mail address, and am now available directly. My address is:

rfischer@cs.yale.edu

If you have something to say about The Vault and you want me to hear it,
please send it directly to me. I do not read the newsgroup, so posting
messages about bugs with The Vault, not working with Program X, etc.
is not likely to get any bug-fixes from me.

Here's the current status of The Vault, and what I plan to do in the future.
The current version, 2.01, is the only version ever released to the public.
Right now, I am using version 2.03, which lets you do multiple backups from
the same starting directory. I have only one hard-disk partition and
that way I can back up my system and user files from the root directory.
I never distributed 2.03 because its .VDF file format is different -- the
.VDF file needs an extra line to store an extra piece of data. I was
planning to rewrite the .VDF file format anyway into an extendable version,
and didn't want to confuse the matter with The Vault 2.03. If anyone
really wants it, I can send The Vault 2.03.

But now, I'm working on The Vault 3.00. The Vault 2.03 is written mostly
in Pascal. I kept having great ideas of how to expand The Vault, but the
already-written routine was in C in a way that couldn't interface well
with Pascal. For example, I can't use anything using the malloc() call.
So I've converted The Vault to C, and the result is The Vault 3.00. It
still bombs in quite a few places, so I don't want to release it quite yet.
With Christmas vacation, I hope to work on it a lot, but I promise nothing...
Meanwhile, The Vault 2.01 works. I still use 2.03, because 3.00 doesn't
work well enough yet.

The Vault 3.00 has two differences with 2.01. It lets you do multiple
backups from one folder, and it formats disks twisted. I don't use Twister,
but instead my own program called FastFlop which speeds up on STANDARD
disks faster than Twister. The only problem is, it uses UNDOCUMENTED
locations. I was about to release a version which would work on a number
of versions of TOS, but then I found a bug and did a quick fix for
the version which I was using (I think TOS 1.4 in ROMs).

With The Vault 3.00, I plan to release the source code to people who
ask for it, under certain conditions. I don't have the conditions
here, so more on that later. In short, if you want to be an
Alpha/Beta tester for The Vault, I will send you the source code and
you can find bugs, fix them, make improvements, etc. The Vault 3.00
is written entirely in C and Assembler, and compiles for me with Mark
Williams C version 3 and MADMAC. The advantage of being a tester is,

when you find a bug, you can fix it yourself instead of trying to explain it. You also get the newest releases of The Vault, before I really believe they're bug-free. Of course, anything in The Vault beta test version is likely to go wrong and mess up your backups.

Here are some future improvements I'd like to make to The Vault:

* Fully automated backups. The Vault would keep track of your backup sets for you. Say you have three backup sets SET1, SET2, and SET3. The Vault would know you most recently backed up to SET1, and when you say Full Backup, it would tell you to use SET2. It can also keep track of Incremental sets this way. I'm not quite sure yet what backup patterns different people use, and therefore which ones to program in. So why not, tell me about your backup procedure (if you have one).

* The Key sucks. I'd like to include it in The Vault, make restoring much more automatic and user-friendly, add fancy wild-cards to it, add dual mode. Maybe even a cache on the hard disk to improve its speed. Anyone interested in writing a better Key, I'll send you the source code to the current, and do whatever you want. Better yet, I'll tell you how to restore split files, which is the only special thing about The Key.

* I want help where you need it, which is not in the Help menu. I'll change so that there's a little 'Help' button in every dialog box. Pressing it brings up the apporpriate help box.

* I want to speed up incremental backups using a technique similar to that used in DSCAN.

* I want to put icons and windows on The Vault's desktop so you can browse through the files on your hard disk and look at them while in The Vault.

* Every now and then, I toy with the idea of data compression and writing non-TOS-format disks. I'm not sure if I really want to do this, though... Or maybe I could find some really clever hack to write while I'm reading the hard disk.

* It would be nice if The Vault worked with tape backup systems. I don't own one, so I don't know how to write software for one.

* An option where you give The Vault a list of files to copy and it copies them, something like a fancy cp command. It would be more useful then as a general copy program.

So what do you think? What improvements would you like to see made?

I've written a bunch of programs which I never posted but am thinking of posting. Which would you like to see? Here's a description of them:

* RD, a resizeable (but not reset-proof) RAMdisk. It's really resizeable because you can resize it from anywhere -- in a shellscript, etc. It takes its memory off the high end so as to not

fragment memory.

* FastFlop, described above. Maybe I'll release the current version,
and make it only install on TOS 1.4 in ROM.

* I reworked Moshe Braner's Flexcopy to use GEM.

I hope to hear from you, and I hope that you find The Vault useful.

--- Bob
--
| Robert Fischer |
| Arpanet: <rfischer@cs.yale.edu> |

4243. Re: 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 16:14:52 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec19.161452.21009@uvm.edu>
Source record: 236263

From article <6529@vice.ICO.TEK.COM>, by keithr@vice.ICO.TEK.COM (U.D.M.):
> This is a little off the original subject (okay, a lot), but has
> anyone had a problem with First Word Plus locking up when you type
> too fast. Our secretary will be typing away at blinding speeds and
> all of a sudden the ST will start repeating one character across the
> screen for several lines and then lock up. Anyone else experienced
> this problem?

> Thanks,

> Keith Rast
> keithr@icogem3.ICO.TEK.COM

Oh yeah, here we go again! Thats one of the phantom typists, which affects many Gem apps. I thought someone had captured the beast with Revolver and that it was being worked on. Any news about possible fix(es) needed?

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4244. Re: uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 16:42:07 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec19.164207.21144@uvm.edu>
Source record: 236264

From article <1990Dec18.144413.26174@chinet.chi.il.us>,
by saj@chinet.chi.il.us (Stephen Jacobs):

> I have lots of TeX software, "The TeXbook", Leslie Lamport's book and some
> related goodies. What I don't have is a handy TeX guru. Everything is
> difficult, and not everything makes sense. It would be a great help if there
> was some guide available to starting out with TeX and METAFONT on your own.
> Is there one? Any pointers?
> Steve J saj@chinet.chi.il.us

I second the motion, but in my case, I'm also interested in getting
the best current set of TeX programs. The multitude of ports, and
versions, and sub programs (e.g. showdvi, LaTeX) is confusing me, and
I can't afford to keep copies of everything and then figure out what
combination works (it would probably fill 20Meg easily 8-). I'd like
to read a good intro before FTPing and shelling out for the other books.
thanks,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4245. See Hyperlink for the ST -- repost

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 17:32:32 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <276FA431.7509@maccs.dcss.mcmaster.ca>
Source record: 236265

Multimedia for the ST

I would like to correct an error I made when I last posted
this message. I Mentioned January 9th as the date of the
meeting. The correct date is Thursday January 10, 1991; 7:30pm.

Response to Hyperlink seems to be positive, according to one
person in the company. This is a great time to see the latest
thing for the ST, whether or not you were able to attend COMDEX.

Atari Users Group of Brantford at:
Junior Achievement Centre,
197 Colborne St,
Brantford, Ontario

I can be contactd at (416) 628 - 4051, or:
P. O. Box 8342
Dundas, Ontario
L9H 6M1

Cost is $5 for admission, newsletter, and PD disk swap. Bring a
blank disk, and receive a disk with PD software.

Please post this message on any BBS where there are ST users.
Thank you.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

4246. SS --> DS upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 17:50:06 UTC
From: BGB100@psuvm.psu.edu
Message-ID: <90353.125006BGB100@psuvm.psu.edu>
Source record: 236266

Hi:
I've seen a bit about this before I guess I didn't pay too much attention.
Which DS drive mechanisms are best for upgrading an Atari 354 drive to DS?
I've heard that some have problems after being installed and others require
a lot of cutting of the case. Which ones work best and require minimal cutting
for the conversion?

Any info is greatly appreciated!

Bruce Blanar

__ __ __ Bruce Blanar |"Everybody need a mood lifter,
|__) | _ |__) Penn State University | Everybody need reverse polarity."
|__).|__|.|__). BGB100@PSUVM.bitnet | -Rush
voice: (814)867-9079 |

4247. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 18:20:38 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3397@medusainformatik.uni-erlangen.de>
Source record: 236267

Roger.Sheppard@bbs.actrix.gen.nz writes:
>First Address that I had was correct, I was after the info, on the
>Article on 'Patch as Patch Can', Six Patches for the Bugs in TOS 1.4,
>do you know what issue this was in. ??, the Address than I know have is
>ST-Computer, Heim Verlag, Heidelberger Lanstr. 194, D-61 Darmstadt,
>Gemany, Is this correct..?? Thank you...

Redaktion ST-Computer
MAXON Computer
Industriestrasse 26
D-6236 Eschborn
Germany

>
The issue of interest is ST-Computer 1/90.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

4248. DBMAN

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 19:17:09 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <52416@eerie.acsu.Buffalo.EDU>
Source record: 236268

Hi..
I wrote a multi user inventory system for the ST using DBMAN and RTX,
after using DBMAN, it is very similiar to dbase, but also has many
problems. The version I was using (I think it was 4.0??) crashed
ALOT.. and I was never able to get the compiler to work. Many of
the commands available serve the same function as Dbase but are
called up under different names. Its been a few years since
I used DBMAN, so I reallly dont remember my complaints. But I
was not impressed.. To date I havent found a database that I still
can use on the ST...
Jeremy

4249. Re: BOOT ME UP! (comms help wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 21:07:34 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.210734.22900@santra.uucp>
Source record: 236269

There are better comms than Uniterm...Can you get the British magazine
STFormat? In the latest issue there is a really hot terminal prg on the
coverdisk that is included to every issue. I you are not capable to
reach one, give me a message and we'll sort this problem out somehow.
Tried Flash? It is commercial, but good. (maybe not as good as the other...)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4250. Re: Wanted - Mac ROMS for ST Mac cartridge

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 21:24:14 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.212414.23092@santra.uucp>
Source record: 236270

That product you are hunting is Spectre GCR, made by Gadgets by Small.
You should enter a message here subjected something like:
Wanted: connection with Gadgets by Small
or Wanted: David Small from Gadgets by Small
and ask him. (he is the developer of this emulator)

Or get a ST oriented magazine, American one preferred. There is certainly
at least one ad concerning it in that magazine.
I purchased mine from Germany. At least there they were able to sell
both the emulator and 128k Mac ROMs at the same place.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4251. Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 21:37:56 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.213756.23247@santra.uucp>
Source record: 236271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That continuous stream of email asking info about it was a bit a surprice!

For those who are about to send email to me, please read this first, then,
if something is still dark over there, ask.

(I am not working for Omega!)

Here is the information I promised to give you. It is a rather bad translation
from german, hopefully there are no big missunderstandings.
(I should take those lessons in german)

DELTA MODUL

386sx AT-Emulator for Atari ST/Mega

Hardware

Intel 80386sx 16MHz processor
16 Kb cache
socket for 80387sx arithmetic co-processor

Motorola MC 68000 16MHz processor
16 Kb cache
socket for 68881 arithmetic co-processor
average acceleration 170% compared to original ST

16 bit AT-slot
total of 3 cards possible
(for example VGA or SuperVGA graphics-card)

RAM-expansion 2 or 4 Mb
makes possible to run MS-DOS- and GEM-program parallelly

Software

Switching between operating systems is like switching between
programs.
MS-DOS programs are started from GEM-Desktop.
Supports ST hardware, like DMA, serial port, parallel port, clock etc.

Graphics-emulations: Hercules, CGA
MS-Mouse compatible driver for Atari Mouse
VDI-driver for using VGA-graphics-card under Atari GEM

Prices

Delta Modul AT-Emulator 1.198,- DM
1x 16 bit AT-Slot 29,- DM

2x 16 bit AT-Slot 39,- DM
3x 16 bit AT-Slot 49,- DM
RAM-card 2 Mb 898,- DM

Where

OMEGA Computer Systeme GmbH
Oeltzenstr. 14
D-3000 Hannover 1
Germany (West-side)

Tel. int +49 511 17294, +49 511 13635
Fax. int +49 511 18289

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4252. Re: Wanted - Mac ROMS for ST Mac cartridge

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 22:04:07 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1990Dec19.220407.28842@cbnewsj.att.com>
Source record: 236272

Mac ROMs for the Spectre cartridge are advertised by Microtyme
at $129. They are an Ohio-based mail order firm, which many
in this newsgroup have praised, and their toll-free order number is
1-800-255-5835. They sell the Spectre cartridges, too.

Rana Dutt
rcd@mtqua.att.com

(I have no affiliation with Microtyme.)

4253. Delta Modul AT-emulator (further info...)

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 22:11:52 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.221152.23771@santra.uucp>
Source record: 236273
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If someone reading this has connected the OMEGA Computer Systeme GmbH,
or any other way gained further information about this emulator,
please tell me those news!
I am wondering, if they ever get it ready for end-users?

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4254. Wanted: internet address to Gadgets by Small or David Small...

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 22:25:59 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.222559.23947@santra.uucp>
Source record: 236274

I know, that these exist. Please, someone that knows, give me this address! If there is a way to connect the Round Table of Spectre users from here (see: Organization) please give that information also!

Thanks, and merry Christmas to you all!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4255. Favorites List

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 22:42:21 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59394@aurs01.UUCP>
Source record: 236275

This is in response to the call for lists of favorite software. I am new to the network, but I have been an ST user for four years. I initially got the ST for MIDI purposes, but I have also done some development. Anyway, here goes...

MIDI STUFF

Dr. T's KCS OMEGA. This includes what was called KCS Level II (with the Programmable Variations Generator), TIGER (The Interactive Graphic EditoR), and a new Song Editor. I also use the X-or Universal Editor/Librarian and have dabbled with T-Basic (a BASIC interpreter that has hooks into all of KCS's arrays). The nicest thing about this stuff is that it can all be loaded at once via the Multi Program Environment...provided you have enough memory. Also, you can save configuration files that let you load only the modules you want when you run, which is especially painless when used with Hotwire. The software is very powerful, and I can't imagine much that can't be done with it, but there is a bit of a learning curve associated, and you need to memorize lots of commands to really get cranking with it. I have found that it is well worth the effort, however, and having an integrated software setup to run my synths is great. I would not recommend this to the casual MIDI hacker, but if you really want to get into the guts of making music, it's a great system.

UTILITIES

Hotwire/Maxifile. These two utilities from Codehead software, along with the Shareware Little Green Selector have all but replaced the desktop for me. Hotwire! lets you assign keypress combinations to run your programs, but I tend to use their menus more. It sure beats rummaging around my hard disk to find programs. Maxifile is nice on its own because it lets me do any file and disk manipulation from any program with access to desk accessories or the file selector. Used in conjunction with Hotwire, it has become my main desktop. The only weird quirk I have had with Hotwire! is that it has trouble with a couple of Emacs implementations: it will crash after running Emacs and I attempt to re-enter Hotwire! from the GEM desktop. (I have only had this problem with the Mark Williams Emacs editor and one other.) However, since I only ever get to the GEM desktop by mistake now, this is rarely a problem. Hotwire also has hooks to Multidesk, but I rarely use more than 3 DA's anyhow, so I don't use it.

As you might surmise from the last two paragraphs, I like software packages that work together as a system. Screwing around with the computer for its own sake is fun, but when I have serious work

to do, I'd just assume not have to fight with it.

COMPILERS:

I've used Megamax C and Mark Williams C, and am not completely happy with either. Megamax is nice to play with because of the Graphic shell, but pukes when you try to compile big programs (I know, the upgrade to Laser C would fix this...). MWC doesn't suffer from this, but I don't like having to learn a shell and a bunch of cryptic commands before I can start compiling. At any rate, either one will get the job done if you fight with it long enough.

GAMES:

Well...The Ultima's are fun, if time consuming (and all the fighting tends to get boring). The puzzles and quests and bad puns more than make up for it. I love the two Lucasfilms flight simulators, Battlehawks and Their Finest Hour. Great graphics, but I wish the joystick interface was better...flying a Spitfire with a mouse just doesn't quite do it for me. I do like Dungeon Master, and the old Epyx Rogue is still a favorite. The best overall game, in my not so humble opinion, is still Sundog. I would avoid Captain Blood unless you need to impress someone with the graphics. I'll stop here, because game reviews are too subjective to be useful.

THE END...

Hope this amused some of you! If anyone knows a work around for the Hotwire! bug, let me know.

Yowza,

Jonathan

**********|||**********
Jonathan Whitcomb ||| UUCP: <...!mcnc!aurgate!whitcomb>
(A Liberal trapped in...) / | \
Raleigh, NC / | \ ******Save the ST!!!******

4256. Does KUMA<->WERCS RSC Converter Exist?

Newsgroup: comp.sys.atari.st
Date: 1990-12-19 23:28:32 UTC
From: moses@hao.ucar.edu
Message-ID: <9617@ncar.ucar.edu>
Source record: 236276

Does any one know of the location of a resource converter utility
that will convert from the KUMA resource editor format to the WERCS
format (visa-versa)? Besides the *.RSC and *.H files produced there
is the *.RSD file that is used by the resource editor internally.
Loading a WERCS file into the KUMA editor, one loses all OBJECT name
information and some other things too.

The WERCS resource editor is the better of the two but KUMAS has some
features that are unique to it.

J.Moses

4257. Re: Second call for discussion copmp.org.Boston Computer Society

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 00:43:50 UTC
From: BPorter@world.std.com
Message-ID: <1990Dec20.004350.23919@world.std.com>
Source record: 236277
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.dec.micro

This is the second call for discussion on creating a newsgroup for the Boston computer Society. The name of the group was tentitively to be comp.org.bcs, but the name is up in the air so the group will not be confused with the British Computer Society. The group will be unmoderated, and will serve as a focal point for the BCS to communicate with computer users world wide. The BCS has interest groups for most PCs (both current and orphan) and many other special interest groups covering topics like ham radio to database to email.
It would be
a place for meeting notices, meeting transcripts, minutes of important committee meetings and on line newsletters to be sent and shared with all interested. In February, if the group gets created, we will possibly be able to take on line membership info....There are many other interesting things, like live meetings on line that can be done on internet and discussed in this group. If you are interested and would like to support this effort, please post your comments to news.groups with a copy to BPorter @ world.std.com thanks!

4258. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 02:13:56 UTC
From: cfw@aplpy.jhuapl.edu
Message-ID: <1990Dec20.021356.8472@aplcen.apl.jhu.edu>
Source record: 236278

In article <12551@milton.u.washington.edu> iho@akbar.UUCP (Il Oh) writes:
>cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>>jalkio@cc.helsinki.fi writes:
[...stuff deleted...]
>But then again, the NeXT isn't much of a Unix box. The Unix consultants
>I work with are quick to point that the NeXT "just happens to run Unix"
>instead of being designed as a Unix box. If you've used a Sun Sparcstation
>or a DECStation, you'll know what I mean. They don't cost _that_ much
>more than a NeXT.
Well, I've used a DECstation and I'm afraid I don't know what's
meant here. If it means that the NeXT does not use unix for the
sake of unix but for what unix enables it to do, then I don't
understand what criticism is implied here. The NeXT implementation
of unix is built around the Mach kernel. This bit of pioneering
has resulted in the usual trials associated with pioneering but
gives them a headstart on what will eventually be the mainstream
(or one of them, anyway) when OSF/1 is generally available.

Having looked at both DECstation prices and NeXT prices recently,
I believe the price difference for a working system is quite
substantial. When you consider that a NeXT comes with software
pre-loaded so it is possible to get by with just the floppy
diskette rather than the tape systems the DECstation requires, the
difference is more substantial. And when you compare annual
software maintenance costs, a DECstation is quite out of reach
for me. That's not to say that the DECstation isn't a great
machine...I love it! And DEC's a great company and I'd love to
be able to afford their support for my software. But as someone
who has looked into this recently, I don't feel that NeXT is
somehow foisting off a second-rate unix. On the contrary, they
seem to have a very well-thought out plan to which unix is vital.

Having said all of this, I should point out that I certainly
am not a disinterested party having just ordered a NeXT (but
I'm keeping my 5 year old 1040 which is still useful thanks to
many great people who post to this newsgroup).
>--
> "And now, adding color | Il Hwan Oh
> a group of anonymous, Latin-American | University of Washington, Tacoma
> meat-packing glitterati" | iho@cac.washington.edu
> -- Pink Floyd, Final Cut |

c.f.waltrip <cfw@aplpy.jhuapl.edu>
Opinions expressed by me are strictly my own.

4259. CRC problems with UNIX to ST d/loading using x,y,or zmodem

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 03:06:02 UTC
From: jvance@ics.uci.edu
Message-ID: <27702A9B.105@ics.uci.edu>
Source record: 236279

Problem 1:
I have been uploading and downloading from UNIX systems to my ST
for the past few years using uuencode and uudecode to convert binary
files and then transferring them with x y or zmodem.
I have tried several times to bypass the uuencode/decode stage but
I end up with CRC errors and can never complete the transfer of an
entire file. Recently I have become very frustrated when downloading
files in the 1 meg range since uuencoded files take up lots of space,
and decoding them without a hard drive is almost too much trouble to
deal with (definately not fun even with 2.5 megs).
Kermit works, but I don't like using it with Flash (and I'm not
going to start using Uniterm) and I like the x y z protocols better.
It seems that the problem with the CRC checks has something to do
with 8 bit characters since uuencoding them solves the problem. My
guess is that there should be some way to set the UNIX host to solve
the problem, but I don't know what to set or change. When downloading
a file, the CRC error happens at the same place in that file, whether
I'm useing xmodem, ymodem or zmodem.
Does anyone with UNIX experience have a guess at what I'm doing
wrong? I'd appreciate any help and/or suggestions.

Problem 2:
Is it possible to have a reset-proof ram disk (like ETERNAL or
EDISK) working at the same time as SHADOW (also reset-proof). Can
they be written to work together (ie. can two reset-proof ramdisks
work together)? I know one can't have everything in this world but
some things would be nice.

Thanks in advance for any help you can offer.

--
Joachim Vance
==========
I am antisesquipedalian--Opposed to the use of long words.
==========

4260. Second call for discussion formation comp.org.Boston Computer Society

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 03:36:24 UTC
From: BPorter@world.std.com
Message-ID: <1990Dec20.033624.29062@world.std.com>
Source record: 236280
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.dec.micro

This is the second call for discussion on creating a newsgroup for the Boston computer Society. The name of the group was tentitively to be comp.org.bcs, but the name is up in the air so the group will not be confused with the British Computer Society. The group will be unmoderated, and will serve as a focal point for the BCS to communicate with computer users world wide. The BCS has interest groups for most PCs (both current and orphan) and many other special interest groups covering topics like ham radio to database to email.
It would be
a place for meeting notices, meeting transcripts, minutes of important committee meetings and on line newsletters to be sent and shared with all interested. In February, if the group gets created, we will possibly be able to take on line membership info....There are many other interesting things, like live meetings on line that can be done on internet and discussed in this group. If you are interested and would like to support this effort, please post your comments to news.groups with a copy to BPorter @ world.std.com thanks!

4261. Re: Second call for discussion comp.org.Boston Computer Society

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 03:40:59 UTC
From: BPorter@world.std.com
Message-ID: <1990Dec20.034059.29279@world.std.com>
Source record: 236281
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.dec.micro

This is the second call for discussion on creating a newsgroup for the Boston computer Society. The name of the group was tentitively to be comp.org.bcs, but the name is up in the air so the group will not be confused with the British Computer Society. The group will be unmoderated, and will serve as a focal point for the BCS to communicate with computer users world wide. The BCS has interest groups for most PCs (both current and orphan) and many other special interest groups covering topics like ham radio to database to email.
It would be
a place for meeting notices, meeting transcripts, minutes of important committee meetings and on line newsletters to be sent and shared with all interested. In February, if the group gets created, we will possibly be able to take on line membership info....There are many other interesting things, like live meetings on line that can be done on internet and discussed in this group. If you are interested and would like to support this effort, please post your comments to news.groups with a copy to BPorter @ world.std.com thanks!

4262. JRI SIMMs upgrade (was Re: Memory upgrade woes)

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 09:32:18 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec20.093218.1798@rodan.acs.syr.edu>
Source record: 236282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec16.102842.66@n6vbg.hamavnet.com> system@n6vbg.hamavnet.com writes:
>Hello everyone,
>
>I'm thinking about adding some more memory to my 1040ST, and I was
>wondering if those of you who have done so in the past would share their
>experiences here. Is there any recommendations as to what products are
>reliable and which ones are not (i.e., Zram, JRI, etc).
>
>Thanks,
>
>--
>Javier Henderson, N6VBG
>
>system@n6vbg.hamavnet.com
>{simpact,asylum,elroy}!hamavnet!n6vbg!system

Here's a repost of my repost on installing the JRI SIMMs board. I installed 4MB in my 1040ST. Everything works, the memory is usable with Spectre and everything else. Once in a while, the 1040 has problems booting, but if I lift it slightly off the desk and drop it, it works fine. Note that the prices I have quoted are much cheaper now, probably $35-40 or so (for the SIMMs)

---jb

Here's a summary of my recent adventure expanding my ST's RAM to 4MB using the JRI SIMMs board.

John Russell Innovations
PO Box 5277
Pittsburg, CA 94565
(415) 458-9577

I bought 4MB of 1MBx8 80NS SIMMs from some vendor (I forget) but browsing through the current MacWeek, I found the PSI ad:

PSI, Inc. (800) 622-1722, for $59.50 per MB, you defintely need low profile SIMMS. By the way, the JRI board was $125, so the whole thing can be done for about $350-400.

Here's how it went for me:

The JRI kit arrived and even included some jumper wires and some solder! There are 4 different sets of instructions that you must choose from, depending on your particular ST's motherboard (works for 520STs also, by the way). The

differences between the boards are clearly shown. I found that the instructions were a little vague about a couple of things, for example, the instructions keep refering to top,bottom,left,right sides of the shifter board when the proper orientation of the board is never shown.

Basically you have to remove 6 resistors from
the motherboard (only 3 if you're just going to 2.5MB) and put in a total of about 10 jumper wires, one of which is a pain because it is a jumper to pin 61 of the MMU, which must be soldered UNDERNEATH the motherboard and then attached to the JRI board. I had a couple of problems with the upgrade, first problem was that the jumper to the MMU that runs under the motherboard got shorted by some of the soldering points under the ST. I solved this by using electrical tape to stick the jumper to the backside of the motherboard in safe fashion. You also have to remove the Shifter chip, which is inside a square tin housing. You then put the chip on a supplied board, which then goes into the socket (thank god a socket was used!) left by the now vacant Shifter. This board has space for 2 shifter chips, which means that if you buy the optional second shifter (can get them at any Atari service place, I guess) you can get 4096 colors instead of the 512 on a regular ST (I haven't done this yet) Anyway, I accidentally plugged the shifter board in wrong, it's difficult to see what you're doing here--not much space. Next problem was that the bottom of the shifter board was shorting out with other components underneath it. I used more tape to fix this. This problem was weird because the machine worked in monochrome, but would bomb out in color. Luckily, I figured it out. Oh, by the way, I noticed the problem with the shorted MMU jumper because the machine only recognized 1MB of RAM. The third problem was where to put the board and still be able to shut the ST's case. I found the best way was to run all the wires through the shield that goes over the power supply (I had to bend the shield for this) and lay the board between the power supply shield and disk drive ABOVE the big tin shield. I put the board in a plastic bag to hopefully avoid any moisture or spill problems.

All in all, the thing works!!!
The instructions were a little vague in the areas I touched on above, and I wouldn't recommend doing the upgrade unless you are willing to rip your machine apart. A couple of times I thought I had broken my machine, but carefully going over all of the connections helped me find all of the problems.

By the way, you only need 120NS SIMMs, not the faster ones I got, but the savings for the slow SIMMs are probably minimal.

Good luck if you decide to go for it!
---jb

4263. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 10:49:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec20114946@orion.laas.fr>
Source record: 236283
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1990Dec18.165843.8881@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
|
| Recently, someone mentioned Maxidisk.
| I would like to try this. Does anyone know a source?

Well, Paul Varn, who informed us about Maxidisk in article <2875@polari.UUCP>, has kindly sent me maxidisk.arc!!

I have uploaded maxidisk.arc to atari.archive. You should see it available shortly.

Merry Christmas and Happy New Year to all Atari enthusiasts!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

4264. Re: Memory upgrade woes

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 14:26:27 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990Dec20.142627.18332@cs.wayne.edu>
Source record: 236284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'm thinking about adding some more memory to my 1040ST
> --
> Javier Henderson, N6VBG
>
> system@n6vbg.hamavnet.com
> {simpact,asylum,elroy}!hamavnet!n6vbg!system

I recently purchased a Zram 4-D ram upgrade for my ST. I am pleased with the upgrade, it appears solid and has worked fine in the 520STFM I have it installed in, but there are a few cautions.

The company that manufacturers the board offers a one year warranty for the board if they install it. However, a warranty is only as good as the company that backs it up. Simply put, their customer service is piss-poor. When I purchased the board, I was assured the 4 meg board fit into my 520ST old style machine. I shipped my machine to california, where they proceeded to stuff the 4meg board into the machine. The machine was returned to me, and promptly failed a couple of days later. A call to customer service informed me that the 3-D 4meg board was not designed to go into the old style 520 (somehting the salesperson assured me, at WAACE in October, that it did.). I shipped the 520ST and the STFM to California, where, having forgotten my original instructions, installed the RAM chips on the top rather than the bottom of the board, thereby requireing that I take the machie to a local dealer to get the board upgraded to 4meg from the current 2.5 meg.

So, if you buy your board, buy it from and have it installed by a dealer. Don't ship it to Zubair. The entire debacle was entirely Zubair's fault (first they sold me the wrong board, then they installed(!!!) the thing, and their only offer of recompense for my trouble was that they would re-install the board for free, not even pay for shipping the things!

I find that many ST products are sold by people who may be having a hard time of it, as there aren't alot of ST's in teh U.S., and many take their frustrations out on their customers (Toad, Best Products, and Gadgets are of course exceptions to this rule, but then, I hear they're all doing quite well so they have no reason to be unfriendly...)
.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

4265. Re: Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 16:25:58 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <7340054@hpfcso.HP.COM>
Source record: 236285

```
>> Neocept, the makers of WordUp...The concensus was that Neocept
>> had gone out of business. Well, in the December issue of
>> Current Notes, in the STUPDATE article, Frank Sommers states
>> that Neocept announced "'an intermission' and possibly a final
>> curtain call for WordUp"....

> From what I here Frank Sommers now works for Atari USA, and there is
> some talk that WordUp will soon be out with a Atari label on it ???

Great. So in the future we can expect WordUp, etc. to be supported by
a large corporation rather than somebody's basement.

Atari, you say? Just when you thought things couldn't get any worse...

Ray
"no, Virginia, there is no such thing as bug-free MSWrite"
rrd@hpfitst1.hp.com
----------
```

4266. STEs, SIMMs & SIPs: evidence at last

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 16:57:44 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <4090@syma.sussex.ac.uk>
Source record: 236286

Here is a message, from John Hannah of Edinburgh, which gives the best information I've yet seen about STEs which are not being shipped with SIMMs. The bottom line seems to be: let the buyer beware. You won't know what's there until you take the machine apart.

From john@castle.ed.ac.uk Thu Dec 20 12:17:37 1990
From: John Hannah <john@uk.ac.ed.castle>
Subject: Re: STE's in Europe..lack of SIMMS
To: Graham Thomas <grahamt@uk.ac.sussex.syma>
In-Reply-To: Graham Thomas's message of 17 Dec 90 17:58:44 GMT
Date: Thu, 20 Dec 90 12:19:30 GMT
Message-Id: <9012201219.aa15395@castle.ed.ac.uk>
Status: OR

I can confirm that STE's are being sold with soldered-in memory - I have just received one!! The memory is in the form of SIP's ("homebuilt" by Atari I wouldn't wonder) which have 256Kb DIL chips soldered onto a small PCB. These boards have pins which are soldered to the mother board. The machine I have is a 520 STE and the mother board appears to have holes for another two SIP's - but NOT SOCKETED. The supplier claims that they have seen very few such machines and that most still have SIMMS. They point out that the only way to find out is to open up every machine since Atari have nothing clear to say on the subject.

It is all a bit of a confusing and annoying situation presumably resulting from attempts to cut production costs by not using "normal" SIMMS (or SIPS).

I suspect that many machines are now shipped in this way but we will never find out the extent of the problem until people come to upgrade them!!

John Hannah

Anyone who saw my previous comments on this will know what I think about it. I'll not repeat them - after all, it's Christmastime. Peace and goodwill to all decisionmakers at Atari.

Graham

4267. Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 18:18:48 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec20.181848.1910@lsuc.on.ca>
Source record: 236287

This message is only a REQUEST FOR COMMENTS and NOT a suggestion for a change to the newsgroups. Depending on responses, someday I may make a serious suggestion, but not now. I just want to find out what's going on and why.

I just received some messages at 'tndb' sent to 'comp.sys.atari.st.tech'. Being a new group on my system they were dumped in the catch-all 'letter.box' file that STadel creates for undeliverable messages. My first reaction was to decide that clearly I wanted to receive these messages. So I started up STadel again and tried to create a "room" for this newsgroup name. Unfortunately, STadel will not support a name this long. My peak is 20 characters. I tried the STadel alias system before and it didn't work on my version of STadel, so I can't alias the messages to a shorter named room. As such, I'm considering dropping the 'comp.sys.atari.st.tech' newsgroup completely.

But looking at the current newsgroups, the 'comp.sys.atari.8bit' group is almost completely unused. The only message I saw there today was one where a fellow with a Mac was trying to get an old 8 bit trackball to work on his new Mac. That has *nothing* to do with the Atari 8 bits anyway! Isn't it about time we got rid of the '8bit'/'st' divisions? For my own usage, I could receive messages into a 'comp.sys.atari.tech' newsgroup. Well, I have't tried it, but as far as I know that would be workable.

Actually, having watched the newsgroup for the last month or so, I don't see the point in the 'comp.sys.atari.st.tech' newsgroup at all. I haven't seen any *non*tech questions in the current 'comp.sys.atari.st' newsgroup. Since there is no "noise" in the newsgroup as it stands why do we need the new newsgroup at all? The small amount of traffic doesn't seem to warrant subdividing it.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4268. LH_CATCH

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 18:27:27 UTC
From: vousten@neabbs.UUCP
Message-ID: <516697@neabbs.UUCP>
Source record: 236288

Roger.Sheppard@bbs.actrix.gen.nz writes:

>In article <511550@neabbs.UUCP> vousten@neabbs.UUCP (ROB VOUSTEN)
>writes:
>> LH_CATCH.LZH A utility to make Yoshi's LHARC.TTP v.1.1309 (included in
>> the archive) work with Charles Johnson's ArcShell. It
>> catches the command line the shell sends to LHARC, asks
>> additional info (Include path names?), modifies the
>> command line and passes it on to LHARC. Doc included.
..stuff deleted ..

> This should not be needed, as the Arcshell21b does have a Programerball
> option, when you click on Add or Extract, just hold the Alternate key
> down, this will give you a Small Gem box, that lets you put in a
> Command Name, this is for your Information, will also be seen on the
> screen when running, and the Command string that you want to send to the
> Arching program, these Command options can be saved when you save the
> config, it is posible to use this shell with any of the LZH's that are
> around, ie. LZH121/LZH12/LZH60 etc and even ZOO, this Major option
> is seemed to be overlooked, but it is in the Doc's...
> I have used it with a few of the LZH's and found no problems..
>
> --
> Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

That is (partly) correct. ArcShell's alternate command line option lets
you edit the _prefix_ of the command string (f.i. "x -p " to extract
path names), but the rest of the string remains intact. Now the problem
with Yoshi's LHARC (I use v.1.1309 - the one optimized by Thomas
Quester) is that it won't understand something like "x e:\test.lzh
f:\stuff*.*". It wants to extract to the current directory and doesn't
accept the last part of the string. The same goes for creating archives,
it expects the files to be archived to be in the current directory (f.i.
"a e:\test.lzh f:\stuff*.*" won't work).
LH_CATCH changes the current dir to the desired drive+path (in my
example "f:\stuff\") before calling LHARC with a modified command line
("a e:\test.lzh *.*"). Also, you can decide whether or not to add path
names. Therefore, it is not so obsolete as it might seem :-) (I use it
daily...).
ArcShell's alt command line option might work OK with other LHARCs, but
I want Yoshi because it's the only one that has never let me down when
creating self-extracting archives (with Stefan Gross' SFX.PRG).

.---.
| Rob Vousten |

| University of Nijmegen - Dept. of General Linguistics & Dialectology |
| Erasmusplein 1 NL-6525 HT Nijmegen The Netherlands |
| BITNET: U218008@HNYKUN11 INTERNET: U218008@hnykun11.urc.kun.nl |
'--'

4269. Unnaccounted for uploads

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 20:32:39 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec20.203239.17832@terminator.cc.umich.edu>
Source record: 236289

Whomever uploaded these files:

deja_vu.lzh
froggie.lzh
inputs.lzh
manta_2.lzh
multsync.lzh
pt7_step.lzh

Please get a hold of me, I need to know what these are, as there's
no docs for them.

Thanks,
weiner

--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!
"Aren't you going to look under the hood?" "Hell, NO! It's dark and thick-
smelling under there and I might get grease on my hat!" -Sam & Max

4270. Re: Author of The Vault speaks.

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 20:38:20 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27904@cs.yale.edu>
Source record: 236290

In article <27876@cs.yale.edu> fischer-robert@cs.yale.edu (Robert Fischer) writes:
>I'm Bob Fischer, the author of The Vault. I recently (October) got an
>E-mail address, and am now available directly. My address is:

Correction: Bob Fischer's E-mail address is:

fischer-robert@cs.yale.edu (Robert Fischer)

His previous posting mistakenly listed his account name instead of his mail name.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4271. Re: DBMAN

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 20:46:40 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27905@cs.yale.edu>
Source record: 236291

In article <52416@eerie.acsu.Buffalo.EDU> v053qhyx@ubvmsb.cc.buffalo.edu writes:
>Hi..
>I wrote a multi user inventory system for the ST using DBMAN and RTX,
>after using DBMAN, it is very similiar to dbase, but also has many
>problems. The version I was using (I think it was 4.0??) crashed
>ALOT.. and I was never able to get the compiler to work. Many of
>the commands available serve the same function as Dbase but are
>called up under different names. Its been a few years since
>I used DBMAN, so I reallly dont remember my complaints. But I
>was not impressed.. To date I havent found a database that I still
>can use on the ST...
> Jeremy

Try version 5. There have been a LOT of improvements from earlier
versions. Compiler works fine. Don't know if it works under RTX.
(Does it claim to?)

Postings about bugs in obsolete versions of software aren't very
helpful, nor are they fair to the vendors who go to the effort to fix
bugs and release improved versions.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4272. arc program for unix

Newsgroup: comp.sys.atari.st
Date: 1990-12-20 21:57:26 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3717@jaytee.East.Sun.COM>
Source record: 236292

Anybody have a pointer for UNIX sources to arc, lzh, etc?
I'd like to unpack everything on my workstation before bringing them
home!

Thanx.

Joe
-=-

4273. Working on bash for MiNT

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 05:05:38 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1990Dec21.050538.24517@mintaka.lcs.mit.edu>
Source record: 236293

Is anyone else trying to port bash to MiNT? I have a version ported now
that is somewhat flawed, but still works. The problem lies in bash's
interpretation of control-Z, which stops jobs, but fails to register them
in the job queue. Processes or pipes started in the background, using the
ampersand, show up when you type "jobs," but processes stopped with
control-Z do not. The fg & bg builtins do not work with processes stopped
with control-Z, but the fg & bg utilities provided with MiNT will work, as will
the MiNT version of kill. I am using patchlevel four of the MiNT libs.

Bash runs in raw mode, so the interpretation of control-Z is up to it.
I am using the source code for version 1.05, using some of the modifications
my brother Ken added to his port of bash to Minix. (Herein may lie one
of the main problems with control-Z, in something that was done to glob.c.
I am looking into this as a possibility, but bash's source is astronomically
large, and the true cause may take a week or two to find.)

Outside of this problem, bash is working out really well. I just had three
invokations working as the default shells under MGR. I have modified bash
to know that it is the login shell when it is invoked as init.prg, and it
tries to read ~/init.rc. .bash_history is now history.sh, and the path
separator is a comma.

Because of the control-Z problem, I consider this port far too flawed to
even suggest releasing. However, if you are as desparate for a MiNT version
of bash as I am, I will email copies on request. You may want to hold off
though, since I am working hard on a solution.
--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

4274. Re: PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 05:43:53 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <11799@ccncsu.ColoState.EDU>
Source record: 236294

There should be one in the atari-archiver.cc.umich.edu(terminator.cc.umich.edu)
, it would set the timing righht.
Tang

4275. Re: VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 06:27:13 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27918@cs.yale.edu>
Source record: 236295

In article <CMM.0.88.661488577.larserio@kvart.ifi.uio.no> larserio@ifi.uio.no writes:
>I have a BIG problem with THE VAULT hard disk backup !!!
>It won't work at all together with the DCACHE hard disk cache program.
>
>When DCACHE is installed and active VAULT works VEEERYYYY SLOOWLYYY
>and when it finally is finished ALL THE BACKUP DISKS ARE BLANKS !!!

I found the problem! It is with DCACHE, not The Vault. The problem has to do with the way DCACHE installs itself in the chain of rwabs handlers. Whenever DCACHE wants to call the old handler (for example, to pass through an rwabs call for a drive that it is not caching), instead of just passing control to the old handler, it temporarily reinstalls the old handler at the head of the rwabs chain and then traps (recursively) to the bios. The effect of this is to wipe out any rwabs handler that is installed after DCACHE. The Vault has its own caching scheme and installs its own rwabs handler. DCACHE immediately wipes it out, causing The Vault loses control of its cache. Files then go directly to floppy instead of to The Vault's cache. When the cache is finally flushed to disk, there is nothing there and the disk ends up empty.

>NO other programs has problems with DCACHE

This is not true. No program that installs an rwabs handler will work if run after DCACHE is installed. In particular, this applies to ramdisks. If the ramdisk is first in the \AUTO folder, then everything is fine, but if DCACHE is first, you'll find that the ramdisk doesn't work.

I have attempted to contact the author of DCACHE to see if he can fix this problem with DCACHE. Until then, users of DCACHE should aware of the problems it can cause with other programs.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4276. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 06:36:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec21.063642.13780@math.lsa.umich.edu>
Source record: 236296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec19.213756.23247@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>DELTA MODUL
>
>386sx AT-Emulator for Atari ST/Mega
>
>Hardware
>
> Intel 80386sx 16MHz processor
> 16 Kb cache
> socket for 80387sx arithmetic co-processor

Not bad. Not blazing, but not bad...

>
> Motorola MC 68000 16MHz processor
> 16 Kb cache
> socket for 68881 arithmetic co-processor
> average acceleration 170% compared to original ST

Sounds cool...

> 16 bit AT-slot
> total of 3 cards possible
> (for example VGA or SuperVGA graphics-card)

> RAM-expansion 2 or 4 Mb
> makes possible to run MS-DOS- and GEM-program parallelly
>
>Software
>
> Switching between operating systems is like switching between
> programs.
> MS-DOS programs are started from GEM-Desktop.
> Supports ST hardware, like DMA, serial port, parallel port, clock etc.
>
> Graphics-emulations: Hercules, CGA
> MS-Mouse compatible driver for Atari Mouse
> VDI-driver for using VGA-graphics-card under Atari GEM
This would be nice - the ST's graphics really haven't improved a whole lot
in such a long time. Even the 12 bit palette on the STe, as nice as it is,
doesn't compare to the 24-bit palettes on PCs with 8 bitplanes, or the Macs
and their 24-32 bit cards. I don't mind the palette size so much, but the tiny
number of bitplanes is a real drag. 12 bitplanes would be about satisfactory,
I guess. (Although I guess that makes for pretty huge color-lookup tables. You
don't *need* the CLUT if you have a 12 bit palette and 12 bitplanes, but it

makes it easier to achieve nifty color scrolling effects that way... }-)
>
>Prices
>
> Delta Modul AT-Emulator 1.198,- DM
> 1x 16 bit AT-Slot 29,- DM
> 2x 16 bit AT-Slot 39,- DM
> 3x 16 bit AT-Slot 49,- DM
> RAM-card 2 Mb 898,- DM
>
>Where
>
> OMEGA Computer Systeme GmbH
> Oeltzenstr. 14
> D-3000 Hannover 1
> Germany (West-side)
>
> Tel. int +49 511 17294, +49 511 13635
> Fax. int +49 511 18289
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

4277. atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 08:02:19 UTC
From: tellabs.canada@canrem.uucp
Message-ID: <199021.1113.4242@canrem.uucp>
Source record: 236297

comp.sys.atari.st.tech is a relatively new newsgroup - I'm sure that a number of sites have not yet started to carry it in addition to comp.sys.atari.st.

I for one would move my technical posts over to it, but here at Canada Remote it's not made an appearance yet.

Regards,
Mark @ Tellabs
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

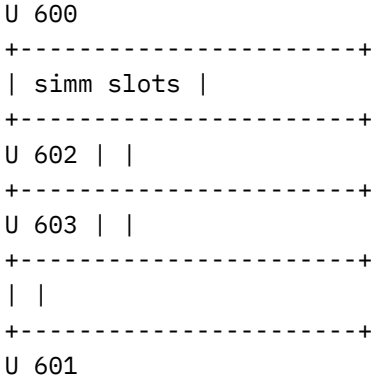
4278. STE SIMM upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 09:06:28 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <4280019@hpgnd.grenoble.hp.com>
Source record: 236298

Hello,

I have a very simple question , but interesting though.
When you expand the memory of your 1040 STE with SIMM slots
(ie you have 4 x 256K SIMM modules) to a 2 Mega-byte system
(ie you have 2 x 1M SIMM modules), what are the two slots
that should stay unused among the four ?

On the board of my ST I can read near the SIMM slots :



Any ideas ,

alex@hpgndxo.grenoble.hp.com

4279. Re: TT compiler

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 09:38:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5224@brahma.cs.hw.ac.uk>
Source record: 236299

In article <2786@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>ens@ccu.umanitoba.ca writes:
I just got a TT030 last Friday (ordered Monday) from Atari Canada.
#
#Thanks and Congratulations.
#
##the desktop is disappointingly similar to TOS 1.4;
#
#I believe you're wrong there. Please read your manual. Or just look
#at the menus; they should tell you how different it is. In the default
#configuration, it does look like the ST Desktop, so as not to be
#confusing to ST users, but it's really very different. Anecdotal
#evidence of how different it is: the Neodesk guys are mad at us for
#copying their ideas (we didn't).

Is that still any reason not to release it for the ST? ST users, Codehead
and Double Click all want it released.

This issue won't die. If you sell your ST and buy a TT then the guy who's now
got your old ST will want the new desktop.

#==
#Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
#reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4280. SYM-LD problems,

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 12:51:32 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Dec21.125132.5352@lonex.radc.af.mil>
Source record: 236103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I now have gotten the full gcc 1.37.1 cross-compiler running on our Sparc
at work, with only one exception... I can compile with the -gg option fine,
but sym-ld always core dumps when I try to creat a .sym file! The cross-compiler
seems to work great, I was able to compile gdb.ttp without a hitch, I just
can't run sym-ld on the Sparc!!!

I also patched the gemlib src to include the vdi escape sequences that it
has been missing. I guess I will need to get around to sending the diffs
into the archive in the next few weeks. This gives you v_curhome, v_curdown
etc... which wasn't in the original gemlib stuff.

If someone has a version of sym-ld running on a Sun-4, please E-mail me!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

4281. Re: Extened Format Programs...

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 13:17:28 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec21.131728.18013@actrix.gen.nz>
Source record: 236107

<1990Dec18.135818.15365@actrix.gen.nz>
<3397@medusainformatik.uni-erlangen.de>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: csbrod@medusainformatik.uni-erlangen.de

In article <3397@medusainformatik.uni-erlangen.de>
csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
> >First Address that I had was correct, I was after the info, on the
> >Article on 'Patch as Patch Can', Six Patches for the Bugs in TOS 1.4,
> >do you know what issue this was in. ??, the Address than I know have
is
> >ST-Computer, Heim Verlag, Heidelberger Lanstr. 194, D-61 Darmstadt,
> >Gemany, Is this correct..?? Thank you...
>
> Redaktion ST-Computer
> MAXON Computer
> Industriestrasse 26
> D-6236 Eschborn
> Germany
>
>
> >
> The issue of interest is ST-Computer 1/90.
>
> ---
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.
> D-8772 Marktheidenfeld, West Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> ---

I did write to a Address in Eschborn and enclosed 3 Iternational reply
coupons, with also a PostFach No. obtained from the German Embassy
here in Wellington New Zealand, but did not get a reply, well I don't
know what to do now, I will try your Address, and see if that works
Thank you, and a Merry Xmas to you...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4282. Portable Math Library (PML)

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 14:21:01 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec21.142101.3865@watmath.waterloo.edu>
Source record: 236300

I have been looking at libraries for use with C compilers, and have come across the Portable Math Library. Can someone tell me please the difference between PML and PML16?

4283. Phantom typist again

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 14:47:32 UTC
From: wagener@max.bnl.gov
Message-ID: <2376@bnlux0.bnl.gov>
Source record: 236106

A while back there was a discussion in this group about a nuisance crash (slow death) where pretty much at random the keyboard would stop responding. This would occur most frequently while typing away in WordPerfect. Some people found (as did I) that moving the mouse a little after each keystroke would generally give you enough time to save your file and reboot.

Question: Does this occur only with a particular version of TOS?

I am encountering this problem now with WordPerfect 4.1 on a 520ST upgraded to 1 Mb and running TOS 1.2.

I have an older 1040ST at work running TOS 1.0 and I would like to know whether swapping the two would solve the problem.

Alternatively, has anybody ever found a satisfactory solution (software patch) to this problem?

And finally is there an archive someplace that saves such solutions to common problems?

Eternal thanks to the kind soul that answers my questions!
Tschuess ...rick...

Richard Wagener |
Bldg. 426, rm. 43 | IP: wagener@max.bnl.gov

4284. Releasing The Vault Source

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 15:29:19 UTC
From: fischer-robert@cs.yale.edu
Message-ID: <27921@cs.yale.edu>
Source record: 236104

I've decided to release the C source code to The Vault on a controlled basis. The conditions follow:

* You may not distribute the source to anyone else. Anyone who wants it must ask me directly, and I will supply it.

* You may modify the source code as much as you like, as long as you do not distribute the modified version of the source.

* If you wish to distribute the object code of your modified version, you must notify the user that it is a modified version. To do this, uncomment the line "#define MODIFIED" to the header file "types.h", and then modify the strings in the MODINFO dialog box in the resource file appropriately, in order to give your name, address, phone number, E-mail address and date of modification. You may distribute this modified version to up to 10 people, following the rules stated in the Licensing Agreement to The Vault, but others may _not_ distribute it.

* Whenever you distribute a modified version, you must send the source and object code to me (Robert Fischer) with a short description of what your improvements are, and I will incorporate your improvements, if I feel that they improve The Vault, in the next version of The Vault. The more modular your improvements, the more easily I can incorporate them. If you plan to do make a change which would change the underlying structure of the program, please contact me first, so that we may figure out the best way to incorporate it in the end. I reserve the right to not incorporate your change, although I will try to incorporate changes which add more features and make The Vault easier to use. As an extreme example, I would not incorporate a change which made The Vault delete files as it backed them up.

* If I decide to incorporate your source code, it becomes mine, but under the agreement that I will not sell it or make money off of it in any way. It's your responsibility that the source code you give me is actually yours to give to me. For example, I don't want to receive source code ripped off of Microsoft, use it, and then get Microsoft on my back... You retain the right to modify and distribute your changes, but may not distribute any part of the original Vault source code with them, nor may you reserve any rights to them which are incompatible with The Vault's licensing agreement. When they are incorporated officially in The Vault, they will be available to everyone as part of the object code, and to anyone who wants to see them as part of the source code.

* If I incorporate your changes, I'll include your name somewhere in the program in a way that the user sees it when asking about

information on The Vault.

* If I decide not to incorporate your changes, I will write a letter to you stating as such within 15 days of receiving them. (If you leave no way to contact you, the source code becomes mine to do whatever I want with.) They then remain yours, and you may distribute the source code to your changes, but not the original source code to The Vault, freely.

* To receive the source code to the latest version of The Vault, ask me specifically, saying you've read the Vault Alpha/Beta Tester's Agreement, version 1. My E-mail address is: fischer-robert@cs.yale.edu

By this licensing system, I hope to make it possible for many people's improvements of The Vault to be easily incorporated into new versions. I hope to prevent a jumble of versions, few of which I know about or can locate easily, each with its own set of improvements. Since there will be a limited number of modified versions circulating, all of which clearly show themselves as such, I hope to avoid responsibility for bugs in other people's modifications, and I hope that the general public will not see new features of The Vault until they are thoroughly tested by me. That way, my name on the program will tell the general public that the new version of The Vault has the same high quality as the original.

If you ask right now, please don't expect to receive the source code immediately. I'm still working on getting it to the Alpha test stage.

Does anyone want to make a non-English (i.e. French, German, etc) version of The Vault? Anyone want to translate the manual? Or do Atari users abroad know English well enough to make that unnecessary? Does anyone have experience maintaining multiple versions for different languages? I'm thinking maybe I can put all strings I use together, so that a translator can easily find and change them.

---Bob
--
| Robert Fischer |
| Arpanet: <fischer-robert@cs.yale.edu> |

4285. Re: Fly exterminator. FUNware

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 16:11:43 UTC
From: paulm@ccicpg.UUCP
Message-ID: <7812@ccicpg.UUCP>
Source record: 236101

In artical <1990Dec19.071425.1315@csn.org>, millert@boulder.Colorado.EDU writes:
> Nntp-Posting-Host: tramp.colorado.edu
>
> Its on atari.archive.umich.edu, and was uploaded a while ago. The filename is
> flyex.lzh. It is in the graphics directory. I must admit is _is_ entertaining.
Has anybody run this program under tos 1.4 ? I just get the infamous
TOS error #35 message (bummer... :^( ).
--
.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< 80% Fujitsu... >|
### ######## ########	(who's next?)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

4286. Turbo C for North Americans ... what's the status?

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 16:50:17 UTC
From: pavneet@klg.UUCP
Message-ID: <118@klg.UUCP>
Source record: 236112

Hi,

Is Turbo C distributed in NA? If so does anyone know if there
are English docs for it?

As a side note, I think I noticed that NeoDesk 3.0's README file mentioned
that NeoDesk was compiled using Turbo C, or maybe I was dreaming.

advThanksance.

Pavneet Arora

...!sun!suncan!klg!pavneet

4287. Re: Sozobon Sprites

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 18:13:22 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec21.181322.11004@ecst.csuchico.edu>
Source record: 236105

jimomura@lsuc.on.ca (Jim Omura) writes:

- I've seen similar menus in Amiga programs. The menu bar is hidden
- until you click and then it appears at the top of the screen and
- menus drop down covering only part of the "work" area leaving the
- rest visible. This is particularly good for graphic programs of an
- artistic nature because, unlike Degas, it leaves as much of the
- "work" on-screen at all possible times.

I kinda like the way Degas does things, right button to toggle
between drawing area and commands. Any way you slice it, the Degas
method or the hidden menus you described above, you still gotta hit
something.

- If you're not an "artist" you may not realize why this is important
- at first, but if you've ever done extensive art it becomes a fairly
- obvious matter.

Well, I don't [want to :^)] consider myself an "artist," but I am
emphasizing in computer graphics and have used many drawing programs.
I've never understood the "Amiga-method" of calling up the drop-down
menus. Why should I have to hold down the right button? It's an
awkward and unusual way, IMHO, of calling the menus.

- At any rate, I like the idea generally and even though my current
- project is not a "paint" program, I would like to impliment this
- type of menu. But I've *never* seen it done in GEM/TOS programs.
- As such, I have a feeling it's probably not possible.

Nothing is impossible. I guess you've never seen any ST demos. ;^)

I have a sector editor called ZAP ST. It's interface is exactly like
an Amigas. Yes, you gotta hold down the right button to get the damn
menu up. No, I don't use it.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4288. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 18:35:51 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37135@cup.portal.com>
Source record: 236109
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I too would love to hear more about this.. (First time I heard about it)..
If anybody has one of these I certainly hope he posts something hear about
it! Anyway to get one of these in the states?

....Yonderboy@cup.portal.com

4289. Re: PCF554

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 19:50:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec21.195042.24542@math.lsa.umich.edu>
Source record: 236108

In article <1990Dec17.211439.23664@isc.rit.edu> drp9500@isc.rit.edu (D.R. Paradis) writes:
>In article <1990Dec16.234939.22473@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>>I recently bought a PCF554 disk drive that is designed for 5.25
>>floppy disks. It did not come with any instructions. Can you
>>help me to get it going? Is there some software needed?

>You need a program in the auto folder that will slow down the seek rate
>delay for the FDC chip. "ST" drives are 3ms but most 5 1/4 drives are
>about 5ms. The chip can handle from 2ms - 6ms. E. Arthur Brown has the
>software to do it (it includes formatters and stuff) for $15. I don`t
>know if there is aPD version.

I bought a floppy drive cable from EAB, and it came with their software.
None of it works on TOS 1.4 or 1.6.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

4290. SUN Audio files.

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 20:36:13 UTC
From: mrodrigu@polyslo.CalPoly.EDU
Message-ID: <2772723d.1378@petunia.CalPoly.EDU>
Source record: 236110

Hi there! Is there a prg out there in the PD that will allow me to play (or convert ?) Sun "au" sounds files on my ST?

mrodrigu@polyslo.CalPoly.EDU

4291. Re: Phantom typist again

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 21:05:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec21.210547.11860@ecst.csuchico.edu>
Source record: 236111

wagener@max.bnl.gov (Richard Wagener) writes:

- Question: Does this occur only with a particular version of TOS?

No.

- I am encountering this problem now with WordPerfect 4.1 on a 520ST
- upgraded to 1 Mb and running TOS 1.2.

Recently, while using Word Writer to type papers for finals, I got
the phantom typist. Luckily, I was able to still save the document.
It seems that the input via the mouse and keyboard is delayed a lot.
I found that moving the mouse then hitting a key would make the mouse
move a little faster than just moving it without hitting a key. BTW,
this was on an STe with TOS 1.6 and one meg.

- I have an older 1040ST at work running TOS 1.0 and I would like to
- know whether swapping the two would solve the problem.

I had the same problem on my 1040 with TOS 1.0, and this is where I
first used my roundabout solution.

- Alternatively, has anybody ever found a satisfactory solution
- (software patch) to this problem?

Not me.

- And finally is there an archive someplace that saves such solutions
- to common problems?

I'd suppose the monthly posting for the intro to c.s.a.s would be as
good a place as any.

On a related note, I heard either here or somewhere (little aliens
coming down and telling me) that TOS 3.01 (on the TT) is basically a
complete rewrite of TOS. I wonder if the phantom typist would strike
on it as well. On the other hand, there was the possibility that the
problem is in the keyboard processor. Does the TT have the same
keyboard processor as in the ST?
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

4292. Re: TT compiler (really Desktop (again))

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 21:18:23 UTC
From: apratt@atari.UUCP
Message-ID: <2788@atari.UUCP>
Source record: 236116

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Is that still any reason not to release it for the ST? ST users, Codehead
>and Double Click all want it released.

That has nothing to do with what I said. I said that if ENS thinks the
TT Desktop is "disappointingly similar" to the ST Desktop, then he
probably hasn't really looked at it and hasn't read the manual.

On the subject that you bring up: similarity to existing third-party
products is not a reason that the "new Desktop" isn't available for
ST's. And what's this about "Codehead and Double Click all want it
released?" What difference does that make?

In any event, the "new Desktop" is not available in any RAM-loaded
version at this time; it's only available in TT and Mega STe ROM TOSes.
If you see a RAM-loaded version of Atari's Desktop, it's an illegal
copy of Atari propietary material and furthermore should not be trusted
to be reliable.

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Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4293. Terminal Emulators for (you guessed it) ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 23:42:20 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37141@cup.portal.com>
Source record: 236113

I need a good terminal emulator so that I can call the computers at work. The computers at work will support just about any type of terminal around. Though I imagine that I will most likely be able to come up with a DEC emulator. Anyways I got about a half-dozen vt100 or vt52 emulators, but none of them send the function keys through.. Are their any emulators out there like this? That send through ALL of the keys on a terminals keyboard? Please E-mail me with you replys... Thanks ahead of time.... Yonderboy@cup.portal.com

4294. GNU (as it applies to the ST)

Newsgroup: comp.sys.atari.st
Date: 1990-12-21 23:46:44 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37142@cup.portal.com>
Source record: 236114

I have read a little about GNU. I thought that GNU was suppose to be an alternative to UNIX that was being developed to be free. Anyways, I have seen alot of stuff on atari.archive and panarthea that say GNU-this and GNU-that.. What exactly does this mean? Is there a versio of GNU running on the ST?

Anyboyd in Net-land using Minix on there ST? I read an article in BYTE mag. about it and it sounds really good. Does the St version do all of the stuff that the IBM version does (for example does the ST version come with a C compiler, etc) ......Yonderboy@cup.portal.com

4295. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 00:49:10 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec22.004910.21556@santra.uucp>
Source record: 236115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Delta Modul AT-emulator is propably available only in Germany, and I'
not sure if yet there either!
To see one running...got to go to Germany, I suppose...

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4296. Does PC-Ditto support IBM hardware peripherals like removable cartridge drives?

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 06:35:39 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Dec22.063539.23825@cunixf.cc.columbia.edu>
Source record: 236102

That i sthe question...

I have two removable cartridge internal (for PC) Iomega drives...maybe I can
use with my ST or maybe I can sell 'em off....need external Iomega for the Mac.

Imran

4297. Re: Turbo C for North Americans ... what's the status?

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 12:47:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec22.124719.8489@actrix.gen.nz>
Source record: 236117

In article <118@klg.UUCP> pavneet@klg.UUCP (KL Group Inc.) writes:
> Hi,
>
> Is Turbo C distributed in NA? If so does anyone know if there
> are English docs for it?
>
> As a side note, I think I noticed that NeoDesk 3.0's README file
mentioned
> that NeoDesk was compiled using Turbo C, or maybe I was dreaming.
>
> advThanksance.
>
> Pavneet Arora
>
> ...!sun!suncan!klg!pavneet

Contact Gribnif, They are now selling it, from what I remember was $260 US with the Turbo Assembler, and about $160 US with out, Yes I believe that is correct, also Calamus was done with Turbo 'C', and from what I here, its the Standard now used by Atari, also there are otheres that sell it, one othere name that does not come to mind was posted her some time back, yes I have heard that its soon to be available with English Doc's...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4298. Re: STE SIMM upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 13:01:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec22.130113.12816@actrix.gen.nz>
Source record: 236118

In article <4280019@hpgnd.grenoble.hp.com> alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) writes:

> Hello,
>
> I have a very simple question , but interesting though.
> When you expand the memory of your 1040 STE with SIMM slots
> (ie you have 4 x 256K SIMM modules) to a 2 Mega-byte system
> (ie you have 2 x 1M SIMM modules), what are the two slots
> that should stay unused among the four ?
>
> On the board of my ST I can read near the SIMM slots :
>
> U 600
> +-----------------------+
> | simm slots |
> +-----------------------+
> U 602 | |
> +-----------------------+
> U 603 | |
> +-----------------------+
> | |
> +-----------------------+
> U 601
>
> Any ideas ,
>
> alex@hpgndxo.grenoble.hp.com

Put your Simms into the First 2 slots, that is from the Front of the machine, It is posible to use 2.5 megs, there have been posting that this does not work, but I have seen it working, I don't know if the 2 megs was in the Front or the back, but 2.5 megs does work on a UK STE, and with out a Patch program...Please note Simms don't pull out , they pivot them out to say 30 degrees, and just lift them out, no pulling at all
Note: you can use 9 bit simms, these have a better resale value, get the fast 70ns ones, only do this if you intend to use them in a PC..
The Atari only need 8 bit , 150ns, the other bit in the 9 bit ones is wasted, but then they could be used in a PC. Just a thought....

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

4299. Windows 2.x on ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 13:53:19 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec22.135319.2950@rodan.acs.syr.edu>
Source record: 236119

Does anybody running ATSpeed boot from the hard disk with
windows? I've had windiws 2.x running, but when I try to set
up my hard disk to boot with windows, it never semms to work
more than once or twice...then the next time I try, the system
will not boot from my hard disk. Does anybody have any ideas
why? what I should try?...I've got a 2.5 meg ST, so I've set
up smartdrive with 1.4 meg of extended memory (if that makes
any difference).
Thanks very much in advance.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4300. English version of Modula-2

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 17:30:43 UTC
From: pstamand@eagle.wesleyan.edu
Message-ID: <1990Dec22.123043.37173@eagle.wesleyan.edu>
Source record: 236120

Hello Netland,

I just FTPed the modula2.zoo package from atari.archive.umich.edu and I like the way the program functions. Unfortunately I don't read German and would like to find an English Modula-2. Does anyone know if there is an English version of this package? If not, are there any other good PD/Shareware Modula-2 packages available on the net.

Thanks in advance
-Paul St. Amand

Paul R. St. Amand | PSTAMAND@EAGLE.WESLEYAN.EDU
CVLUG DECUS Mailing Coordinator | PSTAMAND@WESLEYAN.BITNET

4301. Re: Windows 2.x on ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 20:43:50 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec22.204350.14660@rodan.acs.syr.edu>
Source record: 236121

In article <1990Dec22.135319.2950@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Does anybody running ATSpeed boot from the hard disk with
>windows? I've had windiws 2.x running, but when I try to set
>up my hard disk to boot with windows, it never semms to work
>more than once or twice...then the next time I try, the system
>will not boot from my hard disk. Does anybody have any ideas
>why? what I should try?...I've got a 2.5 meg ST, so I've set
>up smartdrive with 1.4 meg of extended memory (if that makes
>any difference).
>--Gerry

Well, I can answer part of my question: it seems that
smartdrive.sys is the problem. When I include smartdrive.sys
in my config.sys file, the machine does not boot. When I
don't include smartdrive.sys, everything is OK. So, now the
question becomes: is there any way to run smartdrive.sys? is
there some way to get the same effect as including it in the
config.sys file? Any help would be appreciated.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4302. fidonet point--hey Lars-Erik read this

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 21:41:44 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec22.214144.26997@ux1.cso.uiuc.edu>
Source record: 236122

Re: my recent request for info about running a fidonet point on an ST.
I had several people ask me to forward anything I might find out, so there
is an interest out there. Also, e-mail to Lars-Erik Osterud from my host
bounces back, so this is the only way for me to reach him.
Lars-Erik: I got the newest version when it was posted to
comp.binaries.atari.st a couple weeks ago. Looks good, but how do I run
this as a point? Are there any doc files to go with it?

thanks all
(my host is getting moved during the week after Christmas, so mail to
me might bounce back as undeliveable.)

Lars-Erik Osterud said:

Why not try the MiniBBS Bulletin Board Software - It's free !!!
Just YELL and I'll send you a copy of the newest version !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

Ed June said:

The Fido STuff is @ 1-915-566-9100.
Ihave it here too @ 1-404-471-1549.

Ed June

---
and Daniel Deimert said:

From: daniel@hexagon.se (Daniel Deimert)

In article <1990Dec9.042111.4144@ux1.cso.uiuc.edu> you write:
> Pandora BBS 2.41c The BOX 1.20 ParseList 1.30

Pandora and The-Box can be freq'd from several fido nodes here
in Sweden.

--
Daniel Deimert Fidonet 2:204/117.0
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel
--
---
chuck bridgeland---anarchoRepublican

--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

4303. J for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 22:19:00 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec22.221900.16171@watmath.waterloo.edu>
Source record: 236123

```
J, versions 2.5 and 2.7,
and other APL Software
at Waterloo

Several implementations of J, version 2.5 and 2.7 are now available
at the file server

watserv1.waterloo.edu
also known as 129.97.129.140

at the University of Waterloo. In the directory "languages/apl/j",
anonymous ftp users may find J for these systems:

atari_st
ibm pc
mac
mips
next
sun386i
sun4 (SPARC)
vax_bsd 4.3

Among other APL software there are two fonts (or folios). One, called
"APL2741", is a postscript line font, derived from scanned images from
an ancient 2741 golfball terminal equiped with an APL typing element.
The other is an X-windows font.

It is hoped that eventually there will be a mail server for the same
range of software to those who have e-mail access but no ftp access,
but a userid for this mail service has not been announced yet.

Currently, this service is being provided on an experimental basis, and
there are no promises that it will continue on a long term basis. Nor
is there any warantee of serviceability or completeness of the software
distributed there.
```

4304. X-former cable pin-out

Newsgroup: comp.sys.atari.st
Date: 1990-12-22 22:22:34 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37166@cup.portal.com>
Source record: 236125

Hey, could some nice net-person post or e-mail me the pin-out for the X-former cable? (Atari 8bit disk drive to Atari ST interface).. I got a pin-out, built the cable and it doesn't work! I have two programs that could utilize it but it just plain don't work and it seems to be a simple cable and I am 99% sure it is not anything I did wrong...

.....Yonderboy@cup.portal.com

4305. Re: Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 03:04:43 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Dec23.030443.707@onion.pdx.com>
Source record: 236124

In <1990Dec20.181848.1910@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:

[Regarding the length of the newsgroup name comp.sys.atari.st.tech, and
wanting to remove the 8bit newsgroup.]
...
>Unfortunately, STadel will not support a name this long. My peak
>is 20 characters.
...

Your "peak" is broken. Fix your software, or complain to the vendor.
There's no real valid reason to change a set of working newsgroups,
especially for software broken like this.

For those who are interested, a list of all newsgroups with >20
character long names are included below the signature. Note, that
"comp.sources.atari.st" (and the binaries group, of course) both fit in
this category also.

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

List of newsgroups with >20 character names below.

alt.binaries.multimedia
alt.buddha.short.fat.guy
alt.cyberpunk.chatsubo
alt.cyberpunk.movement
alt.flame.hirai.cs.dork
alt.flame.pizza.greasy
alt.flame.those.nasty.little.hangnails-ouch
alt.folklore.computers
alt.fractals.pictures
alt.graphics.pixutils
alt.national.enquirer
alt.politics.homosexuality
alt.religion.computers
alt.rock-n-roll.metal
alt.rock-n-roll.metal.metallica
alt.society.cu-digest
alt.startrek.creative
alt.swedish.chef.bork.bork.bork
bionet.genome.chrom22
bionet.journals.contents
bionet.molbio.bio-matrix
bionet.molbio.embldatabank

bionet.molbio.evolution
bionet.molbio.genbank
bionet.molbio.genbank.updates
bionet.molbio.gene-express
bionet.molbio.gene-org
bionet.molbio.genome-program
bionet.molbio.methds-reagnts
bionet.molbio.oncogenes
bionet.molbio.proteins
bionet.population-bio
bionet.software.contrib
bionet.software.pc.comm
bionet.users.addresses
biz.comp.software.demos
clari.news.gov.international
clari.news.interest.animals
clari.news.interest.people
clari.news.interest.quirks
clari.news.law.profession
clari.news.law.supreme
comp.ai.nlang-know-rep
comp.binaries.atari.st
comp.binaries.hypercard
comp.binaries.ibm.pc.d
comp.bugs.4bsd.ucb-fixes
comp.dcom.lans.hyperchannel
comp.graphics.visualization
comp.lang.objective-c
comp.mail.multi-media
comp.org.usenix.roomshare
comp.os.msdos.programmer
comp.os.os2.programmer
comp.periphs.printers
comp.protocols.appletalk
comp.protocols.iso.dev-environ
comp.protocols.iso.x400
comp.protocols.iso.x400.gateway
comp.protocols.kerberos
comp.protocols.kermit
comp.protocols.tcp-ip
comp.protocols.tcp-ip.domains
comp.protocols.tcp-ip.eniac
comp.protocols.tcp-ip.ibmpc
comp.protocols.time.ntp
comp.security.announce
comp.sources.atari.st
comp.sources.games.bugs
comp.sys.amiga.hardware
comp.sys.atari.st.tech
comp.sys.ibm.pc.digest

comp.sys.ibm.pc.hardware
comp.sys.ibm.pc.programmer
comp.sys.ibm.ps2.hardware
comp.sys.intel.ipsc310
comp.sys.mac.announce
comp.sys.mac.hardware
comp.sys.mac.hypercard
comp.sys.mac.programmer
comp.sys.workstations
comp.terminals.bitgraph
comp.terminals.tty5620
comp.theory.cell-automata
comp.theory.dynamic-sys
comp.theory.info-retrieval
comp.theory.self-org-sys
comp.windows.ms.programmer
comp.windows.open-look
comp.windows.x.announce
gnu.emacs.lisp.manual
misc.forsale.computers
misc.headlines.unitex
news.announce.conferences
news.announce.important
news.announce.newgroups
news.announce.newusers
news.ewusers.questions
news.newusers.questions
news.software.anu-news
psu.beaver.scratch.and.sniff
psu.father.knows.best
psu.football.majors.dumb
rec.arts.movies.reviews
rec.arts.startrek.info
rec.humor.doctortoyoubuddy
rec.music.country.western
rec.sport.football.college
rec.sport.football.misc
rec.sport.football.pro
rec.sport.midget.tossing
rec.sport.pro-wrestling
rec.sport.snowboarding
sci.math.num-analysis
sci.psychology.digest
soc.culture.african.american
soc.culture.asian.american
soc.culture.australian
soc.culture.bangladesh
soc.culture.esperanto
soc.culture.latin-america
soc.culture.sri-lanka

soc.culture.vietnamese
soc.religion.christian
talk.politics.mideast
talk.religion.christian
trial.rec.metalworking
vmsnet.announce.newusers

4306. HD (1.44 meg) drives for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 03:58:16 UTC
From: zeitler@esseye.UUCP
Message-ID: <1990Dec23.035816.11183@esseye.UUCP>
Source record: 236126

Will the IBM PC 1.44 meg drives work just by plugging one in place of my old 720k 3.5" drive in my 1040STf? I never thought I'd need one after getting the Syquest, but I find I need compatibility with my laptop which uses the high density drives.

Thanks in advance for any help.

Dave Zeitler

4307. Re: Atari 520ST CPU only, for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 08:00:26 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <4516@sactoh0.SAC.CA.US>
Source record: 236127
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.vectrex

I'll take it! I'll attempt to send e-mail, let me know if you don't
get it.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4308. Re: Atari 520ST CPU only, for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 08:44:05 UTC
From: mfolivo@sactoh0.SAC.CA.US
Message-ID: <4519@sactoh0.SAC.CA.US>
Source record: 236128
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.vectrex

Nevermind. Forgot to edit the newsgroup line, too.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

4309. Hypercard for ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 13:43:00 UTC
From: HOPPET@tubvm.cs.tu-berlin.de
Message-ID: <90357.154300HOPPET@DB0TUI11.BITNET>
Source record: 236132

I am looking around for an implementation of a HYPERCARD-like system
for my ST. Does anyone out there know whether such a system exists
for ATARI ST? And if so, whether it is PD or shareware, resp. where
I can get it.

Thanx in advance, Thomas Hoppe

4310. Re: Neocept

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 15:00:01 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0qnz5o4@jonh.wimsey.bc.ca>
Source record: 236129

In <1990Dec17.160744.19837@rodan.acs.syr.edu>, Gerald Greenberg writes:
>A while back there was some discussion about the status of
>Neocept, the makers of WordUp...The concensus was that Neocept
>had gone out of business.
>--Gerry

The latest issue of Z-mag says He got a job with Atari doing developer
support, and says Atari may pick up Word-Up as an Atari product.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4311. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 15:00:01 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0qnz5z4@jonh.wimsey.bc.ca>
Source record: 236130

In <7062@tekgen.BV.TEK.COM>, Robert Luneski writes:
>In article <1990Dec14.172830.14752@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
>
> I bought one when they first came on the market and formatted it
>at 1-1 and was shocked to find that my 28 ms disk was sooooo slooooooooow.

I think there was some discussion here last year about this, and it was found
that the latest series of Rom for the 296N had been deliberately slowed down
by Seagate so that the drives would work with Macintoshes. I guess Apple ordered
a lot of them and the Mac couldn't keep up to the original transfer speed.
Someone tryed to get the old Roms from Seagate, but no luck.

>>Bob Pegram
> ____ ____
>/\/\/\ Bob Luneski /\/\/\
>\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
> \/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
> \/ \/
--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4312. Re: Phantom typist and Timedrv5 (Was: 1s

Newsgroup: comp.sys.atari.st
Date: 1990-12-23 15:00:01 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0qnz73s@jonh.wimsey.bc.ca>
Source record: 236131

I don't think you're dealing with the Phantom here. There's another
bug which, if I remember the explanation corerectly, strikes the keyboard
chip occasionally. It happens when the kb chip misses the key-up part of a
packet. It shows up a lot for me on boot up since I got a Golden Image mouse.
If I move the mouse quickly while the St's booting, I get escape key messages
continuously. Hitting any key ends it. Maybe timedrv is doing something which
interupts the kb chip while it's waiting for a key up message,

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4313. FORTRAN for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 01:02:10 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37192@cup.portal.com>
Source record: 236133

What FORTRAN packages are available for the ST? I know Prospero FORTRAN and that is all. I would especially love to hear about a PD version. I dont really need anything fancy, just something for labs at school.

....yonderboy@cup.portal.com

4314. Re: BOOT ME UP! (comms help wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 03:27:55 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec24.032755.21593@watmath.waterloo.edu>
Source record: 236144

In article <1990Dec19.210734.22900@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>There are better comms than Uniterm...Can you get the British magazine
>STFormat? In the latest issue there is a really hot terminal prg on the
>coverdisk ...

I am not an expert on these things, so would like to know more. I
would like it if those who know could tell me, please, what are the
features this hot terminal program has that Uniterm does not have.
Maybe this is just what I am looking for.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

4315. Re: VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 03:40:49 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec24.034049.21799@watmath.waterloo.edu>
Source record: 236145

In article <27875@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <1990Dec19.132054.28228@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
...
>>Remember Turtle? Turtle insists that it be in control of everything.
...
>Please, keep your cool and don't start speculations flying on the net.
>All that Lars reported is that he has a problem running THE VAULT and
>DCACHE together. We don't know what the problem is, but we are trying
>to find it. Meanwhile, don't run them together. They both apparently
>work fine for most people most of the time when used separately.
>TURTLE, too, seems to work well for many people, and I don't
>understand your implicit criticism of it.

Sorry. This was not intended to be a criticism of either VAULT or DCACHE.
I am sure both are fine programs, but I have used only one, with no
complaints. My criticism, if there was one, was implicit indeed, and
would be more precisely aimed at the absence of a central direction or
control in the development of software. I suspect that many users have
found instances, as I have, of software, each one fine by itself, which
clash with each other, because of assumptions made by the author. In
some case *I assume* that these programmer assumptions include making
use of so called "illegal" locations in the system. I do not wish
to impune the integrity of any author here. I am sure that each
does the best that she/he can with what is at hand, and I am grateful
to a number of authors of fine software for the work that they have
done.

Again, sorry.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

4316. Re: English version of Modula-2

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 05:16:06 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1990Dec24.051606.5152@actrix.gen.nz>
Source record: 236135

```
In article <1990Dec22.123043.37173@eagle.wesleyan.edu>
pstamand@eagle.wesleyan.edu writes:
> Hello Netland,
>
> I just FTPed the modula2.zoo package from atari.archive.umich.edu and
I
> like the way the program functions. Unfortunately I don't read German
and
> would like to find an English Modula-2. Does anyone know if there is
> an English version of this package? If not, are there any other good
> PD/Shareware Modula-2 packages available on the net.
>
> Thanks in advance
> -Paul St. Amand
>
-------------------------------------------------------------------------
--
> Paul R. St. Amand | PSTAMAND@EAGLE.WESLEYAN.EDU
> CVLUG DECUS Mailing Coordinator | PSTAMAND@WESLEYAN.BITNET
>
-------------------------------------------------------------------------
--

There is a shareware version of Modula-2 from Ana Systems. I believe
it's available from most shareware libraries.
--
Alex Valdez
```

4317. Re: Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 07:51:46 UTC
From: steve@thelake.mn.org
Message-ID: <A242685336@thelake.mn.org>
Source record: 236134

[jimomura@lsuc.on.ca writes ...]

> I just received some messages at 'tndb' sent to
> 'comp.sys.atari.st.tech'. Being a new group on my system they
> were dumped in the catch-all 'letter.box' file that STadel creates
> for undeliverable messages. My first reaction was to decide
> that clearly I wanted to receive these messages. So I started up
> STadel again and tried to create a "room" for this newsgroup name.
> Unfortunately, STadel will not support a name this long. My peak
> is 20 characters. I tried the STadel alias system before and it
> didn't work on my version of STadel, so I can't alias the messages
> to a shorter named room. As such, I'm considering dropping the
> 'comp.sys.atari.st.tech' newsgroup completely.

Here is an excerpt from the output of ";known floors" on the MAST
BBS (Minnesota Atari ST users).

[Port Atari]..... ctdl.sys.Atari.ST)* comp.sys.atari.st:* Atari8:*
comp.sys.atari.st.t:*
^
|
As you can see, the newsgroup name is truncated, but
works. For further info, contact Tom Cook, sysop of the
MAST BBS, at "tacook@moundst.mn.org".

Aliasing works, too, although the docs are confusing.
The room "ctdl.sys.atari.st" is so named at MAST for the
benefit of neighboring sites that receive it via UUCP.
Most Citadels call it simply "Atari ST."

> But looking at the current newsgroups, the 'comp.sys.atari.8bit'
> group is almost completely unused.

Yup. 8bitters are history. Like it or not.

> Actually, having watched the newsgroup for the last month
> or so, I don't see the point in the 'comp.sys.atari.st.tech'
> newsgroup at all. I haven't seen any *non*tech questions in
> the current 'comp.sys.atari.st' newsgroup. Since there is
> no "noise" in the newsgroup as it stands why do we need the
> new newsgroup at all? The small amount of traffic doesn't seem
> to warrant subdividing it.

Heh.... stick around. Noise? You'll see plenty of it.

comp.sys.atari.st periodically goes through horrid bouts of flaming,
bickering about Atari Corp.'s marketing policies, etc. Such

posts are explicitly forbidden by the charter of the tech group.

comp.sys.atari.st also is open for discussion of applications and games, which .tech is not.

Conversely, chatter about programming dialog boxes properly belongs in .tech, where it won't scare off the less technically inclined.

Returning to the matter of STadel and BBSing:

cmc@overmind.mind.org in Atlanta and Adrian Ashley up in Canada (sorry, Adrian, but I can't recall your net address) have source code to STadel and have developed their own mutations, Fortress and <fnord>adel respectively. Bob Lee at Time Arts (the Lumena people) also has his own version, called b0badel, but I think it's only for PCs. Any of these folks can fix the roomname-length bug. A related bug/feature commonly truncates very long user names; I hope that one gets fixed, too.

The author of STadel*, David Parsons, no longer is working on it, but is developing a portable BBS called bauble. You can contact him at "orc@jazz.sybase.com" or "akcs.orc@vpnet.chi.il.us".

*STadel originally was the Atari ST version of Citadel. It was ported from Citadel-86, which was HAW's PC version of a program that originated under CP/M. STadel later was ported back to PC-DOS and also to Amigados. The Lake, now a UUCP system, originally was "The world's second Atari ST Citadel," so I know about these things. :-)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
Merry Christmas to all, and to all a warm blanket. Or two. Or three.
It's -10 degrees (F) outside. Brrrrrrrrrrrrr!

4318. Re: BackupST a must have!!!

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:08:28 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.080828.9764@kcbbs.gen.nz>
Source record: 236137

Re: Compression.

I agreee there should _never_ be compression on backup files. I use Diamond Back for the ST and until yesterday used Fastback on the PS2. I used compression on Fastback and you guessed it the jolly thing screwwed up so I went to restore my files and my fastback died. So I went to the dealer to get another copy of Fastback and wouldn't you know it I still can not back up my PS2.

So the moral of the story is just standard backup technics. I love Diamond Back and also Mega-a-minute I recommend them to any one with large drives they need to back up.

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4319. Bath BBS in the UK.

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:10:49 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.081049.9835@kcbbs.gen.nz>
Source record: 236138

Well I would like to say hi to Malcolm at the BBS and thanks for the chat this AM NZST.

I guess it is great to be able to have all these callers over Europe +rdo not have them calling here to NZ.

If you get the chance to get IPDN hooked up to your BBS give me an email with your NUA so we can call more often.

Happy Days from down-under.

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4320. Seasons Greetings from New Zealand

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:13:49 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.081349.9895@kcbbs.gen.nz>
Source record: 236139

Global Greetings.

On behalf of STaTus BBS and all our users I would like to send "Seasons Greetings" to the Net users.

May you have a happy Christmas and an enjoyable 1991.

* PDN is now avaliable : 05301 9500001313 *

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4321. Looking for Mike Klemmer

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:16:53 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.081653.9970@kcbbs.gen.nz>
Source record: 236140

Lost in the Atari Wilderness.

Sorry to waste the bandwith here. I am looking for a friend of mine who returned to Germany several months ago. I guess by now Mike will have a feed into comp.sys.atari.st so I thought I would ask if he is here.

Email replies to Jon_Clarke@kcbbs.gen.nz or
call us via PDN on 9500001313 NZ's DNIC is 05301.

If any Netter in DL have seen mike on the local 'mailboxs' BBS, please pass this message onto him. You might see him as Timaru or Kiwi.

Question :: When is the CT mailbox going to get english menus as they have been advertsing them for months now?

Merry Xmas and happy 1991.

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4322. Public Data Network NUA's

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:19:28 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.081928.10026@kcbbs.gen.nz>
Source record: 236141

Hi Netters.

I am looking for systems that have access to them via X25/X32 and X400.
I am compling a list for the users here that access us via PDN so they can
call other systems world wide via PDN.

Can you please supply information in this format if possible.

Name : STaTus BBS [system name]
PDN : 9500001313 [PDN access number]
DNIC : 05301 [the countries address]
Carrier: PacNet [The countries PDN service]
Type : X25 or X32 [If known the type of system]
X32 No.: N/A [The X32 dialout number ditto X400]
Other : Atari BBS [any notes you want to write]

Thanks in advance for this. Please include any local systems you may know
of as they may not be known elsewhere.

Jon_Clarke@kcbbs.gen.nz [The NET/UseNet]

72000,3555 [Compuserve]

J.Clarke6 [GEnie]

Jon Clarke [Fido Zone 3, -Zone 3 SYSOPS-]

Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4323. Public Data Network NUA's

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:21:42 UTC
From: stt@kcbbs.gen.nz
Message-ID: <1990Dec24.082142.10082@kcbbs.gen.nz>
Source record: 236142

Newsgroups: comp.sys.atari.st
Subject: 1040ste 'startgem'
Organisation: STaTus BBS. The Atari BBS in Auckland, New Zealand.

Startgem wont work on a ste. If you highlight the program you want to auto boot then goto install application, in the box you now have a normal or auto setting. this will run any gem or tos program from anywhere on a disk or HDD. just save the desktop and itll boot up everytime.

Michael Clark

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4324. Atari Fido FEEDS ; Where are the closest NODES?

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 08:26:16 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec24.082616.10150@kcbbs.gen.nz>
Source record: 236143

Hi Netters,

I am looking for a Fido HUB for the Atari feeds close to New Zealand. Does anyone in Australia or Asia have a feed. I know there is one in Israel which is the same cost to call the USA.

If some of you know of any hubs can you email

Also do any of the HUBS use PEP modems at 19.2k if so this will be a cheap call for us. Or do any of you have PDN access at all this may be an other alternative.

Thanks in advance and MERRY XMAS. Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4325. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-24 14:10:49 UTC
From: ww0m+@andrew.cmu.edu
Message-ID: <EbRUldu00UhB80t41a@andrew.cmu.edu>
Source record: 236136

```
Word Perfect v4.1 - Includes original disks and manual...$25.00

Flash! v1.52 - Includes Kermit and Remote-Control DA.....$10.00

TDI Modula-2 Developer's Version.........................$25.00

pc-ditto (Classic).......................................$25.00

HiSoft DevpacST Assembler/Debugger/Linker................$10.00

All prices are negotiable.

Contact:

Willy Walker
ww0m@andrew.cmu.edu

211 Teece Avenue
Pittsburgh, PA, USA 15202
412/761-4175
```

4326. Re: CONS-FIX??

Newsgroup: comp.sys.atari.st
Date: 1990-12-25 02:17:11 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2387@quepasa.cs.tu-berlin.de>
Source record: 236146

In article <90339.130233GERLOFF@DB0TUI11.BITNET>
GERLOFF@tubvm.cs.tu-berlin.de (Olaf Gerloff) writes:
>The thing is under testing. If you are interested to beta-test it, just
>make me know.
>
>Long Haired Nick
>
>--
>| Nick Sandru (alias Long Haired Nick) | Backpacker's First Law:
>| Hoje Topholm 37 | e-mail: | "The thing you need lies either
>| DK-3390 Hundested | ns@iddth.id.dk | in the bottom of your backpack,
>| Denmark | ns@iddth2.id.dk | or in a closet at your home..."

What the HACK is this ???

CONS-FIX 1.3 is *my* program, i am the author of it. It is not in BETA-
test state, it is doing it's job (Fix TurboST/QuickST-redirection
problems to console if you use GEMINI or other shells). I distributed
it as freeware together with GEMINI 1.2 and in the FIDO-net. You can
download it from atari.archive (with german documentation), from every
big fido-node (it went around europe with stick/hatch) and every MAUS-net
box in germany.

Karsten Isakovic, ki@opal.cs.tu-berin.de

<SysMon, OverScan, Chameleon, ConsFix, VdiFix and many more...>

4327. ST Format, EuroNet BBS system's

Newsgroup: comp.sys.atari.st
Date: 1990-12-25 10:39:28 UTC
From: STT@kcbbs.gen.nz
Message-ID: <1990Dec25.103928.23598@kcbbs.gen.nz>
Source record: 236147

Hi chaps,

I am answering a message left in the December issue of ST Format an English Atari magazine. So anyone knowing Andrew Hutchinson please post this to him on the net as I am not aware of his EMAIL address.

Andrew, you have asked for sysops to email / snail mail you. The snail mail is in the post but what with the xmas rush I guess it will take a while to hit the UK.

We run a BBS here in Auckland as the header and trailer of this messages suggests. I would like to know more about access into EuroNet and carring the ST Format information on our BBS down here. I already carry several USA based on-line Atari Magazines and snippets from 'CT' in Germany. So it would be a bonus to our users to have an english input in this area.

Re: your comments in the December issue. Sorry I have to disagree with your comments re CI$ as GEnie is by far the biggest Atari Base in the USA and to my knowledge in the modeming world. For this matter with the new Star services GEnie has it only costs $us4.95 a month for all your online time. A lot cheaper than what you quoted for Compuserve as you will agree. GEnie can be accessed from 158 countries world wide via P.D.N and if you would like the NUA I will be happy to email/snail mail it to you in the future so you can pop on and have a look.

Re the ammount of files available in the USA I might add we have over 85000 PD files on our BBS here in Auckland all with free access for our users to download. Over 1/4 of these are Atari ST files.

A quick overview of the BBS as per your request.

[a] Hardware : Mega 2
330 of hard disks
1.2 gigs on cd rom [2 cdar504's Atari cd_roms]
Multi-line/node up to 19.2k in PEP
CD_Port for multi serial lines
[b] Software : MichTron Version 3
[c] Other : Full Usenet [as per this message]
on-line magazines
PDN access NUA is 05301 9500001313
{to Paxus FaxNet [nz free dial tie lines/ no tolls]
Atari-NZ / AUA support on-line
FREE PD ordering from USA for the users
VT52/IGS/ascii menus supported

EMail and Document [fmail] exchange
[soon as the node number arrives Fido Net mail]
[d] Fees : NONE a totally free BBS
donations _NOT_ excepted

Hope this helps Andrew. Please if you are on the net email me or on one
of the services below.

Email : Jon_Clarke@kcbbs.gen.nz or STT@kcbbs.gen.nz
Compuserve 72000,3555
GEnie J.Clarke6
compuserve.com.usa
Fido Zone 3 _all_sysops_

Merry Xmas to all users.
Jon Clarke

```
+---------------+-----------------+----------------------+----------+
| o( ) STaTus | The Atari BBS | Node 1:+64-9-606-067 | PDN soon |
| / /\ BBS. | in Auckland,NZ | Node 2:+64-9-608-485 | MBBS V3 |
+---------------+-----------------+----------------------+----------+
```

4328. Re: uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 02:52:15 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37238@cup.portal.com>
Source record: 236148

I'm in the same boat as the other posters in this thread.. I have am not sure what the Showdvi and Metafont programs are... There are tons of support files and I don't know what all of them are.. I have heard of TeX and have an idea of what it is and am very interested.. Could somebody leave a breif description (or better yet a long (-: description) of some of this stuff? ....yonderboy@cup.portal.com

4329. Re: TT compiler (really Desktop (again))

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 07:15:38 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1990Dec26.071538.13440@ccu.umanitoba.ca>
Source record: 236149

In article <2788@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> [...]
> I said that if ENS thinks the
>TT Desktop is "disappointingly similar" to the ST Desktop, then he
>probably hasn't really looked at it and hasn't read the manual.
> [...]
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

You're right. I didn't look at the manual or the desktop carefully. The
new desktop really is much better; I especially like selecting the
top window as default when a program is run from a desktop icon. You
can't tell a book ...

Here's a vote for releasing a RAM based version of the new desktop
for ST's so all the ataris in our lab work the same way.

Werner Ens

4330. ST bombing

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 15:41:42 UTC
From: pdel@ADS.COM
Message-ID: <Y?P^_|^@ads.com>
Source record: 236150

Thanks for those of you who got back to me about the bombs.
I did find out what my problem was. Not enough power! When
I shutdown my other computer and disk (which were on the
same outlet), the problem went away! The ST boots up fine,
disk drive works fine, etc.

Peter D.

4331. letter to byte

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 16:02:37 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <1990Dec26.1113.4336@canrem.uucp>
Source record: 236207

Alright fellow North American ST users:

Only recently, Byte magazine (North American Edition) featured an article on Desktop Publishing systems for various computers, and failed to even mention the Atari ST.

We all know the ST is underrated as a DTP platform - it's as though BYTE were writing a comparison of MIDI software and neglected to mention the ST - so now's our chance to speak up for our system.

This mass mailing has been organized on the FNET, and the letter which follows is a personalized version of a skeleton letter posted to the FNET for all to use. I know you may think your letter is a puff in the wind, or that everybody else will send so why should you; but you must realize that _your_ letter _can and will_ make a difference. Cast your "vote" for the Atari ST in a forum where you'll be heard:

Below is a copy of the letter I'm mailing. I will be going to work, and I'll be dropping it in the mail-box just outside the building. Its only costing me $0.42 (it's not proofed yet - please don't email me about any gaffes you find ;)

--------------8<--------cut here-------8<---------------------

December
26, 1990.

Attn: Fred Langa, Editor in Chief
One Phoenix Mill Lane
Peterborough, NH 03458

Dear Editor:

I am writing in reference to your comparison of different Desktop Publishing packages featured in the October 1990 issue of Byte, and to express my dissapointment and frustration in your complete failure to mention the Atari ST computer and its tremendous DTP abilities.

I have been a long time Atari ST owner and reader of your magazine, and I was very disturbed to find that your October article completely ignored the Atari ST in its otherwise well-rounded comparison. This editorial decision continues your long standing tradition of ignoring the Atari ST, even in areas where the ST excels.

[***this is my personalization - please remove it from your own***]

Perhaps I should mention what experience I've had with Atari Desktop Publishing software - I have used an Atari ST for DTP work

since 1986 when I purchased a copy of Timeworks DTP to create advertisements and newsletters for a local community group. Since then, I have switched to Calamus, the premier ST DTP package, for work as ambitious as the creation of a 350 page GEM C programming text. Beyond my experience on the ST, I have used Quark Express on the Macintosh and have become quite familiar with Ventura on the IBM. Though these programs demonstrate some strengths over Calamus in some areas, I've always preferred Calamus for its unmatched printing speed and 100% true pixel to print raster correspondence (i.e. you can magnify a document in Calamus to obtain a true pixel-by pixel representation of the printed output). Raster images are actually created within Calamus and sent to the printer directly, bypassing Postscript. I have never been "surprised" by Calamus' output. To top it all, I have also enjoyed on-screen scalable outline fonts through Calamus for years- long before such display schemes were realized on Macintosh systems.

[***the skeleton resumes here, keep stuf from here on in***]

Although the Atari ST has been available for over five years, the
coverage that you have given it has been minimal. While I realize that the number of Atari ST's sold in the United States can not compare with that of the IBM PC or Apple Macintosh (although this is not true world wide), it is unfair to the people who own Atari ST's, or people who would like to purchase a system that is different then the above mentioned computers that you continue to ignore this 68000 based computer. How can a consumer make the right computer buying decision if they are not given all the facts about the systems that are available to them?

Now I know it would be silly to expect to see the same amount of coverage that the IBM or Macintosh receives. I would still hope that major software applications, such as ISD's Calamus or Outline Art, Soft Logik's PageStream, Wordperfect for the ST, Goldleaf Publishing's Wordflair, Borland's Turbo C,Migraph's Touch-Up, or the many, many other software packages, not to mention hardware upgrades such as Gadgets By Small's Spectre GCR Macintosh emulator, Talon Technologies' Supercharger IBM emulator, ICD's Advantage Plus hard drive controller, Fast Technologies Turbo 16 accelerator, or Moniterm's 19" monochrome monitor, receive a fair and accurate review as would other software and hardware packages for other platforms.

You may not realize that nearly 1 million ST's have been sold in the United States, and nearly twice that number in Europe. Your magazine would certainly see increased sales were you to dedicate a
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

4332. letter to byte

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 16:02:38 UTC
From: tellabs_canada@canrem.uucp
Message-ID: <1990Dec26.1113.4337@canrem.uucp>
Source record: 236208

You may not realize that nearly 1 million ST's have been sold in the United States, and nearly twice that number in Europe. Your magazine would certainly see increased sales were you to dedicate a monthly column on the Atari ST and provide a much needed coverage of a fantastic computer to users and prospective buyers who are in need of truly objective information.

While I will continue to purchase your magazine in the future in hopes that you will begin coverage of the Atari ST as you do the Amiga and the other systems mentioned, I encourage you to give fair and accurate coverage to the Atari ST line of computers. I do hope that you will give Atari's new computers, the low-cost 32MHz 68030 based TT/030 and 16MHz 68000 based Mega STe, the same coverage that you have given the Macintosh, Amiga 3000, and NeXT computers recently. There are hundreds of thousands of Atari ST users waiting to purchase a magazine that covers the ST. Please consider including the Atari ST in your magazine.

Best Regards,
Mark Onyschuk

-------------8<--------cut here----------8<-------------------

Regards,
Mark
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

4333. Re: GNU (as it applies to the ST)

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 19:12:58 UTC
From: apratt@atari.UUCP
Message-ID: <2789@atari.UUCP>
Source record: 236213

Yonderboy@cup.portal.com (Christopher Lee Russell) writes:

>I have read a little about GNU. I thought that GNU was suppose to be an
>alternative to UNIX that was being developed to be free. Anyways, I have seen
>alot of stuff on atari.archive and panarthea that say GNU-this and GNU-that..
>What exactly does this mean? Is there a versio of GNU running on the ST?

The things which are widely available for the ST from the Free Software
Foundation (aka the GNU people) are the compiler and some related utilities.
GNU itself is, as you say, a UNIX-workalike OS, but anything from FSF
is called "GNU this" and "GNU that" -- GCC is the GNU C Compiler, GNU Make
is (obviously) make, GNUUCP is UUCP from FSF. And then there are tools that
do NOT have GNU (or even G) in their names: Bison is a yacc replacement;
flex is a lex replacement (which may not be from FSF at all).

All FSF software is covered by something called "copyleft" -- it's a
copyright, and some terms under which you can use and distribute the
tools. It is stated in a file called COPYING when you get most anything
of theirs. Briefly, it states that you are allowed to use it, and you're
allowed to give it away, and you can't deny anybody else's right to use
it or give it away. It also covers the source code: if you give away
FSF stuff, you have to give away the source, too, or hold it available,
or let the person you give it to know where you got the sources, so s/he
can get them from there, too. This is a simplification, but it should convey
the general idea.

The chief confusion I have run into about copyleft is what's covered.
The compiler and tools are covered. Programs you write using the
compiler are not: you can charge money for them, hoard the source code,
etc. This is limited by the status of any library you link with, but on
the ST the libraries are explicitly PD. Bison is a special case,
because a parser generated by Bison contains FSF source code which GCC
in turn compiles. Therefore the parser, and any program containing it,
contains FSF source code and therefore is covered by the copyleft.

>Anyboy in Net-land using Minix on there ST? I read an article in BYTE mag.
>about it and it sounds really good. Does the St version do all of the stuff
>that the IBM version does (for example does the ST version come with a C
>compiler, etc) ......Yonderboy@cup.portal.com

Yes, lots of people use Minix. Try bammi@cadence.com,
ersmith@uwovax.uwo.ca, and comp.os.minix. I don't happen to use Minix.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4334. Wanted: Trak-Ball

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 19:22:32 UTC
From: poirier@ellerbe.rtp.dg.com
Message-ID: <1990Dec26.192232.24160@dg-rtp.dg.com>
Source record: 236201

Wanted: One Atari Trak-Ball, to be converted for Amiga use (or, perhaps one already so converted), described as follows (I quote):

"The device
in question is black and roughly rectangular and is labelled across the top "ATARI TRAK-BALL". In the rear there is a cutout which contains a JS/TB (joystick/trakball) toggle switch, and the strain relief for the cord. On the bottom are 4 rubber feet which conceal recessed screws. Also, there is a paper label which on mine reads "KM483" and below this "8". Below this label is stamped "MADE IN USA". On the top left and top right of the top surface are two black fire buttons shaped liked truncated triangles."

My apologies if this is not the appropriate newsgroup -- I really don't know which Atari system this Trak-ball was made for.

Reply by email to poirier@dg-rtp.dg.com please.

Cheers,
Charles Poirier

4335. Re: ST bombing

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 20:27:05 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec26.202705.29182@ux1.cso.uiuc.edu>
Source record: 236202

pdel@ADS.COM (Peter Delevoryas) writes:

>Thanks for those of you who got back to me about the bombs.
>I did find out what my problem was. Not enough power! When
>I shutdown my other computer and disk (which were on the
>same outlet), the problem went away! The ST boots up fine,
>disk drive works fine, etc.

> Peter D.
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

4336. Where is ProGem series?

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 20:29:09 UTC
From: chu@acsu.buffalo.edu
Message-ID: <52992@eerie.acsu.Buffalo.EDU>
Source record: 236204

I downloaded the first 13 of the series from I don't remember where.
What I'd like to know is how many articles were in the series and
where I can get (the rest of) them.

Please reply by E-mail. Thanks!

john
chu@autarch.acsu.buffalo.edu

4337. Re: HD (1.44 meg) drives for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 20:43:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec26.204345.29924@santra.uucp>
Source record: 236203

If you just plug a hd-floppy drive to your st, it will work, but only
in dd-mode. To get it work in hd-mode, you'll have to get a hd-adapter.
These adapters are available at least from Hard & Soft A.Herberg, which
is in Castrop-Rauxel, a place near Dusseldorf in Germany. To work correctly
this adapter needs the WD 1772 floppy-controller chip, check if your ST
has this one. (some won't)
To connect this firm, get a magazine (german) called 68000er STmagazin,
or send me email to get the address, part-nr and price.
I am not connected to this firm any way besides being a customer!

That magazine is really worth getting, because it helps you to contact
to the makers and shops of the most exotic hardware that is available to
the ST/Mega-serie.
Not connected with STmagazin either!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4338. editors: VI, EMACS

Newsgroup: comp.sys.atari.st
Date: 1990-12-26 21:02:27 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37252@cup.portal.com>
Source record: 236205

There are about a thousand different version of VI and EMACS on the lists of Panarthea@sun.com and Atari.archive... Does anybody have any opinions about which ones are best.. That GNU emacs looks huge, any advantage to it? I have been using SteVIe, but recently I have been getting errors loading in large files and it is kinda slow compared to some of the other editors I have been using.. Is Elvis any better? How about Jove.. I would like to know what other people are using for editors (especially for writting C source code)... VI seems to do about everything I want, but Emacs lets you have multiple windows (at least the one built into Gulam)..

Well, any opinoions? ....Yonderboy@cup.portal.com

4339. Minor change to archive-server@panarthea.ebay.sun.com

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 00:24:08 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <712@grapevine.EBay.Sun.COM>
Source record: 236206

I've made a minor change to the archive server. There is a new command.

id word

in a request will put the "word" in the Subject line of the server's reply.
This is useful for people who make several requests and want to match the
replies up with the requests easily. The word can't contain spaces (a bug;
it'll be fixed eventually.)

Also, just a small administrative note: the submission queues for the
comp.sources.atari.st and comp.binaries.atari.st newsgroups are now empty.
If you've been waiting to submit your fancy new program, this is the time!
(If you HAVE submitted a program and it hasn't appeared yet, it was probably
lost somewhere between your site and mine.)

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

4340. Re: ST Format, EuroNet BBS system's

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 00:54:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37267@cup.portal.com>
Source record: 236209

Jon Clarke writes:
...
>For this matter with the new Star services GEnie has it only costs
> $us4.95 a month for all your online time. A lot cheaper than what
> you quoted for Compuserve as you will agree.

You didn't really mean to say this, did you Jon..?

GEnie charges $4.95 a month just to use the service... everything else
that a normal user would want to access is extra cost, at $6.00/hour.

Even those Roundtables that are included in the Star*Services flat rate
DO NOT include downloading... you can read all the messages you want
in the Scuba Roundtable, for instance, but if you want to download any
underwater pictures, the meter starts, and you pay $6.00/hour.

ALL the computer-specific Roundtables cost $6.00/hour for everything...
messages, conferenceing and downloading...

BobR

4341. Formatter for single to double

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 04:04:33 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1990Dec27.040433.21680@usenet>
Source record: 236210

I know that somewhere I heard about a utility that formats just the back sides of single sided disks, leaving the front half of the disk intact. When I bought my used ST, it only had a single sided drive, but I have long since bought a double sided as well. I still have a lot of single sided disks I would like to use both sides of without having the tiresome task of copying them to double sided, reformatting the disk, and copying them back.

If any of you folk out in netland have heard of this beast, please give me a holler and point me towards it. A casual glance through the index at atari.archive gave me no clues, perhaps it is a commercial product I am thinking of. Anyway, thanks in advance, and may you have a great 1991.

John Thaanum ## ## ##
email: thaanuj@prism.cs.orst.edu ## ## ##
snail: 1335 NW Kings Bv. Apt #B5 ## ## ##
Corvallis, OR 97330 ## ## ##
voice: (503)-753-2361 ## ## ##
Clever quotes and disclaimers are ### ## ####
strrrrrictly prrrrrrohibited..... ### ## ####

4342. ST Stuff Reprise Reprise

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 04:12:53 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <491@pallas.athenanet.com>
Source record: 236211
Cross-posted to: misc.forsale,comp.sys.atari.st

Most of the Atari stuff I posted for sale here is already spoken for.
A lot of it has been shipped out, but I am still awaiting money from
many of you. In particular, #'s 4, 10, 11, 15, 17, 18, 20, 24, 25, 27,
28, 30, 31, 46, and 47. It is probably safe to assume that since you
could not get all of the items you requested, you decided not to get
what was left for you. If this is not the case, please let me know
as soon as possible. After January 1, I will repost with those items
still not claimed.

The person who claimed the 520 ST has informed me that he cannot take it,
so it is back on the market. $150, includes single-sided drive, mouse,
power supplies, cables. All you need to do as add a monitor and software.

I have also come up with a Mega2 and a Mega4. Will entertain offers for
these machines. The Mega4 is out on loan, and expect to get it back within
the next two weeks. No mice, monitors, or software.

--
+ Lee Bertagnolli + Voice: (217) 529-0359 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62704 + Internet: lbert359@athenanet.com +

4343. Re: Sozobon Sprites

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 05:02:29 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec27.050229.5360@lsuc.on.ca>
Source record: 236212

In article <1990Dec21.181322.11004@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>jimomura@lsuc.on.ca (Jim Omura) writes:
>
>- I've seen similar menus in Amiga programs. The menu bar is hidden
>- until you click and then it appears at the top of the screen and
>- menus drop down covering only part of the "work" area leaving the
>- rest visible. This is particularly good for graphic programs of an
>- artistic nature because, unlike Degas, it leaves as much of the
>- "work" on-screen at all possible times.
>
>I kinda like the way Degas does things, right button to toggle
>between drawing area and commands. Any way you slice it, the Degas
>method or the hidden menus you described above, you still gotta hit
>something.
>
>- If you're not an "artist" you may not realize why this is important
>- at first, but if you've ever done extensive art it becomes a fairly
>- obvious matter.
>
>Well, I don't [want to :^)] consider myself an "artist," but I am

Yeah. I can tell you're not an artist. No insult intended
but no *real* artist -- ie person who is seriously trying to create
a work of art, would agree with you unless they were strangely
perverse. It is the drive inside the individual to create that work
that *forces* an artist to draw or do whatever s/he does. If you
don't have it, it's not likely you'll ever become an artist. I'm
thinking in particular of some of my freinds in that regard more
than me, though in some ways I'm "driven" too, though in different
directions. That's not to say that it's impossible to create a great
picture with Degas, for an artist you're working against the program
rather than with it. It's like this: You're standing in front of
your canvas with your "assistant" sitting beside you. Every time
you want to change colours on your brush or think about picking up
a different brush, he throws a blanket over your picture. . . .

Then again there was the disappearing cursors. That was another
"classic feature" of Degas. Degas was a "passable" program at a
time when the only other program on the market was Neochrome. I
hated Neochrome even worse, though thankfully, it's been so long
since I used it that I've actually forgotten exactly what it was
I didn't like about it. Hey Neato!!! A bad memory has its compensations! :-)

Anyway, CyberPaint is the best program I've tried on the
ST so far in this regard. Deluxe Paint may be better, but I
haven't gotten around to trying it yet.

>I've never understood the "Amiga-method" of calling up the drop-down
>menus. Why should I have to hold down the right button? It's an

With CyberPaint you don't "hold down the right button." You
just click it to bring the menu bar up and click again to get rid of
it. This is the best user interface for artwork that I've seen
so far -- as I've said before. In fact, it's so good that I
obtained Jim Kent's permission to copy the whole CyberPaint user
interface for a paint program on another computer. That's an
interesting story. I actually finished that program and it works.
Jim Kent has a copy of it. Unfortunately, the computer I wrote it
for was marginally popular and the negotiations for the distribution
of the program died. 9 months of work went down the drain. Life'ls
like that. . . .

>awkward and unusual way, IMHO, of calling the menus.

On the one hand you say you've used lots of paint programs.
Yet you obviously don't know how CyberPaint works. And with
that in mind you certainly feel yourself qualified to extoll
Degas? Come on now, think a bit before you post!

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4344. Re: HD (1.44 meg) drives for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 14:20:24 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec27.142024.1003@cunixf.cc.columbia.edu>
Source record: 236214

In article <1990Dec26.204345.29924@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>If you just plug a hd-floppy drive to your st, it will work, but only
>in dd-mode. To get it work in hd-mode, you'll have to get a hd-adapter.
>These adapters are available at least from Hard & Soft A.Herberg, which
>is in Castrop-Rauxel, a place near Dusseldorf in Germany. To work correctly
>this adapter needs the WD 1772 floppy-controller chip, check if your ST
>has this one. (some won't)
>To connect this firm, get a magazine (german) called 68000er STmagazin,
>or send me email to get the address, part-nr and price.
>I am not connected to this firm any way besides being a customer!
>
>That magazine is really worth getting, because it helps you to contact
>to the makers and shops of the most exotic hardware that is available to
>the ST/Mega-serie.
>Not connected with STmagazin either!

I seem to recall someone posting a rather lengthy message a few months
ago which went into graphic detail on how to connect a HD drive to an
ST. The most exotic thing it requires is for one to double the clock
speed of the floppy controller chip. I believe it was Rainer Klute who
posted it, so you might want to ask him.

Cheers,

Chris

p.s. Oh yeah, just to piss off Stephen Jacobs, Atari stock closed at
1 7/8 yesterday. That is roughly 1/3 of it's value 5 months ago.
Smiles everyone! :-)
------------------------------+--------------------------
Chris Mauritz |D¦r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------

4345. Re: letter to byte

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 14:36:02 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec27.143602.29914@cunixf.cc.columbia.edu>
Source record: 236215

In article <1990Dec26.1113.4336@canrem.uucp> "tellabs canada" <tellabs_canada@canrem.uucp> writes:
>Alright fellow North American ST users:
>
>Only recently, Byte magazine (North American Edition) featured an
>article on Desktop Publishing systems for various computers, and failed
>to even mention the Atari ST.

The article was rather boring anyway. :-)

>
>We all know the ST is underrated as a DTP platform - it's as though BYTE

Yes, and we all know that there really aren't enough ST's out there to warrant Byte's attention. Didn't Computer Shopper drop the ST coverage for this reason? (Or was it that there just wasn't much new stuff to write about? I've forgotten which...)

>were writing a comparison of MIDI software and neglected to mention the
>ST - so now's our chance to speak up for our system.

I think you're wasting your time. Writing about ST's isn't going to earn them any significant increase in readership due the the relatively insignificant number of STs in the US (compared to PCs and Macs). Also, I really don't think any producers of ST goods would advertise in Byte on the off chance that Byte published a paragraph or two on the ST in each issue (they would probably opt to use one of the ST-specific rags instead). Therefore, Byte would probably not earn any significant amounts of money from paid advertisements. Byte is in business to earn money. Covering the ST would seem to be a lose-lose situation for them.

>FNET for all to use. I know you may think your letter is a puff in the
>wind, or that everybody else will send so why should you; but you must
>realize that _your_ letter _can and will_ make a difference. Cast your
>"vote" for the Atari ST in a forum where you'll be heard:

Well, I don't think Byte would change its format to suit a few cranky ST users. The magazine seems to be doing just fine as it is and I suspect they will have a very "if it ain't broke, don't fix it" attitude towards ST coverage.

[letter deleted for brevity]

Cheers,

Chris
```
------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
------------------------------+--------------------------
```

4346. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 17:38:03 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec27.173803.29845@uvm.edu>
Source record: 236217

I wrote:

>>>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)

Bob Luneski replies:

>> I bought one when they first came on the market and formatted it
>>at 1-1 and was shocked to find that my 28 ms disk was sooooo slooooooooow.

now John Henders writes:

> I think there was some discussion here last year about this, and it was found
> that the latest series of Rom for the 296N had been deliberately slowed down
>by Seagate so that the drives would work with Macintoshes. I guess Apple
> ordered a lot of them and the Mac couldn't keep up to the original transfer
> speed. Someone tryed to get the old Roms from Seagate, but no luck.
>
[.sigs omitted]...

> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,B.C. or jhenders@wimsey.bc.ca
> or ubc.cs!van-bc!jonh!jhenders

Someone posted here saying that he runs a 296N at 1 to 1 interleave
with a BMS host adaptor and gave a short explanation of why there's a
problem. I called ICD to see what their story was, but got an
irritat{ed _and_ ing} guy who said there's no problem, sometimes it
works with 2XXNs and sometimes it (1 to 1 formatting) doesn't. He
hardly let me get a word in edgewise and wouldn't even *consider*
investigating, let alone making the ICD adaptor work with these drives
that barely meet the SCSI specs. Such a pity, the ST end of ICD HAs
is superb, long cable with optional write verification (that I use)
and a great cacheing driver. We'll get an update soon from Vance
Chin, as I am getting BMS' Host Adaptor info sent to me.

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4347. Re: VAULT problems

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 18:02:07 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec27.180207.194@uvm.edu>
Source record: 236218

(L.J.Dickey) writes (eariler):
> ....
>>>Remember Turtle? Turtle insists that it be in control of everything.
> ....

> Then, in article <27875@cs.yale.edu> fischer-michael@cs.yale.edu
(Michael Fischer) writes:

>>Please, keep your cool and don't start speculations flying on the net.
>>All that Lars reported is that he has a problem running THE VAULT and
>>DCACHE together. We don't know what the problem is, but we are trying
>>to find it. Meanwhile, don't run them together. They both apparently
>>work fine for most people most of the time when used separately.
>>TURTLE, too, seems to work well for many people, and I don't
>>understand your implicit criticism of it.

From article <1990Dec24.034049.21799@watmath.waterloo.edu>,
by ljdickey@watmath.waterloo.edu (L.J.Dickey) replies:

> Sorry. This was not intended to be a criticism of either VAULT or DCACHE.
> I am sure both are fine programs, but I have used only one, with no
> complaints. My criticism, if there was one, was implicit indeed, and
> would be more precisely aimed at the absence of a central direction or
> control in the development of software. I suspect that many users have
> found instances, as I have, of software, each one fine by itself, which
> clash with each other, because of assumptions made by the author.
....(small omission)
> I am sure that each
> does the best that she/he can with what is at hand, and I am grateful
> to a number of authors of fine software for the work that they have
> done.

> Again, sorry.

> --
> Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
> Internet: ljdickey@watmath.waterloo.edu
> UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
> X.400: ljdickey@watmath.UWaterloo.ca
> BITNET: ljdickey@watdcs.bitnet

I am tired of conflicting programs too. Those reviews that people
(myself included) should be writing for c.s.a.st and atari.archive
should include compatability testing. I would also like to read
reviews of peoples' working systems that *do*not*conflict!

On a related topic, is it too much to ask for people to write single purpose programs? The glut of "everything but the kitchen sink" stuff means I can't pick the best, or I have to waste precious memory with DAs that duplicate functions.
just my expensive $0.02, 8-)
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4348. Laser and 2 HD's

Newsgroup: comp.sys.atari.st
Date: 1990-12-27 20:15:22 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <4376.277a565a@cc.helsinki.fi>
Source record: 236216

Hi!

Is it possible to use 2 hard disks (MEGAFILE20 and SH205) and the Atari SLM804 laser printer at the same time on a MEGA4? The printer has worked fine on my MEGAFILE30/MEGA4 setup but we couldn't use two hard disks on my friend's configuration. What should we do?

Jouni

4349. Re: editors: VI, EMACS (also PBMplus)

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 01:14:13 UTC
From: rosenkra@convex.com
Message-ID: <1990Dec28.011413.9285@convex.com>
Source record: 236219

first, some info i was not able to mail to some people...

after posting mgif, i received several requests for PBMplus, which i mentioned in the README file. as far as i know, there is no full port of PBMplus to the ST, though it should be fairly simple with gcc (32-bit mode). it runs mostly on unix boxes as far as i know. it was posted to comp.sources.unix (or comp.sources.misc, i forget which) and should be available on one of the archive sites for these groups (e.g. uunet.uu.net). in addition, there are periodic additions to PBMplus which appear in alt.sources, too. i do know that there is support in PBMplus for GEM files (i THINK these will be degas-ish pi1, pi2, and pi3 files). PBM plus has its own formats for color, grayscale, and other images and can convert between a whole slew of other formats and do lots of image manipulations. it is a very nice package (and i wonder why it has not been ported to the ST, at least parts of it). it is rather large (several MB of source, as i recall).

on to other things...

In article <37252@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>There are about a thousand different version of VI and EMACS on the lists
>of Panarthea@sun.com and Atari.archive... Does anybody have any opinions
>about which ones are best..

opinions? i got a million!

i have most of the zillion versions, collected over the years. i am an emacs user, so naturally i prefer emacs (no flame wars on this...PLEASE!!!). of all the emacs' out there, i prefer MicroEMACS, v 3.9n (i think i use "n"). i have 3.10something, but it no longer prints the status line in reverse video, and it does not seem to offer more than improved mouse support, which i don't use anyway. GNU emacs would be very attractive, but i could not get it to run because it insists on having the termcap file end in newlines (NOT cr-newlines, as is the convention with TOS/MSDOS text files). that was quite a while ago, it may be "fixed" now. an added plus with GNU emacs is the ability to use special elisp files to add new capabilites. this is possible with MicroEMACS as well, though if u use GNU emacs on another system, then u have little compatibility problems. both come with source, so u can always "fix" things to your liking. i have edited files larger than 150k bytes with microemacs with no problems. note that microemacs lisp is NOT the same as GNU emacs lisp. someday, i'll set up a drive just for all the GNU software, so i will probably end up with GNU emacs, if it is not too big, even for my mega4 (which normally i have going with a 2 MB ramdisk).

[incidently, if someone can tell me how to get the status line in rev video
with MicroEMACS 3.10, i'd appreciate that. without a recompile, that is,
since i believe i would have to port it to Alcyon (SHEESH!!) or get gcc
up and running.]

i prefer emacs because of its language context sensitivity (in C and fortran
though i write very little fortran on the ST) and because at this point in
time, it is everywhere, at least in the unix world (what other world is
there? :-). by "everywhere", i mean most pcs (generic), workstations,
supers (yes, even cray :-) and minisupers, all the systems i am likely to
encounter for the next 100 years. the argument that vi exists everywhere
compared to emacs is no longer a valid one, IMHO.

it takes a bit longer, perhaps, to learn emacs (say 20% longer), but IMHO
it is a superior editor for programming. so if u are just learning an
editor, i'd recommend learning enuf of both vi and emacs (say 10-15 commands)
then pick one you feel more comfortable with and do most of your work with
it. vi is modal, too, in that there is an "input" mode and a "command" mode.
i personally hate that (there is no key marked "Esc" on a DECstation 3100,
for example. Esc is used to terminate "input" mode in vi. that does not mean
vi is bad, more probably it indicates DEC is not serious about unix. PLEASE,
no flames on that either! except from ken olson hisself :-).

of the various vi clones, i have made stevie 3.65 (or perhaps 3.95?) what
comes up when i say "vi file", though that is about twice a year, so ask
someone else about vi. it never bombed on me (i think elvis had some
problems, at least the early version i got). elvis seems to be the prefered
vi for Minix, though Minix itself has these limits on executable sizes,
at least on the PC version (64k text + 64k data) which can severly limit
what u can do.

enjoy...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

4350. Re: HD (1.44 meg) drives for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 04:24:29 UTC
From: gilliam@lowlif.dec.com
Message-ID: <18511@shlump.nac.dec.com>
Source record: 236220

In article <1990Dec27.142024.1003@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes...
>In article <1990Dec26.204345.29924@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>I seem to recall someone posting a rather lengthy message a few months
>ago which went into graphic detail on how to connect a HD drive to an
>ST.
>
Here's a company that provides a product called Powerdrive:

DreamPark Development
2469 East Fort Union Blvd. Suite 100
Salt Lake City, UT 84121
801-943-4370

Board and external HD drive $259.95
Board and internal HD drive $189.95
Modification board only $119.95

(I've never done business with them.)

Mason Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com

4351. Re: Laser and 2 HD's

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 11:38:22 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec28.113822.14843@santra.uucp>
Source record: 236221

There is a possibility to connect up to 14 HDs and a laser to ST...
All you need is to check the DMA id numbers of those devices.
My system has 2 HDs DMA 0, units 0 and 1 and a laser as DMA 7.
Those numbers are easy to check using a SCSI-software that normally comes
with HDs (non-Atari ones...).
SLM 804 usually is DMA 5 or 7, depending of it's age.
Setting those numbers...refer to the manual of that device.

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

4352. Re: CONS-FIX??

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 13:36:53 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90362.153653GERLOFF@DB0TUI11.BITNET>
Source record: 236224

In article <2387@quepasa.cs.tu-berlin.de>, ki@opal.cs.tu-berlin.de (Karsten Isakovic) says:
>
>In article <90339.130233GERLOFF@DB0TUI11.BITNET>
> GERLOFF@tubvm.cs.tu-berlin.de (Olaf Gerloff) writes:
>>The thing is under testing. If you are interested to beta-test it, just
>>make me know.
>>
>>Long Haired Nick
>>
>>--
>>| Nick Sandru (alias Long Haired Nick) | Backpacker's First Law:
>>| Hoje Topholm 37 | e-mail: | "The thing you need lies either
>>| DK-3390 Hundested | ns@iddth.id.dk | in the bottom of your backpack,
>>| Denmark | ns@iddth2.id.dk | or in a closet at your home..."

I never wrote anything like this !!

Greetings and a happy new year
Olaf

4353. Re: HD (1.44 meg) drives for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 15:25:15 UTC
From: zeitler@esseye.UUCP
Message-ID: <1990Dec28.152515.8778@esseye.UUCP>
Source record: 236222

Thanks much for the replies (both posted and email). I had hoped that a 10 minute switch to a cheap high density drive would solve my problem with numerous disks of differing format floating around. Looks like I'll wait until the problem gets more painful. For now, I'll continue hauling a couple of these low capacity (? seems I used to consider anything over 100k high capacity) 720k disks with the laptop to share data.

Dave Zeitler zeitler@si.com
Smith's Industries zeitler@sol.cs.wmich.edu
Aerospace & Defense Systems Inc. Ph: (616)241-8168

4354. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 16:06:52 UTC
From: mike@maths.tcd.ie
Message-ID: <1990Dec28.160652.19458@maths.tcd.ie>
Source record: 236223

In article <276A8A68.1681@ics.uci.edu>, jvance@ics.uci.edu (Joachim Patrick Vance) wrote:
>32 bit). Also, if I got a NeXT (or an Amiga 3000UX or a Mac IIsi) I
>would lose my software. Granted, it's the price one pays for a
>'better' system, but I can't afford that price, even if I can afford

There are ST emulators for the Amiga. Soft and hard.

--
Mike Rogers,Box 6,Regent Hse,TCD,EIRE | Are teenage dreams so hard to beat?
mike@lanczos.maths.tcd.ie (UNIX=>AOK) | Here comes the summer,
mike@tcdmath.uucp (UUCP=>oldie/goodie)| ....And you're pissed off.
msrogers@vax1.tcd.ie(VMS => blergh) | Wednesday Week never happened at all.

4355. SCSI CD ROM drive

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 20:33:21 UTC
From: seitz@netcom.UUCP
Message-ID: <19520@netcom.UUCP>
Source record: 236225
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently acquired a Philips CM110 SCSI CD ROM player. Any hints on how I can hook this up to my Atari ST? I have an old Supra 20Mb hard disk (only one connector on the back, no clock calender). Can I use its SCSI controller to hook up to the CD ROM and the Hard Disk. Any sources of drivers and other software?

4356. Micromix 1

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 20:35:43 UTC
From: dit@frenzy.sybase.com
Message-ID: <12212@sybase.sybase.com>
Source record: 236230

Well, I posted this query a few months ago, but read on..
I am looking for the demo called Micromix 1, which uses samples from M/A/R/R/S
"Pump up the Volume". I am aware that it is on the atari archive, but
unfortunately the version on there is the same screwed up version that I got
from Lord Barak's bbs over a year ago.. So, does anyone have a version of
this demo that has the FULL WORKING SPL FILE.. with out the dropouts and stuff?
This should also serve as a warning not to waste your time grabbing this
program from the archive, since the SPL file is screwed..
ennyway

David Trumbull \ My motto, as I live and learn, is:
dit@sybase.com / Dig and be Dug
Indeed / In Return

4357. Re: File transfering with a Vax

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 21:10:42 UTC
From: cfw@aplpy.jhuapl.edu
Message-ID: <1990Dec28.211042.8518@aplcen.apl.jhu.edu>
Source record: 236226

In article <1990Dec19.072434.67@n6vbg.hamavnet.com> system@n6vbg.hamavnet.com writes:
>In article <1990Dec13.181334.1597@vax5.cit.cornell.edu>, reyy@vax5.cit.cornell.edu writes:
>>
>> There has been a bit of talk regarding file transfers
>> between ST's and Vax machines (via kermit). I for one
>> have an old 1200 baud modem and really annoyed with the
>> fact that kermit takes so long. I'm somewhat ignorant
>> when it comes to file transfers, so ask you all: why have
>> I only seen implementations of kermit on my vax? Is there
>> any way to transfer with other methods (assuming we had
>> the vax-end programs), or am i stuck with slow-but-sure
>> kermit?
I use Uniterm's kermit between my 1040 and a VAX at 1200 baud.
Uniterm's kermit has always, so far as I know, supported large
packet sizes but VAX kermit implementations have not until recently.

The version currently installed on our VAX (probably NOT the latest
version) is "C-Kermit, 4E(070) 29 Jan 88, Vax/VMS" and it does
support long packets. When I set the Uniterm kermit packet length
to 1024 bytes, I sustain transfer rates slightly in excess of 100CPS
at 1200 baud. This works fine since I rarely experience phone line
errors. Before VAX kermit accepted large packets, I sustained
transfer rates of 75-80CPS.

As a side note, for a while I had a local 9600 baud direct serial
connection between an Atari and a VAX. Even with the old VAX kermit,
I sustained transfer rates which, if memory serves, were in excess of
600CPS. Nice :^). The Atari and Uniterm weren't even breathing hard
so 1600CPS at 19.2kb with large packets wouldn't surprise me. So let
me take this opportunity to say thanks to Simon Poole for a wonderful
program (Uniterm).
>
>Yes, there are other ways of transferring files between a VAX and the ST. I
>have Xmodem and Zmodem on our machines at work. For some reason Kermit is
>the only protocol that got REALLY popular among VAX sites (I suppose this
>is due to the fact that Kermit allows you to transmit 8 bit binary files
>over communications channels that only support 7 bits, which used to be the
>case quite often).
>
>Anyways, I'd be happy to put the Xmodem and Zmodem programs for the VAX on
>a tape for you (or anyone else who wants them).
>
>>
>> Thanks for your time,

>> David Rowell
>> REYY@Vax5.cit.cornell.edu (internet)
>> .signature upon request
>--
>Javier Henderson, N6VBG
>
>system@n6vbg.hamavnet.com
>{simpact,asylum,elroy}!hamavnet!n6vbg!system

4358. Re: GNU (as it applies to the ST)

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 22:13:47 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <9784@orca.wv.tek.com>
Source record: 236227

> Bison is a special case, because a parser generated by Bison
> contains FSF source code which GCC in turn compiles. Therefore the
> parser, and any program containing it, contains FSF source code and
> therefore is covered by the copyleft.

Fortunately, this mistake was not repeated with "flex" the lex clone.
According to the COPYING file that comes with flex, the skeleton
source code is fully public domain and any programs generated by flex
are not restricted by copyleft. Personally, I think flex is
wonderful.

stank

US Mail: Stan Kalinowski, Tektronix, Inc., Network Displays Division
PO Box 1000, MS 60-850, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

4359. Re: my comments on flex

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 23:17:41 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <9785@orca.wv.tek.com>
Source record: 236229

Hopefully I can head off some confusion. In my previous post I
refered to a COPYING file that comes with flex. I was referring the
standard GNU version 2.3 release of flex, not the Atari port.

stank

US Mail: Stan Kalinowski, Tektronix, Inc., Network Displays Division
PO Box 1000, MS 60-850, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

4360. Looking for Notator or Creator music software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-28 23:54:39 UTC
From: tas@sequent.UUCP
Message-ID: <49445@sequent.UUCP>
Source record: 236228

Hi folks!

I was wondering if anyone knew where I could get either the Notator
or Creator software for an Atari 1040ST. As I am not at all familiar
with either, does anyone know what these packages are going for
these days?

Or, would anyone happen to know where I could get a used copy of
either?

Any leads would be greatly appreciated!

Thanks,
Theresa

4361. What is Latest Version of "M" now sold by Dr. T's for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 08:07:38 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <1990Dec29.080738.18431@cunixf.cc.columbia.edu>
Source record: 236231
Cross-posted to: rec.music.synth,comp.sys.atari.st

Plan to buy the package "M" for the ST from Dr. T's. Is it a new version of the classic program or is it just a drastically price reduced package of the old version? Any users/recommenders?

Regards

Imran

4362. Re: ST Format, EuroNet BBS system's

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 14:25:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayf9ds@jonh.wimsey.bc.ca>
Source record: 236232

Of course Bob neglects to mention that this is down from the $12
per hour for every area on GEnie that was in place before the 4.95/month
charge came into effect. As a heavy GEnie user, I find my monthly charges
have dropped about 40% (The free terminal program they give you helps
immensely too)

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4363. Re: letter to byte

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 15:08:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayfbeg@jonh.wimsey.bc.ca>
Source record: 236233

All this just support the " Toothless Byte " thread that was running a while back. When a magazine goes from being a source of information which might inform it's readers about things of interest to them, to a bunch of accountants determining " what's in it for us? " then the magazine may as well just become a rehasher of companies press releases.
Then the same thinking becomes " We better not give xxx companies product a bad review, as they have a big ad account with us. " At that point the magazine becomes pretty useless to the readership they once served. BYTE used to be a magazine for all sorts of small systems, now they're just another PC World.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4364. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 15:18:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0ayfbu2@jonh.wimsey.bc.ca>
Source record: 236234

In <1990Dec27.173803.29845@uvm.edu>, Robert B. Pegram writes:
>
>
>I wrote:
>
>>>>I'm interested, (I'd like to run my 296N with 1-1 interleave 8-)
>
>Bob Luneski replies:
>
>>> I bought one when they first came on the market and formatted it
>>>at 1-1 and was shocked to find that my 28 ms disk was sooooo slooooooooow.
>
>now John Henders writes:
>
>> I think there was some discussion here last year about this, and it was found
>Someone posted here saying that he runs a 296N at 1 to 1 interleave

>with a BMS host adaptor and gave a short explanation of why there's a
>problem. I called ICD to see what their story was, but got an
stuff deleted

Good luck with the BMS unit and I hope it works for you, but you will
note the person who said he had on working on a BMS didn't say how old
it was or what ROM revision. ICD's latest board has the full SCSI spec
if that is in fact the problem, and their software is excellant. It's
too bad the person on the phone was such a jerk as the people they have
doing online support on GEnie are fairly reasonable and in formative.
>
>Bob Pegram
>
>pegram@griffin.uvm.edu
>or
>...!uvm-gen!pegram

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

4365. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 16:41:36 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37358@cup.portal.com>
Source record: 236235

Somebody left a message about ST emulators for the Amiga (soft and hard).
I am curious about the quality of these emulators. I had heard a hardware
emulator was coming out so have been glancing thru the adds in Amiga mags at
the magazine-rack, but haven't seen any for sale yet.

.....Yonderboy@cup.portal.com

4366. Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 21:54:17 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1990Dec29.215417.22716@cs.olemiss.edu>
Source record: 236236

In article <37358@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>Somebody left a message about ST emulators for the Amiga (soft and hard).
>I am curious about the quality of these emulators. I had heard a hardware
>emulator was coming out so have been glancing thru the adds in Amiga mags at
>the magazine-rack, but haven't seen any for sale yet.
>
> ....Yonderboy@cup.portal.com

The software emulator that I've got are all jokes. I have an Amiga 1000
and a 1040ST. The Amiga Emulator was neat, it reminded me of AmigaDOS 1.1.
A lot of windows did things the Amiga *used* to do, and it even Gurus. But,
like I said, its a joke; a farce.

The ST emulator that I have is poor. It puts up a low-rez default desktop
picture, green/white/black colors, ya know? The mouse pointer turns into
the Atari pointer, but other than that, it doesn't even do anything funny.
It is a big dissappointment.

Now, if anyone has a *real* emulator, or a better joke ST emulator, let me
know....

BTW, has anybody used RezRender? If you do, go to the dialog where you can
define the colors and materials, and click in the box marked "green."
I couldn't stop laughing!
+=/----\=+ Get up, get,get down \ Tony Reynolds
|/ Byte \| I.B.M. is joking your \ tony@tacky.cs.olemiss.edu
|\ Boys /| town. \ /usr/games/fortune:
+=\----/=+ <<Appearing NetWide>> \If I had any humility, I'd be perfect.
Starring MC 68000, Tony RISC, and V.G.A.\ --Ted Turner

4367. Re: Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-29 22:55:56 UTC
From: don@brahms.udel.edu
Message-ID: <17097@brahms.udel.edu>
Source record: 236237

In article <1990Dec29.215417.22716@cs.olemiss.edu> tony@tacky.cs.olemiss.edu (Tony Reynolds) writes:
>
>Now, if anyone has a *real* emulator, or a better joke ST emulator, let me
>know....
>

From p.109 of the Feb 1991 (!) issue of Amigaworld:

brainSTorm
The MAST Atari emulator

Runs approx 98% of ST s/w, including MIDI support. Only programs
which should have problems are those doing direct DMA or
programming the MFP.
Supports all ST resolutions incl. color, 8 meg fast & 2 meg CHIP
RAM (Amiga side, not really related to Atari side)
Full page monitor emulation w/scrolling (by this I assume it's
talking about the Moniterm monitor, for which an Amiga version
is also available).
Uses amiga par & ser ports & all floppy drives (no mention of HD
support)
Two ST's at same time on Amiga
"Almost ST speed, text is 120% faster, disk 108%"
sockets for ST ROMS, hw emulation of Atari custom chips

The above is paraphrased from MAST's ad. Cost is $99. No mention of whether it will work on accelerated Amigas, no mention of HD support. MAST has been around for a while, but their products, from my observations, have a mediocre reputation, and their record for getting products out on time is terrible (Their Infinity Machine is second only to the Video Toaster (which BTW, is finally shipping, & is incredible!) in the "Biggest Amiga Vaporware of the decade" category).

In Germany there are supposedly several ST emulators. This is apparently based on one of them.

--
Gibberish Amiga 3000 owner/fanatic
is spoken Contact don@brahms.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

4368. english language miniterm docs?

Newsgroup: comp.sys.atari.st
Date: 1990-12-30 04:14:12 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec30.041412.27753@ux1.cso.uiuc.edu>
Source record: 236238

is there any English language documentation for miniterm?

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

4369. Re: my comments on flex

Newsgroup: comp.sys.atari.st
Date: 1990-12-30 08:00:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec30.080047.15272@math.lsa.umich.edu>
Source record: 236239

In article <9785@orca.wv.tek.com> stank@anvil.WV.TEK.COM (Stan Kalinowski) writes:
>Hopefully I can head off some confusion. In my previous post I
>refered to a COPYING file that comes with flex. I was referring the
>standard GNU version 2.3 release of flex, not the Atari port.

> stank

Flex is not cvered by the GNU copyleft because it was not written for the GNU project. It was out in the public domain long before the copyleft existed. It's distributed with the rest of the GNU stuff because it's Fast and Free and the FSF didn't feel like re-inventing the lex-wheel when flex was such a fine job.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

4370. Predictions

Newsgroup: comp.sys.atari.st
Date: 1990-12-30 17:35:45 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1990Dec30.173545.7384@lsuc.on.ca>
Source record: 236240

As far as I can remember, I don't think I've ever posted a "New Year's Message" beyond saying "Happy New Year!" before on any system. So this is probably an all-time-first for me. I have however, though on very rare occasion, made public predictions. I generally do this in cases where the prediction is significant because it "flies in the face" of the opinions of the masses, yet I'm fairly convinced that they are highly probable. Ie, in cases where I'm fairly sure that I'm right and almost everybody else is wrong. An example was my prediction, a few years ago taht Communism would collapse "soon" (it happened sooner than I'd have expected, but I never had sufficient "insider" information to go beyond that). Also, before Nintendo proved me right I said that games on large capacity cartridges were a viable way to make money even in North America (not hard for me to predict since the 1, 2 and 4 Megabit cartriges came out for MSX in 1986 -- before Nintendo had established themselves in North America).

So what am I going to predict? Well, as you can see by my above predictions, they may be startling to "most people", but in fact they were actually fairly conservative, and this one is going to be conservative too:

I think the coming 2 years will prove that the STE and the Lynx were, if not "wonderful" moves, good enough. The STE in particular was a mixed product for me. I wanted an improved ST and the STE sort of parallelled my thinking. It's not the computer I'd have designed. There are many things I can point to, but the most glaring is the 2 new joystick ports. I wouldn't have done that. I'd have put my money into completing the implimentations of the current IO (read/write Centronics, mouse support of the B joystick port, adding the buss out from the Stacey to the 1040ST package, true SCSI) and added a 2nd MIDI out or an STMPE connection. In short, I'd have aimed, ostensibly, at serious applications rather than games. But having mulled over the new spec, I'm satisfied that there are enough improvements "for now" to support significantly better applications than those currently on the market, and that's the key to its viability. Significantly better programs will be brought out over the next 2 years making use of these improvements. People who buy the STEs will, in general, be glad that they did.

Likewise, I think more than just the fact that the Lynx is "a really nice game machine", Atari was right in focussing their marketting on it and giving it an early *heavy* push. The Sega Game Gear is out. I can buy one if I want one *right now*!

Same with the NEC Turbo Express. Atari has cut a niche for themselves
and the future for the Lynx as a development target is good!
Let me put this prediction in perspective a bit more -- I'm likely
to be writing a game myself in the near future and I will probaably
not write a version for the Lynx -- so I'm not saying this with
any current expectation that promoting the Lynx will do me any good
at all. And quite to the contrary, may hurt the sales of the game
I have in mind because I'll be supporting a competitor. Again,
people who by the Lynx, and programmers who develop for the Lynx,
will be glad they did.

So there are my predictions for the coming year, and in fact
2 years. They are typically mine in that they are so extremely
conserative, yet among the things I've read from the Atari community,
and the general computer community, they are not popularly held.
Come back next year (and in 2 years really) and see if I'm right!

PS: Eat your own flames! Do NOT respond to this message! DO post
your own predictions and reasons separately -- I enjoy
quoting people back their pronouncements when time proves
they needed better glasses. :-)
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4371. ST fidonet point, specifics

Newsgroup: comp.sys.atari.st
Date: 1990-12-30 20:08:35 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec30.200835.21460@ux1.cso.uiuc.edu>
Source record: 236241

re fidonet software for the st:
Transmountain ST BBS of Elpaso,Texas, usa has the following:
The sysop said that it was available via file request (whatever that entails
[I'm going to find out :-)]).

```
__________ __ _______ _______
/ _____ / / / / ____ / / ____ /
/ /____/ / / / Transmountain ST / / / / /
/______ / / / / / / / / / / /
/ / / /_US Robotics HST 14,400 / / / Fnet Node: 352
/ / / ______ / / / / / / / / /
/ / / / _FIDOnet Node 381/48/ /___/ /
/_/ /_ _______/ /_______/ /_______/
__ __ ________ ___________ Binkley Term 2.40J
\ \ \ \ \ ______\ \___ ___\
\ \ ///Turbo Board ST \ \ FidoDoor 2.10 BT3
\ \_______\ \ \ \______ \ \
\ _______ \ \_____ \ \ \ Fifo 2.1g
\ \ \ \ \ \ \ \
\ \ El Paso, Texas \ \ V42, V42bis
\_\ \_\ \_______\ \__\
```

TMST El Paso Download Directory - ST_FIDO

```
71)PARSE130.LZH 34843 01/20/90 Parselist version 1.30 (22 Oct 89) releas
72)PCOMMAND.LZH 25214 12/10/90 PCOMMAND CLI for use with Binkley Term or
73)FSC_ALL.LZH 204169 02/11/90 FidoNet Technical Standards Compendum.
74)POLICY4.LZH 29207 04/01/90 Fidonet Policy Letter number 4
75)POLICY3.LZH 15548 05/05/90 FidoNet Policy Letter # 3. This is requi
76)FREQLIST.LZH 22812 10/02/90 FREQLIST utility for ForeM & ///Turbo sys
77)OMMMST14.LZH 48920 07/28/90 OMMM 1.4 for the ST.
78)BINKST.LZH 254718 11/17/90 Binkley Term ST, version 2.40j port dated
79)FIDODOOR.LZH 134488 12/15/90 Complete FIDOdoor package version 2.10 BT
80)BTSTEXE.LZH 116745 11/17/90 BTSTEXE.LZH contains the latest (2.40j ex
81)CM402.LZH 65766 10/23/90 ConfMail ST version 4.02 by Steven Green.
82)MSGED201.LZH 60515 12/10/90 MsgEd 2.01 port by Steven Green. Still s
83)WA200.LZH 19282 12/10/90 WhatArc vs 2.0. Allows use of ZIP/LZH/AR
84)FD210BT3.LZH 67066 12/18/90 Here is FIDOdoor ver 2.10 BETA#3. The VT
87)FIFO21G.LZH 47780 12/24/90 FIFO 2.1G by Steven Green. Imports & Exp
```

---
and a friend of mine advises me :

I've checked over the list, and this is what you'll need:

BINKST.LZH (file #78) Binkleyterm
OMMMST14.LZH (file #77) Ommm (mail packer)
CM402.LZH (file #81) Confmail (sorts messages/puts them in right message base)
WAZOO.LZH (file #83) Binkley needs this when sending out amil packets

I'm not sure which of these you need, however, since I'm not familiar with Fidodoor:
FD210BT3.LZH (file #84)
or
FIDODOOR.LZH (file #79)

What you are looking for is a message editor that works with binkley. The rest of the stuff on the list is not needed unless you want to set up you own node.<grin>

Later....
--
Ann Mitchell - via FidoNet node 1:233/13 (ehsnet.fidonet.org)

---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

4372. Re: Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-30 22:43:02 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37404@cup.portal.com>
Source record: 236242

Hmm.. $99.. makes you think, eh? If it even half works, it makes you wonder why an ST couldn't be a little less expensive, eh? Oh, well.. I'll have to look in those mags. again -- I am just curious about it is all...
.....yonderboy

4373. STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 05:34:14 UTC
From: mg5184@mars.njit.edu
Message-ID: <2074@njitgw.njit.edu>
Source record: 236243

I have the following items for sale:

Laser C latest version 2.1
Tweety Board
Dungeon Master
TOS 1.2 6 chip set
NeoDesk 2.05

Please respond via e-mail with reasonable offers.

Mike

```
=====================================================================
| Dunn was over Unger and I was over Dunn! | mg5184@mars.njit.edu |
=====================================================================
```

4374. Frame Maker on Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 06:14:15 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <DARYL.90Dec31011415@cbnewsc.ATT.COM>
Source record: 236244

I purchased Frame Maker (Frame Technology) for the MAC and installed it using my Spectre GCR emulator.

This tool works quite well. Everything seems to work. It is (of course) somewhat sluggish on an 8MHZ 68000, but it tolerable. I have seen it on a MAC cx with a large (1Kx1K) monitor and it really works nicely. In fact, I am impressed with how favorably it compares to our SparcStation Is at work given the supposed speed of the SUN Sparcs.

In fact, one thing I noticed comparing Frame to WP in Microsoft Works is that Frame performance is uniform across file sizes (up to 100K in my tests) while WP shows significant performance degradation at 25K file size and up.

Files are supposedly compatible across MAC(ATARI) and Suns, etc. I cannot verify that but others have.

Sorry, I have never used Calamus and cannot compare it to Frame.

--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

4375. Atari 1040ST color system for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 10:32:38 UTC
From: uuvvuu@mixcom.UUCP
Message-ID: <152@mixcom.UUCP>
Source record: 236247
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,wi.forsale

Atari 1040 ST "color system" for sale. This includes the color monitor, a Supra 2400 external modem, 100+ disks of software, and of course all cabling and manuals. Price is a "negotiable" $700.00, and that includes shipping. Would also be interested in trading for PC hardware.

If interested, contact David Kelsey @ 414/643-4868 (answering machine, call anytime)... DO NOT CONTACT ME. I am posting this for him.

Thanks.

--
Craig L. Stodolenak "I'm a soldier, not a diplomat. I can only
uunet!uwm!mixcom!craig tell the truth."
craig@mixcom.UUCP -- Kirk, _ST_ "Errand of Mercy"

4376. OPUS Starter Pack?

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 10:50:30 UTC
From: svrobins@npe.isnet.inmos.co.uk
Message-ID: <147.277f17f7@npe.isnet.inmos.co.uk>
Source record: 236245

I (like many others judging by the number of recent postings) am unable to get OPUS to "chart". I have at least two versions of GDOS, but very few fonts. Perhaps some kind soul could post a tried-and-tested "OPUS Charting Starter Pack" eg.

. a minimal set of GDOS PD screen fonts and PD epson printer fonts.
. an ASSIGN.SYS file which *REALLY WORKS* and that OPUS will accept.
. instructions ?
. anything else that may be necessary ?

This would of course have to be rock-solid/easy-to-use/just-add-GDOS, or we will just end up with lots more postings on "How do I use the Starter Pack?".

Anyone care to oblige?

Thanks in advance,

Paul Robins.

o===o
| Paul Robins. Product Engineering, Inmos, Newport, Gwent, Wales, UK. |
o==================================o==================================o
Email : svrobins@isnet.inmos.co.uk	Any opinions expressed above
Phone : 0633-413443 ext 267	are MINE ALONE, and in no way
Fax : 0633-412925	reflect those of Inmos Ltd.
o==================================o==================================o

4377. eprom cartridge

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 11:10:46 UTC
From: meijer@nvpna1.prl.philips.nl
Message-ID: <meijer.662641846@nvpna1>
Source record: 236246

I just build a eprom cartridge for my ST but i have some
problems now. I would like to put a few programs there
(gulam, pinhead etc) i know this should be possible.
But how do i make the file which should be placed in
the four roms? My epromburner (DELA) can't do this for me,
so my question is how do i put these files in one big
file, or has someone a program which does this?
Thank you for reading this.

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. meijer@prle.prl.philips.nl
Holland Nice hardware !!!

4378. Re: Looking for Notator or Creator music software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 16:40:06 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1990Dec31.164006.14012@cbnewsj.att.com>
Source record: 236151

Microtyme's catalog lists C-Lab Notatator at $535. You can reach
them at 1-800-255-5835.

Hope this helps,

Rana Dutt
rcd@mtqua.att.com

P.S. I'd like to take this opportunity to wish all readers of c.s.a.st
a very Happy New Year!

4379. Re: ST fidonet point, specifics

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 16:53:52 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec31.165352.1858@ux1.cso.uiuc.edu>
Source record: 236153

ooops
it was pointed out to me that I did not include Transmountain
BBS's phone number.

it is:

(915)566-9100

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

4380. Re: Amiga ST Emulators (was Re: TT's and NeXT)

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 17:05:58 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <N1Z2u1w162w@fquest.fidonet.org>
Source record: 236152

don@brahms.udel.edu (Donald R Lloyd) writes:
> From p.109 of the Feb 1991 (!) issue of Amigaworld:
> brainSTorm
> The MAST Atari emulator
> Runs approx 98% of ST s/w, including MIDI support. Only programs
> which should have problems are those doing direct DMA or
> programming the MFP.
> Supports all ST resolutions incl. color, 8 meg fast & 2 meg CHIP
> RAM (Amiga side, not really related to Atari side)
> Full page monitor emulation w/scrolling (by this I assume it's
> talking about the Moniterm monitor, for which an Amiga version
> is also available).
> Uses amiga par & ser ports & all floppy drives (no mention of HD
> support)
> Two ST's at same time on Amiga
> "Almost ST speed, text is 120% faster, disk 108%"
> sockets for ST ROMS, hw emulation of Atari custom chips
> The above is paraphrased from MAST's ad. Cost is $99. No mention of
> whether it will work on accelerated Amigas, no mention of HD support. MAST
> has been around for a while, but their products, from my observations,
> have a mediocre reputation, and their record for getting products out on
> time is terrible (Their Infinity Machine is second only to the Video Toaster
> (which BTW, is finally shipping, & is incredible!) in the "Biggest Amiga
> Vaporware of the decade" category).
> In Germany there are supposedly several ST emulators. This is apparently
> based on one of them.

Sounds pretty interesting. There has been lots of discussion on ST
emulators on Fidonet and on of the local Austin boards. I've seen a
couple of the software-only ones. One of them actually worked to some
degree. Got Chessmaster running on it in both low and high res.
I've heard of one that sounds very similar to the one you posted about, I
have to wonder if its not the same one. But the price was 195$, which
seems a little more realistic, and it would only work on a 2000 or 3000,
not a 500. Did the AmigaWorld article say which models it worked on?
You say the article stated that text speed was 120% of an ST and disk I/O
108% of an ST. I would be curious to know how the numbers would compare
if you used one of the inexpensive 'software blitters' like Quick ST or
Turbo ST and used disks with a 'twisted' sector skew in the tests. Many,
if not most ST users do these things and thus increase their performance
greatly without spending much. I'd be curious whether you could do this
on the emulator and how it would compare to an ST then. Also, the
software emulator I saw working worked at a decent speed when in high-res
monochrome mode (flicker often got pretty bad though). But, in medium

and low res modes, the speed was significantly slower - not anywhere near what the high-res was. I guess that was it having to keep up with the color planes. I'm not saying that the others are this way to, it just makes me wonder. In Germany it wouldn't matter so much, as the migh-res monochrome mode is the most popular way to set up STs there, and most of the software will run in that resolution.
You said that there were several ST emulators in Germany and this was based on one of them. Perhaps its not the same one I read about then, but I had only read about one confirmed ST emulator in Germany. It had been demonstrated at a computer show over there. Of course, I could have easily missed the others, I don't subscribe to German computer mags....

The following opinions are my own and not those of anyone else who might be registered on fquest.fidonet.org. All flames can be sent to alt.flames since we don't read that here.

4381. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 18:20:53 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Dec31.182053.14370@cunixf.cc.columbia.edu>
Source record: 236154

In article <37358@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>Somebody left a message about ST emulators for the Amiga (soft and hard).
>I am curious about the quality of these emulators. I had heard a hardware
>emulator was coming out so have been glancing thru the adds in Amiga mags at
>the magazine-rack, but haven't seen any for sale yet.

Well, I have not seen it yet, but there is a hardware ST emulator
board for the Amiga called the Medusa Board. I'm not sure what
the compatibility is like. Also, I have yet to see a working
software emulation for the ST on the Amiga. I suspect it isn't
very easy to do in software since there are so many custom chips
in the ST to emulate.

>
> ....Yonderboy@cup.portal.com

Have a happy one.

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |D{r det finns en |l, finns
cmm1@cunixa.cc.columbia.edu |det en plan!
(c)All rights reserved. |
Send flames to /dev/null |
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4382. Spectre 128 for sale

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 19:30:41 UTC
From: zeitler@esseye.UUCP
Message-ID: <1990Dec31.193041.1324@esseye.UUCP>
Source record: 236155
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have a Spectre 128 for the Atari ST for sale. It provides emulation of a Mac Plus on the ST using either the 64k or 128k mac roms. I've upgraded to the GCR. Please respond via email. I'll be out of town until 1/6, so don't be suprised if I don't get back with you immediately. If you leave your phone number, I'll call you back. Asking price is $75.

Dave Zeitler zeitler@si.com
Smith's Industries zeitler@sol.cs.wmich.edu
Aerospace & Defense Systems Inc. Ph: (616)241-8168

4383. Deskjet 500 underline problem found.

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 20:44:30 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec31.204430.5442@uvm.edu>
Source record: 236156
Cross-posted to: comp.periphs.printers,comp.sys.atari.st

A few weeks ago, I wrote in c.p.printers about a problem I was having with underlining on an HP DeskJet 500. It turns out that the problem with underlines showing up in the middle of the succeeding line was due to a "feature" of my word processor's printer driver, and to my handling of sub and superscript text.

On the Hp, subscript and superscript text is moved up and down on the page, but the font size is not made smaller automatically (as it is on Epson compatibles). WordWriter ST sends out an init string to the printer before each print out - whether you specified one of your own or not - consisting of all the codes to "turn off" all the print attributes that the current printer driver knows about. My driver somehow ended up with all my text printed superscript (I think it was trying to turn off subscript - or I got those codes backwards, if so, BLUSH 8-), thus the underlines were all 1/2 line too low.

My thanks to all those who responded to my pleas for help and I hope that someone else can learn from my tale 8-).

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

4384. SCSI CD ROM drive

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 21:51:48 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec31.215148.24164@kcbbs>
Source record: 236248

Well here is a stab in the dark for you. I have 2 cdar504's on my bbs
they are the ATari cd_roms. they have a chinon engine in them with a
Chinion "ASCI" -"Atari Small Computer Interface" adaptor in them.

My guess is yes you could them to work. Atari has released to its developers
and with its sales of the cdar504's a program called MetaDos. I am sorry
to say Meta_dos is not Public Domain so I can not post it to the net
for you. My guess is you would have to hack the BIOS driver to suit
your cd_rom as well.

Contact your local Atari rep or company and ask if you obtain a copy
of Meta_dos.

You should be able to use your "Supra" interface / ICD interface to
drive it.

Let me know how you get on.

Jon Clarke.
Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz GEnie:J.Clarke6
----Where is Runciman?

4385. Gnu Chess (and MGR) ???

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 21:57:14 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Dec31.215714.28374@doe.utoronto.ca>
Source record: 236157

1) Would some kind soul please compile gnu chess and send the binaries
to atari.archive? I have tried, but gnu chess has some monster functions,
and my mega 2 runs out of memory even with the optimisation turned off.
__PLEASE__ use Eric Smith's MiNT library and GCC to compile if possible.
The fancy curses-based version would be the best thing, probably. I
know that Eric Smith did a port a couple of years back, but I cannot
even get it to run under MiNT and Gulam (not to mention mgr).

2) If anyone is daring and really likes MGR, you could try porting the
Sunview/X-Windows version of Gnu chess, including icons and (I presume)
mouse support. Wouldn't that be nice to run under MGR??

Thanks,

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

4386. World

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 21:57:56 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec31.215756.24251@kcbbs>
Source record: 236249

Barry Porter@World

Barry, can you please tell me how I can get an account on World BBS.
I poped on via PDN the other day via the tymnet node from x25.

However it asked me for an ID and Password. The usual guest/visitor/new
did not work so I guess you need to register before you can have a look.
If you get the sysops to email me it would be great.

As a point of interest the World_wide PDN number for this Node of Tymnet
is NUA = 03123 (some countries do not need the 0 replace it with
a 1).

Thanks in Advance,
Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz GEnie:J.Clarke6 CIS:72000,3555

4387. Re: TT's and NeXT

Newsgroup: comp.sys.atari.st
Date: 1990-12-31 22:04:18 UTC
From: Jon_Clarke@kcbbs.gen.nz
Message-ID: <1990Dec31.220418.24344@kcbbs>
Source record: 236250

Re the Amiga/ ST emulator,

Well Chris I for one was shocked with the quality of the software emulator
called "ST-HACK". It appears this was done in DL/Germany and will run
in low - medium and high res. Though in high res the interlacing on
the Amiga is awful.

It ran most of the software we have here and QuickST and turboST did
indeed help speed up the desktop. The speed is akin to running a mono_emulatoe
(make that mono_emulator) on a colour ST.

So I was very impressed with Amiga/ST emulator. Although remember the
OS they use which is TOS version 1.2 is pirated and therefore illegal.

-No flames please send them to null\dev not me!

Jon_Clarke@kcbbs.gen.nz STT@kcbbs.gen.nz GEnie: J.Clarke6